

Fire and Steel

Movement

3" for foot/ 5" for mounted per impulse in good going, 2" (foot)/ 3" (mounted) per impulse in badgoing. – 1" per wound.

Rates of Fire

Single Action Revolver	1 shot per phase
Double action revolver	2 shots in both phases
Muzzle loading pistol	1 shot, place 4 reload markers after firing
Bolt/ lever action rifle/carbine	1 shot per phase
Breech loading rifle	1 shot per phase, place 1 reload marker after firing
Muzzle loading musket	1 shot per phase, place 4 reload markers after firing
Muzzle loading rifle	1 shot, place 6 reload markers after firing
Pump action shotgun	1 shot per phase
Break action shotgun	1 shot, place 1 reload marker after firing
Muzzle loading shotgun	1 shot, place 4 reload markers after firing
Bow	1 shot per phase, place 1 reload marker after shooting
Thrown weapons	1 shot per impulse

Notes – remove one reload market per impulse. Any aim markers are lost after reloading. Muskets may be tap loaded. This allows a figure to remove 2 reload markers per impulse.

Initiative

D6 ± modifiers

(Note – all modifiers are cumulative in Fire and Steel)

Per wound	-1
Surprised	-4
<i>Shooting</i>	
Armed with long barrelled weapon or bow	-2
Aimed shot	+4
<i>Hand to Hand</i>	
Cavalry armed with lance in open space	+2
Armed with pistol or long weapon in open space	0
Armed with long weapon in confined space	-4
Armed with other close combat weapon	-2

Notes – Long weapons included fixed bayonets and spears. Lances cannot be used dismounted or in confined space

Shooting

$$\text{Skill} + \text{Weapon/Range factor} \pm \text{modifiers} + \text{D6} = \text{Result}$$

Weapon	6"	12"	24"	48"
Pistol	4	2	-	-
Rifle/ Rifled carbine	4	4	3	2
Smooth bore musket/Carbine	4	3	2	-
Double barrelled shotgun	8	4	-	-
Single barrelled shotgun	6	3	-	-
Bow	4	3	2	-
Throwing spear	4	2	-	-
Thrown knives,axes, etc	3	-	-	-

Modifiers

Surprise target (unless in NpoA)	-1	Per wound	-1
Per change of target this phase	-1	Tap loaded weapon	-1
Target in cover	-2	Firer mounted	-1
Partially obscured over 6" range	-1	Firing moved more than 1 impulse	-2
Target moved across LOS	-1	Non-firearm firing at shielded target	-2
Firing after breaking off HTH	-1		

Hand to Hand

Skill ± modifiers + D6 = result

Pistol (loaded)	+4	Mounted attacking foot	+2
Fixed bayonet, sword	+4	Attacking shielded opponent	-2
Knife or unarmed	+2	Attacking from above	+1
Per wound	-1	Surprise (first round)	+1
More than one opponent	-2		

Combat Results

<6	No effect
7-8	Morale test
9-11	Type 1 hit
12-13	Type 2 hit
14+	Type 3 hit

Type 1 Hit		Type 2 Hit		Type 3 Hit	
1-3	1 wound	1-2	1 wound	1	1 wound
4-5	2 wounds	3-4	2 wounds	2	2 wounds
6	Dead	5-6	Dead	3-6	Dead

Buffalo gun +1
Arrow, spear -1

Morale

D6 ± modifiers

-1	per morale marker
-1	per wound
-1	leader dead, out of sight
-1	if 50% of group lost, out of sight
-1	if under fire or HTH from more than one opponent

Result

	Under Fire	Hand to Hand
-1 or less	2 M Goes to ground under fire	2 M Pushed back 1"
0-2	1 M Goes to ground under fire	1 M
+3	Passes test OK	Passes test OK

A figure with morale markers can only move to cover, or away from the enemy. 1 Morale marker is removed at the end of each turn, after the turn it was placed.