

# COLD STEEL & CANISTER™ TABLE PAGE 3 MUSKETRY & ARTILLERY

120:1

## 3.1 BASE RANGED WEAPON DICE

UNIT FIRING TYPE	TARGET TYPE		
	INFANTRY	CAVALRY	ARTILLERY
ARTILLERY VS	4	3	2
CAVALRY VS	1	1	0
INFANTRY FORMATION: VS	INFANTRY	CAVALRY	ARTILLERY
LINE *	5	3	2
MARCH COLUMN	1	1	1
ATTACK COLUMN & CLOSED COLUMN	3	2	1
SQUARE (PER SIDE) 2 SIDES MAXIMUM	1	1	1
SEMI FORMED *	2	2	1
SKIRMISH *	2	1	1

\*REDUCE THE NUMBER OF DICE BY HALF (ROUNDED DOWN) IF THE FORMATION IS COVERING TWO SPACE SIDES. A SINGLE SKIRMISHING STAND (COMPANY), MARCH COLUMN, OR MOUNTED CAVALRY RECEIVE A MAXIMUM OF 1D6 FIRE DICE.

### EXTREME RANGE 5-8 SPACES 1D6

	6 H	6 H	6 H	
6	6 B	6 B	6 B	6
6	6 B	5-6 B	6 B	6
	5-6	4-6	5-6	
3.3		4-6		

4LB & 6LB ARTILLERY

### EXTREME RANGE 5-10 SPACES 1D6

	6 H	6 H	6 H	
6	6 B	6 B	6 B	6
6	6 B	5-6 B	6 B	6
	5-6	4-6	5-6	
3.4		4-6		

8LB & 9LB ARTILLERY

### EXTREME RANGE 7-12 SPACES 1D6

	6	6	6	
6 H	6 H	6 H	6 H	6 H
6 B	6 B	6 B	6 B	6 B
6 B	6 B	5-6 B	6 B	6 B
6 B	5-6 B	5-6 B	5-6 B	6 B
	5-6	4-6	5-6	
3.5		4-6		

12LB+ ARTILLERY

6	6	6
-2d6	-2d6	-2d6
6	5-6	6
3.6	5-6	

MUSKETRY

6	6	6
6	5-6	6
3.7	5-6	

RIFLE

## 3.2 FIRE ATTACK MODIFIERS

FIRER GRADE	MODIFIER
GUARD / GRENADIER	+2D6
ELITE / CRACK	+1D6
VETERAN	0
GREEN / CONSCRIPT	-1D6
MILITIA	-2D6
NATIONAL ABILITIES	MODIFIER
BRITISH / KGL SMALL ARMS FIRE	+1D6
FRENCH BATTERY	+1D6
FIRER STATUS	MODIFIER
HALT	-2D
FALLBACK OR DISORDER	-3D
RETREAT OR ROUT	NO FIRE
LIGHT ARTILLERY	-1D
PER 3 INF / 2 CAV KIA	-1D
PER 2 ARTILLERY KIA	-1D
ARTILLERY MARKED WITH "LIMB / UNLIMB" ORDER	-3D
TARGET TERRAIN	MODIFIER
LIGHT TERRAIN	-2D
HEAVY TERRAIN	-3D
STRONGPOINT	-4D
PER RUBBLE CRITICAL	+1D
TARGET STATUS	MODIFIER
11+ INF & CAV CASTINGS OCCUPYING SINGLE SPACE	+2D
CLOSED OR MARCH COL. (ARTILLERY FIRE ONLY)	+2D
ARTILLERY VS. MUSKETRY VS. SQUARE OR BATTN MASS:	+3D +1D
FLANK OR REAR	+3D
LIMBERED ARTILLERY	+1D
SEMI-FORMED INFANTRY	-1D
SKIRMISHERS	-3D
BEYOND SKIRMISHERS	-2D

## 3.8 ARTILLERY CRITICAL HIT TABLE 2D6

TERRAIN TYPE	RESULT: Roll for both			
	CAUSE FIRE		RUBBLE	
	≤ 9 LB	12 LB+	≤ 9 LB	12 LB+
HEAVY TERRAIN: WOODS	11, 12	11, 12	NA	NA
HEAVY TERRAIN: CITY / VILLAGE	11, 12	11, 12	8-12	7-12
HEAVY TERRAIN: WALL / EARTHWORKS	NA	NA	7-12	6-12
LIGHT TERRAIN: LOW WALL / HAMLET	NA	NA	6-12	5-12
STRONG POINT	12	12	9-12	8-12

## 3.9 LEADER LOSS BY FIRE OR MELEE TABLE 2D6

Casualties per attack	0	1	2	3	4	5	6	7	8	9
Leader KIA	12	11	10	9	8	7	6	5	4	3

### DIAGRAM KEY

- OPP FIRE RANGE
- 4,5,6 TO HIT NUMBER
- B BOUNCE THROUGH RANGE
- H HOWITZER INDIRECT FIRE
- MINIMUM RANGE