

REGIMENTAL "ON TO RICHMOND" 25 mm COMBAT CHARTS Game Sheet "C"

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/SA:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
M o d i f i e r	>0	1	1	2	2	2	2	2	3	3	3	3	3	3	3	3	4	4	4	4	
	0	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	4
	1	m	1	1	1	1	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3
	2	-	m	1	1	1	1	2	2	2	2	2	2	2	2	3	3	3	3	3	3
	3	-	-	m	1	1	1	1	1	2	2	2	2	2	2	2	2	2	3	3	3
	4	-	-	-	-	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	3
	5	-	-	-	-	-	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
	6	-	-	-	-	-	-	-	1	1	1	1	1	1	1	1	2	2	2	2	2
	7	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	1	1	1	1	2
	8	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1	1	1	1
	9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1	1	1	1
	10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	1	1
	11	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1
12+	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

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

Fire Combat D10 Modifiers:

<u>Weapon</u>	<u>Range</u>	<u>FIRING UNIT:</u>		<u>TARGET UNIT:</u>	
Smoothbore Muskets	5"	Is Disordered	+2	Is In Heavy Cover	+3
Rifled Muskets	12"	Is Mounted Cavalry	+1	Is In Medium Cover	+2
Carbines	9"	Is Abysmal	+1	Is Skirmishers Or Unl. Arty.	+2
Pistols/Shotguns	2"	Has Poor Weapons	+1	Is In Light Cover	+1
Sharpshooters	24"	Is CSA Arty Firing SS	+1	Is In Extended Line	+1
Canister: All Arty.	9"	Is In Sk. Or Ext. Line	+1	Is Disordered	-1
Shot/Shell:		Has SA Weapons w/ Rest	-1	Is In Column	-1 (-2)
Smoothbore Arty.	48"	Is Outstanding	-1	Is Mounted	-1
Rifled Arty.	72"	Is Heavy Arty (>12lb or 3" R)	-1	Is At 2" Or Less	-1
Special Rifled	96"	Using Initial Volley	-1	Is Enfiladed	-2 (-3)
		Has Breachloaders	-2	() Modifier for Artillery Shot/Shell.	
		Has Repeaters		-4	

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

MELEE COMBAT

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

CV Modifiers

<u>DEFENDING:</u>		<u># Figures in Melee</u>		<u>RATIO MELEE STRENGTHS</u>	<u>FIGURES LOST</u>
Uphill of Attacker	+1	All in Line, Extended Line,		1/1	2 / 2
Across Ford	+1	Assault Column, or Unlimbered,		3/2	2 / 3 #
In Light Cover *	+1	even if Disordered. Only figures		2/1	2 / 4 #
In Medium Cover *	+2	in contact for Skirmish Line or		3/1	1 / 5 #
In Heavy Cover *	+3	Limbered. N/A for March Column.		4/1	0 / 6 #
<u>ATTACKING:</u>		<u>Multipliers:</u>			(Winner/Loser)
Downhill	+1	Attacking Flank	x2		If ratio is a tie, reroll until not a tie.
Cavalry Charge**	+2	Attacking Rear	x3		- Loser Falls Back a Full Move per 2 figs lost. -
<u>ALL:</u>		In March Col	x0		# Winner may make a Bonus Full Move (once only).
Mtd vs Foot	+2	In Ext./Sk./Unl.			Any unit losing a figure receives a Morale Marker.
Inf in Assault Col**	+1	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.