

# Fire Combat Table & TEC

## Firing Strength Points

DR	1	2	3	4/5	6/8	9/11	12/14	15/18	19+
≤ 0	-	-	-	-	-	-	-	-	-
1	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	1
4	-	-	-	-	-	-	-	-	1
5	-	-	-	-	-	-	-	1	1
6	-	-	-	-	-	-	1	1	2
7	-	-	-	-	-	1	1	1	2
8	-	-	-	-	1	1	1	2	2
9	-	-	-	1	1	1	2	2	3
10	-	-	1	1	1	2	2	2	3*
11	-	1	1	1	2	2	2	3*	3*
12	1	1	1	2	2*	2*	3*	3*	4*
13	1	1	1	2*	2*	3*	3*	4*	4*
14+	1	2	2*	2*	3*	4*	4*	4*	5*

## SP modifiers for fire combat

Infantry firing unit is in:		SP
Line (max 4 SPs)		x 2
Column (max 2 SPs)		x 1
Obstr. terrain (max 2 SPs per direction)		x 1
Square (max 2 SPs per direction)		x 1

## DRM for fire combat

Snow	-1
Snowstorm	-2
Target is artillery	-3
Target is in obstructed terrain	-2
Artillery is firing on square	+4
Artillery is firing on column	+2
Defensive fire	+1
French infantry fire against infantry in column (see rules 21.3 p.26) or square	+1
Heavy Artillery	+1

## Range Artillery

Horse / Lt. Artillery:	6 hexes
Foot Artillery:	8 hexes
Heavy Artillery:	9 hexes

## Artillery: effect of range

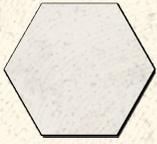
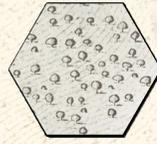
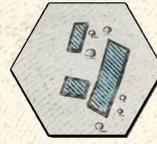
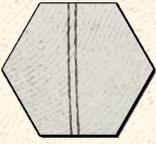
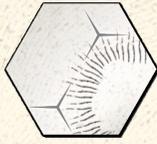
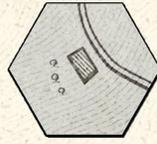
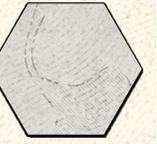
Adjacent	SPs x 4
Short distance 2, 3 hexes	SPs x 2
Medium distance 4,5 hexes	SPs x 1
Long distance 6+ hexes	SPs x 0,5

## Urgency limbering (1d6)

Horse Artillery	4 - 6
all other artillery	6

Modifiers are always cumulative

## Terrain Effects Chart

Terrain Type	Clear	Woods	Village, Cemetery	Road	Hexside Slope	Mill, Farm	Marsh	frozen River, Pond
<b>Hex Artwork</b>								
<b>Movement Cost</b>	1MP	2 Mp	1MP	1MP	+1 Mp	1MP	+1MP	1MP
<b>Fire Combat Effect</b>	no effect	number of firing SPs = 2 -2 DRM if target is in obstructed hex		no effect	no effect	no effect	no effect	no effect
<b>Charge or Assault Effect</b>	no effect	+2 DRM for defending in obstructed hex -2 DRM for attacking out of an obstructed hex, cavalry can't charge into		no effect	+2 DRM if all attackers are charging uphill, -2 DRM if all attackers are charging downhill	no effect	no cavalry charge into or out	no effect
<b>Notes</b>		Cavalry & artillery may enter only via road		Artillery & leader move at 0.5 MPs per hex			treat as "Clear"	