

# Furioso Playsheet

Weapon	Short Range	Max Range
Javelin	5	10
Bow	10	20
Crossbow	15	30
Arquebus	10	20
Handgun	5	10
Pistol	4	8
Musket	15	30

Targets Defence Save	Modifier
Armoured (A)	+1d6
Heavily Armoured (HA)	+2d6
Extra Heavy Armour (EXH)	+3d6
Light Cover	+1d6
Cover	+2d6
Hard Cover	+3d6
Skirmish screen	+1d6
Fired on by bows	+1d6
Target is a skirmish unit	+2d6

## Shooting

**Number of Dice Rolled:** Roll 2d6 to hit (per stand) when shooting at short range targets or 1d6 to hit (per stand) at targets over short range.

**Score to Hit:** A score of five or higher will cause a hit on the target.

**Defence Save:** If a target is hit it gets a 1d6 save for every hit it suffers plus a number of extra d6 depending on the targets armour, cover and other modifiers (see Defence Save table).

Type	Dice	Canister	Short	Max	Initiative
Light	1d6	10	20	40	2+
Field	2d6	12	30	60	3+
Heavy	3d6	14	40	80	5+

## Artillery

**Number of Dice Rolled:** The table shows the number of dice rolled against targets at short range. If the target is over short range the player will roll one fewer d6 when testing to hit (minimum of 1d6). A number of modifiers are applied when testing to hit (see table), i.e. +1d6 when firing canister.

**Score to Hit:** A score of five or higher will cause a hit on the target.

**Initiative:** This is the minimum Initiative Score required for the gun to fire or take any other action.

**Defence Save:** If a target is hit it gets a 1d6 save for every hit it suffers plus a number of extra d6 depending on the targets cover. Armour modifiers are not applied against artillery fire. The cover modifier is reduced by 1d6 when Heavy Artillery is firing.

Artillery Type	Modifier
Canister range	+1d6
Each rear rank of target	+1d6
Target in Hedgehog formation	+1d6

Close Combat Modifiers	Modifier	Targets Defence Save	Modifier
Charging/Counter-Charging Cavalry	+1 CF	Armoured	+1d6
Unit Pushed-Back	-1 CF	Heavily Armoured	+2d6
Unit is Disordered	Halve dice	Extra Heavy Armour	+3d6
Each Supporting Stand	+1d6	Charging cavalry vs pikes	-1d6

## Close Combat

**Number of Dice Rolled:** Roll 1d6 to hit per Combat Factor of unit for each stand in contact.

**Score to Hit:** A score of five or higher will cause a hit on the target.

**Defence Save:** If a target is hit it gets a 1d6 save for every hit it suffers plus a number of extra d6 depending on the targets armour, cover and other modifiers (see Defence Save table). A score of five or higher is a save.

**Combat Modifiers:** After combat, Combat Morale is tested for. 1d6 is rolled per Combat Factor of the unit plus or minus a number of d6 depending on the modifiers.

Close Combat Morale Test	Modifier	Successes	Morale Result
Captured a standard this turn	+1d6	Equal	Combat continues
Testing unit caracoled this turn	-1d6	One less	1 casualty and falls back one
Within influence range of a general	+1d6	Two less	2 casualties and falls back two
Testing unit is double size of opponent	+2d6	Three less	3 casualties, retreats one move and is Disordered
Testing unit is treble size of opponent	+3d6	Four less	Unit breaks

Morale Test	Modifier
Within influence range of a general	+1d6
Artillery casualties	-1d6
Lost a stand	-1d6

Modified Score	Risk to General
2 - 7	No effect
8	Withdraws
9	Horse killed
10	Escapes
11	Wounded
12	Captured
13	Killed

## Morale

**Number of Dice Rolled:** For the Morale Test roll 1d6 per Combat Factor of testing unit.

**Score to Succeed:** A score of five or higher will pass the test.

**Disordered Unit:** If the testing unit is Disordered, only 1d6 is rolled for the test.

**General:** If a friendly general is within a distance of ten from the testing unit, +1d6 is used in the Morale Test (but not if the unit is Disordered).

Morale Test	Morale Result
Passed	Unit is unaffected
Failed by one	1 casualty and falls back one
Failed by two	2 casualties and falls back two
Failed by three	3 casualties, falls back three and is Disordered
Failed by four	Unit breaks and is removed from play