

SHOOTING		<i>reloaded in</i>	0 - 10 cm	10 - 20 cm	20 - 30 cm
pistol (flintlock, smoothbore)	<i>can shoot in movement with -1 penalty (no penalty in contact on foot)</i>	<i>one game turn immobile</i>	5 - 6	7 -1 at breastplate	—
hunting shotgun (or fowler) light, civilian		<i>one game turn immobile (two turns if double-barreled)</i>	5 - 6	6 -1 at breastplate	7 -1 at breastplate

		<i>reloaded in</i>	0 - 20 cm	20 - 30 cm	30 - 40 cm
musketoon (short musket, flintlock, smoothbore)	<i>can shoot in movement with -1 penalty (no penalty in contact on foot)</i>	<i>one game turn immobile</i>	5 - 6	6	7 -1 at breastplate

		<i>reloaded in</i>	0 - 20 cm	20 - 40 cm	40 - 60 cm
flintlock musket (smoothbore)	<i>on foot only, immobile</i>	<i>one game turn immobile</i>	5 - 6	6	7 -1 at breastplate
carbine (short, rifled) (late 17th to mid-18th century)	<i>can shoot in movement with -1 penalty (no penalty in contact on foot)</i>	<i>two game turns immobile</i>	5 - 6	6	7 -1 at breastplate

		<i>reloaded in</i>	0 - 20 cm	20 - 40 cm	40 - 60 cm	60 - 80 cm
fusil de rempart (heavy object)	<i>on foot, immobile and on a support</i>	<i>two game turns immobile</i>	5 - 6	6 <i>5-6 at a group</i>	7 <i>6 at a group</i>	(8) -1 at breastplate <i>7 at a group</i>
long rifle (North America from mid-18th C.)	<i>on foot only, immobile</i>	<i>two game turns immobile</i>	5 - 6	6	7 -1 at breastplate	
other (shorter) rifles Jäger, 1776, Versailles, Baker...	<i>can shoot in movement with -1 penalty (no penalty in contact on foot)</i>	<i>two game turns immobile</i>	5 - 6	6		

All above weapons – except musket, *fusil de rempart*, and long rifle – can be fired by characters on foot or mounted.

Characters who were in contact with an enemy at any time in the game turn (*and especially at the beginning of the game turn*) cannot shoot, except with a pistol (*including duckfoot pistol and espingole pistol*). Pistols can also fire if already in contact in melee, other flintlock weapons cannot.

When firing just before contact or in contact there is no shooting penalty for terrain, and no penalty for movement on foot (*if the weapon can shoot in movement*). This means that someone with a flintlock weapon able to shoot in movement (*pistol, light hunting gun, musketoon, blunderbuss, rather short rifle, etc.*) can walk towards the enemy and shoot just before contact. This is resolved in the melee phase (*but if you shoot, you cannot strike*).

A *fusil de rempart*, useful against groups of besiegers, is heavy and encumbering (*carrying it reduces movement: - 4 cm*). A (rare) two-barreled hunting gun fires one barrel per game turn. Late 17th, early to mid-18th C. rifled carbines are not very effective, rifled weapons get better later. Belgian chasseurs double-barreled guns use the musketoon and the later rifle tables, cannot fire in movement, can fire one barrel per turn, and obviously take three turns to reload all.

WEAPONS SHOOTING MULTIPLE SHOTS OR PELLETS

		<i>reloaded in</i>	0 - 10 cm	10 - 20 cm	20 - 40 cm
duckfoot pistol <i>(breakable)</i>	<i>can shoot in movement with -1 penalty (or without this penalty if contact on foot)</i>	<i>two game turns immobile</i>	5 - 6	7 <i>-1 at breastplate</i>	—
espingole pistol		<i>one game turn immobile</i>	6 <i>(5-6 in contact) -1 at breastplate</i>	—	—
blunderbuss			5 - 6	7 <i>-1 at breastplate</i>	—
swivel gun <i>loaded with grapeshot (very heavy object)</i>	<i>shoots immobile (must be already installed on a solid support)</i>	<i>one game turn with help, two game turns alone (always immobile)</i>	5 - 6	6	7 <i>-1 at breastplate</i>

When shooting with a **duckfoot** or **espingole** pistol, or with a **blunderbuss**, roll **two red dice**. A duckfoot pistol is a multi-barreled pistol, easily breakable: if both red dice roll 1 this weapon is out of order for the whole game. An espingole pistol is a small blunderbuss.

A **swivel gun** is a very heavy object (*8 cm reduced from movement if carrying it*). When shooting with a **swivel gun**, roll **two red dice** and **one white die**.

When shooting in movement with weapons which can do it, -1 penalty applies to all dice (but does not apply for contact on foot).

If at least one of the red dice succeeds to hit (vs one or two enemies or a group) the shot causes as many casualties as successful dice (red and/or white).

If none of the red dice succeeds to hit, it's missed.

Shooting with these weapons at a group (except a group protected by some building) gets +1 bonus to one die (added to one die which almost rolled enough to hit).

STRIKING WITH FLINTLOCK FIREARMS IN MELEE

A **bayonet** fixed to a musket, musketoön, or carbine, becomes a semi-long weapon. An immobile (and basically trained) soldier on foot who receives charging cavalry at the point of his fixed bayonet gets a +1 dice modifier (if the opposite cavalryman has the +1 "charge" modifier).

A **pistol butt** can be used as a very short improvised weapon (*-1 penalty to strike*). The **butt** of a musket, musketoön, or carbine, can be used as a short improvised weapon (*-1 penalty to strike*). They may also be used as **non-lethal weapons** to stun another character if preferred (*with -1 modifier too*), it must be announced before striking. **If the melee result would have killed the opponent** in a normal strike (*if it exceeds his/her class and armour*) the opponent or victim is not killed but falls down, unconscious. A stunned character "takes some time" (*from the beginning of the next game turn; see page 39 of generic rules 2020*) to wake up and to be able to stand up or to do anything else; if this "some time" die rolls 6 before he or she awakes, the character stays unconscious for many hours if nobody comes to heal him or her. **If the melee result is "opponent recoils"** the opponent (or victim) recoils, and if he/she has no desperate reason to resist rolls a morale test; if failed, this opponent or victim surrenders or tries to run away (*depending on the situation and context*). **If the die roll or dice roll is a double natural 6** (*whatever the negative or positive modifiers*) the blow has been too hard or the victim falls badly ...and dies (even if it was not voluntary).

BUDGET, optional suggestions (*weapons mentioned in these pages, all are restricted to characters who can obtain them in their country or area*).

Flintlock **musket 4 pts**. Flintlock **pistol 4 pts**. Musketoön 4 pts. Blunderbuss 6 pts. Light hunting gun: one barrel 4 pts, 2-barreled (rare) 8 pts.

Espingole pistol 6 pts. Duckfoot pistol 8 pts. Fusil de rempart 8 pts (*heavy object*). Swivel gun 12 pts. Short rifled carbine (*late 17th C., most of 18th C.*) 6 pts.

Long rifled carbine (*North America only*) 8 pts. Other, shorter late rifles 8 pts. Belgian chasseur double gun (musketoön + rifle) 12 pts.