

TABLES FOR AFRICA 1859-1860

Fire Results

Number of HEADS RESULTS (2nd Toss).

- 3 Target unit destroyed/ loses one step.
- 2 Target unit demoralized.
- 1 Target retreats.
- 0 No Effects.

FIRE MODIFIERS

Add the following number of coins tossed if:

- +2 If the target unit is in a river/marsh area.
- +1 If the firing unit stacks with 2 or more infantry or cavalry units.
- +1 If the firing units is in a mountain area.
- +1 If the target unit is cavalry unit not marked with an "Action" counter.
- 2 If the target unit is in a buildings area.
- 1 If the target unit is in a forest/trench area.

Artillery Fire Results

Distance (in areas)

Result	1 Area			2 Areas			3 Areas		
	1-2	3-4	5-6	1-2	3-4	5-6	1-2	3-4	5-6
2 Heads	DD	DR	DR	DR	X	X	X	X	X
3 Heads	DD	DR	DR	DR	DR	DR	X	X	X
4 Heads	DE	DD	DD	DD	DD	DR	DR	DR	X
5+ Heads	DE	DE	DE	DE	DD	DD	DD	DR	DR

Resultados: DE= Defender Eliminated, DD= Defender Demoralized, DR= Defensor Retreats, X= No Effects.

ARTILLERY FIRE MODIFIERS

- +2 If the target unit is in a buildings area.
- +1 If there is an artillery unit with an Activation marker in the Target area.
- +1 If the target area includes a cavalry unit not marked with an Activation counter.
- +1 If the firing unit in in a mountain area.
- 1 If there are 2 or more light infantry (IL) units in the target area.
- 1 If there is one cavalry unit marked with an Activation counter in the target area.

COMBAT MODIFIERS

(Add up the Combat Factors of the units)

- + The number of support coins corresponding to the officer stacking with the units.
- + 2 If there are an enemy disorganized unit.
- + 1 (for the defender) If the defender is in a mountain area.
- + 2 for the defender If the defender is in a building area.
- +1 for the attacker if two or more attacking units are regular infantry.
- +1 for the attacker if any one enemy unit has suffered a "DR" result during the current turn.
- +1 (both defender/attacker) if one side has one or more cavalry units and the other side hasn't any cavalry unit.

Combat Results Table

NUMBER OF TAILS RESULTS/RESULTS:

0	All the enemy units are destroyed /or lose one step.
1	The losing side loses half of their units/or one step per unit. The rest become demoralized and must retreat.
2	The losing side must retreat all of its units. All of the winner units become demoralized. The winning side retreats half of its units to a area away from enemy units (not adjacent to enemy units).
3	All of the losing side units must retreat.
4+	No Effect.

DIE ROLL MODIFIERS FOR RALLYING DEMORALIZED UNITS (USE 3 COINS BY DEFAULT).

To withdraw a Demoralized marker at least two HEADS results are necessary.

Modifiers:

- +2 coins if the unit stacks with an Officer.
- +1 coins if the neared enemy unit is two or more areas away.
- +1 coins if the unit is in mountain area.
- 1 coins if there is an enemy unit in an adjacent area.
- 1 coins if there is more than one demoralized friendly unit in the same area
- 1 coins if the unit is in a river or forest area.

Terrain Effects Table

MOUNTAIN:

Cavalry: To enter mountain areas, cavalry must spend all its movement factor (two areas). Artillery: These units can not entre mountain areas. Exception: Mountain Artillery (AM) units.

RIVER/MARSH:

Cavalry: same as mountain areas.

FOREST:

Cavalry: Same as mountain.

Artillery: In general it is prohibited except in forest areas connected by a road.

BUILDINGS, TRENCHES:

No effects on movement.