

REGIMENTAL "ON TO RICHMOND" 15mm COMBAT CHARTS Game Sheet "B"

FIRE COMBAT

Guns (Can=Canister, S=Smoothbore, R=Rifle, & SS=Shot/Shell) or Figures (SA=Small Arms) Firing

Can S:			1			2			3			4			5			6				
Can R:		1		2		3		4		5		6		7		8		9		10		
SS:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20		
SA:	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-22	23-24	25-26	27-28	29-30	31-32	33-34	35-36	37-38	39-40		
M o d i f i e d	>0	1	2	2	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	7	7	
	0	1	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	6	
	1	1	1	2	2	2	3	3	3	3	4	4	4	4	4	5	5	5	5	5	6	
	2	-	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5	5	5	5	5	
	3	-	-	1	1	2	2	2	2	3	3	3	3	3	4	4	4	4	4	4	4	5
	4	-	-	-	-	1	1	2	2	2	2	2	2	3	3	3	3	4	4	4	4	4
	5	-	-	-	-	-	1	1	1	2	2	2	2	2	3	3	3	3	3	4	4	4
	6	-	-	-	-	-	-	-	1	1	1	2	2	2	2	2	2	2	3	3	3	3
	7	-	-	-	-	-	-	-	-	-	1	1	1	2	2	2	2	2	2	3	3	3
	8	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	2	2	2	2	2	2
	9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	2	2	2	2
	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	2	2
11	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	
12+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

- = No Effect # = Unit loses # figures and receives a Morale Marker

Fire Combat D10 Modifiers:

Weapon	Range	FIRING UNIT:	TARGET UNIT:
Smoothbore Muskets	5"	Is Disordered	Is In Heavy Cover
Rifled Muskets	12"	Is Mounted Cavalry	Is In Medium Cover
+2			
Carbines	9"	Is Abysmal	Is Skirmishers Or Unl. Arty.
Pistols/Shotguns	2"	Has Poor Weapons	Is In Light Cover
Sharpshooters	24"	Is CSA Arty Firing SS	Is In Extended Line
+1			
Canister: All Arty.	9"	Is In Sk. Or Ext. Line	Is Disordered
Shot/Shell:		Has SA Weapons w/ Rest	Is In Column
Smoothbore Arty.	48"	Is Outstanding	Is Mounted
Rifled Arty.	72"	Is Heavy Arty (>12lb or 3" R)	Is At 2" Or Less
-1			
Special Rifled	96"	Using Initial Volley	Is Enfiladed
-2 (-3)			
		Has Breachloaders	() Modifier for Artillery Shot/Shell.
		Has Repeaters	

Any unit with an attached C.O. rolls 1D10: C.O. becomes a casualty on a 0.

MELEE COMBAT

MELEE STRENGTH = (# Stands in a Unit x Unit's Modified CV x Multipliers) + 1D10

CV Modifiers	# Stands in Melee	RATIO MELEE STRENGTHS	STANDS LOST
DEFENDING:	All in Line, Extended Line, Assault Column, or Limbered, even if Disordered. Only stands in contact for Skirmish	1/1	1/1
Uphill of Attacker	+1	3/2	1/1 #
Across Ford	+1		
In Light Cover *	+1	2/1	1/2 #
In Medium Cover *	+2	3/1	1/3 #
In Heavy Cover *	+3	4/1	0/3 #
ATTACKING:			(Winner/Loser)
Downhill	+1		- If ratio is a tie, reroll until not a tie. -
Cavalry Charge**	+2	Attacking Flank x2	- Loser Falls Back a Full Move per stand lost. -
ALL:			
Mtd vs Foot	+2	Attacking Rear x3	# Winner may make a Bonus Full Move (once only).
Inf in Assault Col**	+1	In March Col x0	Any unit losing a stand receives a Morale Marker.
Unit Is Disordered	-2	Ext./Sk./Unl. vs Formed x½	Charging Cavalry always receives a Morale Marker.
C.O. Attached	+ Rating		

* Applies only if Attacker is not in same cover.

** Does not count if unit is Disordered.

Attached C.O. Ratings for Melee:

Poltroon Roll 1D10: 0-5 = 0; 6-8 = -1; 9 = -2 (all)
Cautious +2 (defending only) Firebrand +2 (attacking only)
Aggressive +1 (all) Exceptional +2 (all)

Any unit which has an attached C.O. rolls 1D10: C.O. becomes a casualty on a roll of 0-3.