

Long Range Clarification

The extra (CnC to hit) Long Range Band shown here is only experienced with rifled weapons (one hex for small arms, two hex for all field artillery).

Heavy Artillery:

Only extremely heavy (30lb or greater) Rifled Artillery has yet ANOTHER band of two hexes (so the CnC band is SIX hexes).

All Heavy Artillery greater than 10lb and smaller than 30lb only has FOUR CnC hexes.

All Heavy Artillery cause TWO hit markers when they hit, but they fire only ONCE per turn so mark them when they fire.

Also note that Heavy Artillery has no “automatic” band or point-blank range; instead, that range is a dead-zone that the guns cannot fire into as any target would be too close to engage.

Assume target is not in cover: if firing at this range with ONE CB for the firer, it would still be CnC to hit. There would have to be the maximum of 2 CB in order to fire at Code level.

Assume target in single cover: At this full range without any Combat Bonus the to-hit would go to No Effect.

