

Musketry Range

The range for all musketry fire is: **4 BW**.

Roll To Hit

The shooter rolls all the dice for his firing unit, attempting to score hits. The basic To-Hit number is 4+ (all dice scoring four or higher score hits.) This can be modified in certain circumstances. Regular units apply different modifiers than irregular units.

Musketry in the Rain or Snow

If playing a scenario in which the weather is rain or snow, the target unit must re-roll all dice that scored hits. If these re-rolled dice come up a second time with scores of 4+, then they are kept as hits.

Prioritizing Musketry Targets: Partial or Full?

A shooter often has more than one possible target in the fire zone. However, he may only fire upon one target when he shoots. In order to determine which target unit must be shot, the shooter must obey the following rules.

A target is either **Partial** or **Full**.

To be a full target, a unit must have at least one base completely in the fire zone and either:

- (a) extend across at least half of the shooting unit's front, OR
- (b) be fully within the shooter's fire zone

A unit that does not meet either of these criteria, but still has some portion within the shooter's fire zone, is a partial target. In order to be a target at all, a unit must have at least a portion of one base within the fire zone.

When determining full/partial target status, only unit bases are counted; not SK bases.

Mandatory Targets for Musketry

If the closest target in its fire zone is a full target, then the shooter must fire at that target.

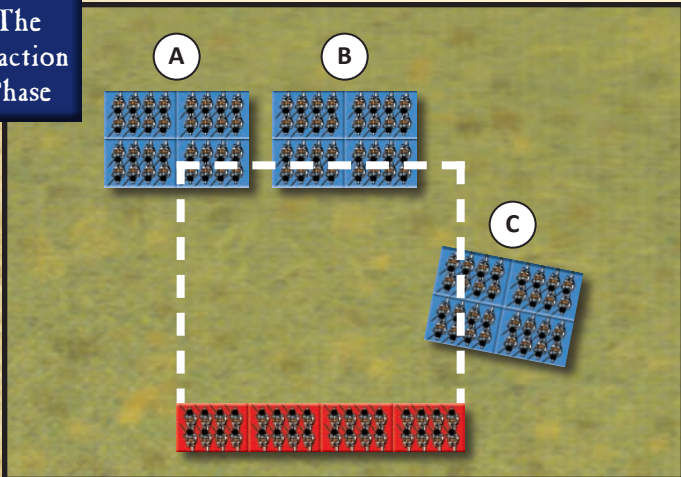
If the closest target is a partial target, then the shooter may fire at that target, or may fire at the next-closest target, instead (whether it is full or partial.)

If shooting at the next-closest unit, and there are two equidistant targets, both "next-closest," then the shooter may choose one of them.

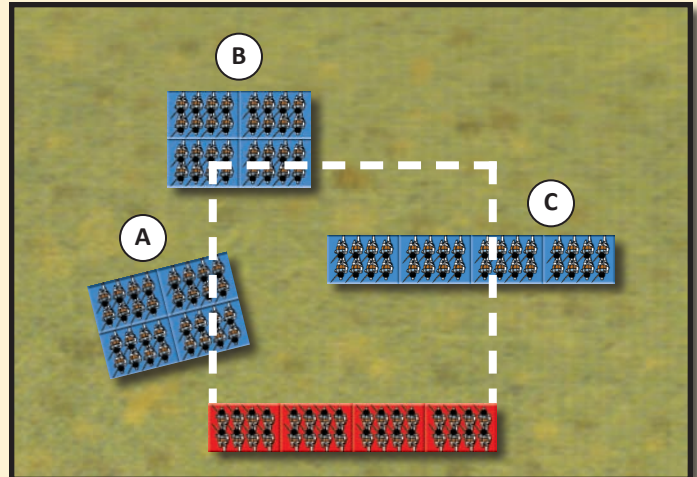
The distinction of full/partial target does not have any effect on the fire resolution, only on target priority.



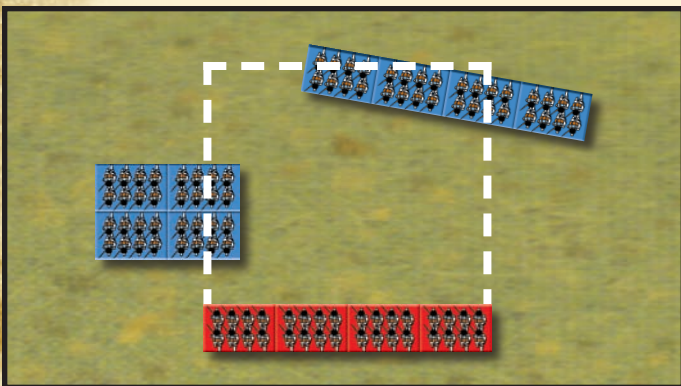
40mm French skirmishers by Jay Laura

-D-
The
Reaction
Phase

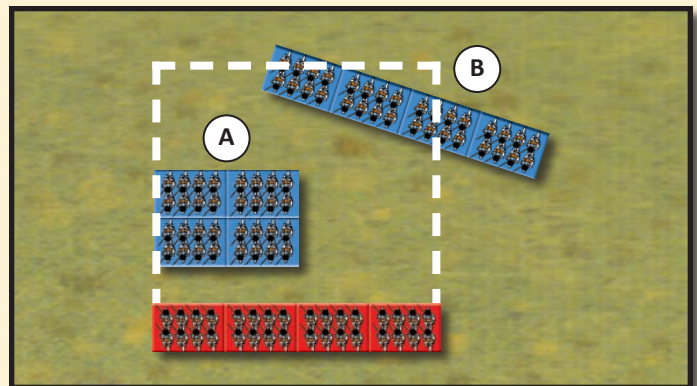
French-C is the closest, and is a Partial target. The British may fire at it, or they may fire at *either* A or B, which are equidistant.



French-A is the closest, but a Partial target. The British may choose to shoot at it, or at C, which is next-closest, and a Full target. They may not shoot at French-B.



The British have two French targets; both Partial. The British may choose either one of them.



French-A is the closest, and is a Full target. The British must fire at A. They may not fire at B.

