

54. FIRING - OVERVIEW

Only an activated artillery or infantry unit may fire. However, the only exceptions to this rule are:

- A defending artillery or infantry unit being fired upon, is permitted to fire back at the unit that fired at it (no other target may be chosen) in the same turn without being activated. However, the defending unit is only permitted to fire back if it is facing the enemy that is firing at it. If the defending unit can fire back it must use its reduced morale rating, as applicable. If the defending unit is fired upon by more than one enemy unit in the same turn, then the defending player may choose which enemy unit they wish to fire at. **NOTE:** *The defending unit may only fire once per turn, at a single enemy target irrespective of the number of times the unit is fired upon in a single turn. See also SECTION 61 - Firing routing/broken units.*
- Any defending artillery or infantry unit being charged, is permitted to fire at the charging unit (no other target may be chosen) in the same turn, prior to contact without being activated, see SECTION 62 - *Firing at a charging unit prior to contact.* If the defending unit is charged by more than one enemy unit in the same turn, the defending player may choose which enemy unit they wish to fire at. **NOTE:** *The defending unit may only fire once per turn, at a single enemy target irrespective of the number of times the unit is charged in a single turn.*

An activated artillery or infantry unit may only fire once in the same turn, irrespective of the number of time the unit is activated, fired upon or charged in the same turn. However, the single round of artillery or small arms firing represents the unit having fired a number of consecutive volleys/salvos.

A unit may only fire at a target if it can trace a clear uninterrupted line of fire. **NOTE:** *For ease of play hedges, fences and low stone walls surrounding fields and buildings etc., do not interrupt the line of fire.* The width of the line of fire must be either one base wide or 50% of the width of the firing unit's frontage (number of bases), whichever is the greater.

EXAMPLE: *Infantry in column of march or artillery (each having one base frontage) must have a clear line of fire of one base wide; Infantry in line (having four bases frontage) must have a clear line of fire of two bases wide.* The target must also be within a 45 degree arc of either side of straight ahead.

When a player nominates two or more artillery or small arms firing units to fire at the same target and the target is destroyed before all the other units have fired, then the remaining unfired units will count as a miss and the player may not nominate a new target. This penalty applies because it is assumed that in real terms all the units would be firing at the same time and not on an individual basis, as per the game mechanics.

If players have agreed to use optional rule OP3 - Exhausted gun crews, then any artillery unit that returns fire, when fired upon will move down **-1 Stamina point.** See also *OPTIONAL RULE OP11 - Opportune firing* and *OPTIONAL RULE OP12 - Supporting fire.*

USEFUL TIP: *Because a unit may only fire once per turn it may be helpful to keep track of those units that have fired by marking them, for example, with a small cotton wool ball to represent smoke. Mark each unit as it fires. At the end of each complete turn remove all the markers.*

55. FIRING - UNITS NOT PERMITTED TO FIRE

- 1) A unit is not permitted to fire artillery/ small arms if doing so would cause it to exceed its movement allowance, see SECTION 39 - *Movement allowance.*
- 2) Mounted cavalry are not permitted to fire, but dismounted cavalry are allowed to fire.
- 3) A charging or countercharging unit is not permitted to fire.
- 4) A unit fighting a melee is not permitted to fire.
- 5) A unit is not permitted to fire at a friendly/enemy unit engaged in melee.
- 6) A Routing/Broken unit is not permitted to fire, except in the turn that they were reduced to Routing/Broken status. However, a routing unit that is being rallied may return fire, if fired upon.
- 7) A unit crossing a river/stream is not permitted to fire.
- 8) A unit is not permitted to fire at an enemy that is within 5 cm of a friendly unit, for fear of hitting their own men.

