

SHOOTING HITS ON:		Rapid	Dense	Normal	Clump	Disp.	Cover	Protect	
Hand grenades (4)	25	6HH	4H56HH	45H6HH	56HH	56H	5H6HH	6HH	
Steady musket volleys (4)	100	3456H	2345H 6HH	2345H 6HH	3456H	456H	56H	6H	
	200	—	456H	456H	56H	—	—	—	
Unsteady massed muskets (3 or 4) or steady matchlocks (4)	100	456H	45H 6HH	45H 6HH	456H	456H	56H	6H	
	200	—	56H	56H	56H	—	—	—	
Musket skirmishers (2)	100	6H	56H	56H	56H	56H	56H	6H	
	200	—	6H	6H	6H	—	—	—	
Rifle skirmishers (2) or volleys (4)	100	6H	56H	56H	56H	56H	56H	56H	
	400	—	6H	6H	6H	—	—	—	
Mounted firearms (2 or 3)	50	56H	56H	56H	56H	6H	6H	—	
Dismounted regular cavalry carbines (4) or unsteady mat.(3 or 4)	100	56H	456H	456H	56H	56H	6H	6H	
Jezzails (2 or 3)	300	—	—	—	—	6H	—	—	
Bows (2 or 3)	100	6H	56H	6H	6H	6H	5F 6H	6H	
Gun with cannister	VL 50	5H 6HH	456H	456H	56H	56H	6H	—	
	L 250								
	LM 300								
	M 350								
	Hr 500								
Gun with close range roundshot	VL 300	6HH	5H 6HH	56H	56H	6H	56H	6H	
	L 550								
	LM 650								
	M 700								
	H 750								
	S 1,000								
Gun with long range roundshot	VL 1,000	—	6H	6H	6H	—	6H	—	
	L 1,000								
	LM 1,400								
	M 1,500								
	S 1,750								
Gun with shrapnel	L.R.S.	—	6H	6H	6H	6H	6H	—	
Howitzer with cannister	L 200	45H 6HH	3456H	3456H	56H	56H	6H	—	
	Hr 250								
Howitzer or mortar with common shell.	L 1,000	—	6HH	6H	6HH	—	5F6HH	5F6H	
	LM 1,250								
	M 1,500								
	H 1,750								
	S 2,000								
Howitzer shrapnel	C.S.	—	56H	56H	56H	6H	56H	6H	
Rockets	Ground	1,000	6H	56HH	56H	6H	6H	5F 6H	6H
	Launcher	2,000	—	—	—	—	—	45F6H	5F6H

HAND-TO-HAND ADVANTAGE POINTS			
Cuirassiers charging, other HC charging any cavalry except cuirassiers or lancers, lancers charging any troops but cuirassiers, regular cavalry charging any irregular troops, elephants.			3
Other troops charging or reinforcing melee.			2
Fighting or overlapping open flank or rear or against skirmishers, artillery, transport, pioneers or mounting or dismounting troops.			2
Cavalry upslope of cavalry opponents.			1
Cuirassiers charged frontally halted, any HC except cuirassiers in melee with cavalry, any troops in melee with lancers.			1
Steady pikemen.			1
Cavalry defending obstacle or charging disordered enemy			1
Defending obstacle on foot.			3
Defending building or fortification, or infantry square fighting mounted or irregular opponents.			5
Regular infantry in column fighting against cavalry.			2
Opponents are shaken foot or routing mounted.			2
Opponents are shaken mounted or routing foot.			5
Elite or fanatics charging or charged.			1
Vet. cav. in melee with elite or train, vet inf. fight. tr.			1
Fighting against raw or levy.			2
H-TO-H HITS IF:	Disadv.	Equal.	Advantage
Mounted against mounted.	6H	56H	456H
Mounted against foot.	6HH	456HHH	23HH 456HHH
Foot against mounted.	Nil	6H	56H
Foot against foot.	6H	456H	34H 56HH

EFFECT OF CAS DICE:	1	2	3	4	5	6
Staff	No effect			Temporary confusion	Elim. Gen.	
Artillery	Elim. animals		Elim. fig.	Elim. gun + fig.		
Elephant	Count for reaction.				Elim.	

QUICK REFERENCE SHEET FOR WARGAMES RULES
1685-1845
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SHOOTING TARGET CLASSIFICATIONS	
Rapid	All cavalry, horse artillery and staff making initial or final charge moves, feints, action moves or evades.
Protected	Within fortifications, earthworks strong stone buildings or Indian hill villages.
Covered	In lighter buildings, among buildings, partly exposed behind low wall or rampart, in rocks, bush or woods.
Dense	Squares, columns, enfilades, passing defiles.
Dispersed	Skirmishers, evaders, routers, pursuers, ralliers or repulsed.
Normal	Unenfiladed lines, unenfiladed artillery, transport or elephant columns.
Clumped	Deployed artillery, staff, single elephants, boats.