

## MATRIX OPTION FOR MICE RULES

### Traditional Matrix Combat Chart Systems (OPTIONAL)

#### Musketry Fire Tables

Firepower	Skirmish/ Effects	0-60 yds	61-100 yds	101-160 yds	161- 300 yds
1<	10 / S-H	10	10	0	0
2	10 / S-H	20	10	10	10
3	20 / S-H	30	20	10	10
4	20 / S-H-C	50	30	20	20
5	30 / S-H-C	80	40	20	20
6	40 / S-R	100	50	30	30
7	50 / S-R	120	60	30	40
8	60 / S-R	140	70	40	50
9	70 / S-R	160	80	40	50
10	80 / S-R-C	200	100	50	60
11	90 / S-R-C	230	120	60	70
12+	90 / S-R-C	290	140	70	80

Morale Effects due to skirmish hits

- S-H = Stand Halts in place with no hits      S-H-C = Stand Halts in Place with a Casualty  
 S-R = Stand Retreats 100 yards with no hits      S-R-C = Stand Retreats 100 yards + 1 hit

#### Field Melee Combat Charts

Select the Column which reflects the status of you and your opponent. Procedure :

Count Stand Castings + MMG + Other Modifiers = Melee Value.

Both C = Both charging / counter-charging; C vs H = Your charging & Opponent is Holding      D vs C = Your Holding & Opponent is charging; Eng = Your locked in melee from prior turn

Melee	Both C	C vs H	D vs C	Engaged	Modifiers
< 2	40	20	10	10	Add Stands MMG ?
3	60	30	20	20	Your Mounted +3
4	80	50	30	30	You're Skirmishing -3
5	90	70	40	50	Enemy is gun crew +3
6	110	90	50	70	Enemy in H Protective Postion -3
7	130	100	60	90	Enemy is H in Woods -3
8	150	120	70	110	Enemy is H in Earthworks -6
9	170	140	90	130	Enemy is H in rough -3
10-11	200	160	100	150	Enemy is Skirmishers +3
12-14	250	190	130	170	Your Mounted troops are lance +1
15-17	310	240	160	210	
18+	380	290	210	240	

Morale Loss Effects Chart (Roll a d10)

- 1-3 = Stand halts in place. It cannot charge or counter-charge. Artillery cannot fire.
- 4-6 = Stand must flee 100 yards. Gun crews must flee without the guns.
- 7-9 = Stand including gun crews must flee 100 yards and loses a casting to attrition.
- 0 = Stand surrenders if its casting strength is 1-3 and an enemy stand is within 100 yards

Otherwise the 0 die roll is read as a 9.

Artillery Fire Charts

Poundage	01-100 yds	101-200	201-400	401-600	601-1000	1001+ yds
1-4 /Lgt	190	120	60	40	30	20
6-9 /Mdm	220	160	90	70	50	40
10+/Hvy	250	210	150	90	70	60
Siege	280	250	170	110	80	60
Shell	210	150	150	110	90	50

Index the gun poundage with the range. The result is the % chance to hit. Adjust the chance to hit by modifiers. Any modified chance of 0 or less is an automatic miss.

MODIFIER

Fired at the same target last turn....+10 / +20      Target is :

Situation	Under 400	401+ yds	Situation	Under 400	401+ yds
Is Mounted	+10	+10	Protective Cover	-20	-30
Wagon/Limbered	+10	+10	Earthworks	-30	-40
Skirmish Order	- ½ to Hit	½ to hit	Heavy Woods	-30	-40
			Lgt Wood/Rough	-20	-30

Sequence of Play

Phase I - Administration

- 1. Send / Signal Orders      2. Place Tactical Order Chits

Phase II - Artillery Fire

- 1. Fire unlimbered guns      2. Remove Casualties and check Morale for units

hit

Phase III - Individual Musketry

- 1. Units fire muskets, rifles and bows
- 2. Check Morale for those units receiving casualties
- 3. Certain Skirmish fire results will cause morale losses without a check

Phase IV - Declaration of Charges

- 1. If used reveal ALL tactical order chits
- 2. Designate which units are the target of a charge and who will charge

Phase V - Movement

- 1. Conduct Facing Changes      3. Conduct Normal Moves
- 2. Conduct Charge Moves      4. Unlimber/Prolonge guns

\* Read/ receive orders sent if time delay has been satisfied

## Phase VI - Melees

1. Resolve Objective Combat and conduct retreats
2. Resolve New Field Melees by round and conduct retreats
3. Conduct Morale Checks
4. Conduct Pursuit Moves and Pursuit Melees
5. Conduct Retreats and Morale Checks caused by Pursuit Melees
6. Resolve Engaged Melees from previous turns
7. Conduct Retreats and Morale Checks from Engaged Melees