

INFANTRY ATTACKS

DIRECT FIRE TABLE

Roll	Fire Value								
	1	2	4	7	11	16	22	30	45+
2	M	M1	M1	X	X	2X	2X	3X	3X
3	M	M	M	M2	M2	X	X	2X	3X
4	-	M	M	M1	M1	M2	X	X	2X
5	-	-	-	M	M	M1	M2	M2	X
6	-	-	-	-	-	M	M1	M1	M2
7	-	-	-	-	-	-	M	M	M1
8	-	-	-	-	-	M	M	M1	M2
9	-	-	-	-	M	M	M1	M2	M2
10	-	-	M	M	M1	M1	M2	X	X
11	M	M	M1	M1	M2	M2	X	2X	2X
12	M	M1	M2	M2	X	X	2X	2X	3X

Results

- No Effect

M All units and leaders in hex check morale (14.1)

M# Same as M except add # to morale check dice-roll

X a) One step loss to one combat unit in hex (those loaded on wagons don't count),
b) AND One step loss to one wagon in the hex (eliminating it and any unit it is carrying at the time)

In all cases, the owning player chooses which unit in both of categories a and b takes the step loss. If a hex does not contain units of a given type (for example, no wagons), the step loss to that type of unit is ignored. All surviving units and leaders in the hex must then make an M2 morale check (7.61, 14.1), and the owning player must then check for leader casualties for any leaders in the hex (6.7).

#X Same as X, except each unit category takes X step losses rather than one step loss.

Column Modifiers

All are cumulative and apply to all units and leaders in the target hex, except for modifiers noted as only applying to individual units per rule 7.52 (see below).

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|---|--|
| -2 Target unit(s) and/or leader(s) are under Entrenchment marker (16.3; -1 if entrenchment is in town or woods) | +1 Target is mortar unit (applies to that unit only per 7.52) |
| -2 Target hex is town or woods | +1 Target is mounted cavalry unit (applies to that unit only per 7.52). |
| -1 Target hex is hill (any elevation) | +1 Target hex contains one company (4.2), or target of opportunity fire is a company (13.12) |
| -1 Target unit(s) and/or leader(s) are dug-in (16.1) | +2 Target hex contains two companies (4.2) |
| -1 Target hex (or unit and/or leader if opportunity fire) is 3 or more hexes away | +2 Target is artillery unit (applies to that unit only per 7.52) |
| -1 Night turn (1.2) | +2 Target hex (or unit and/or leader if opportunity fire) is adjacent to all firing units |
| +1 Target hex is swamp (8.8) | +2 OPTIONAL: Flanking Fire (17.6) |
| +1 Opportunity fire (13.0) | |