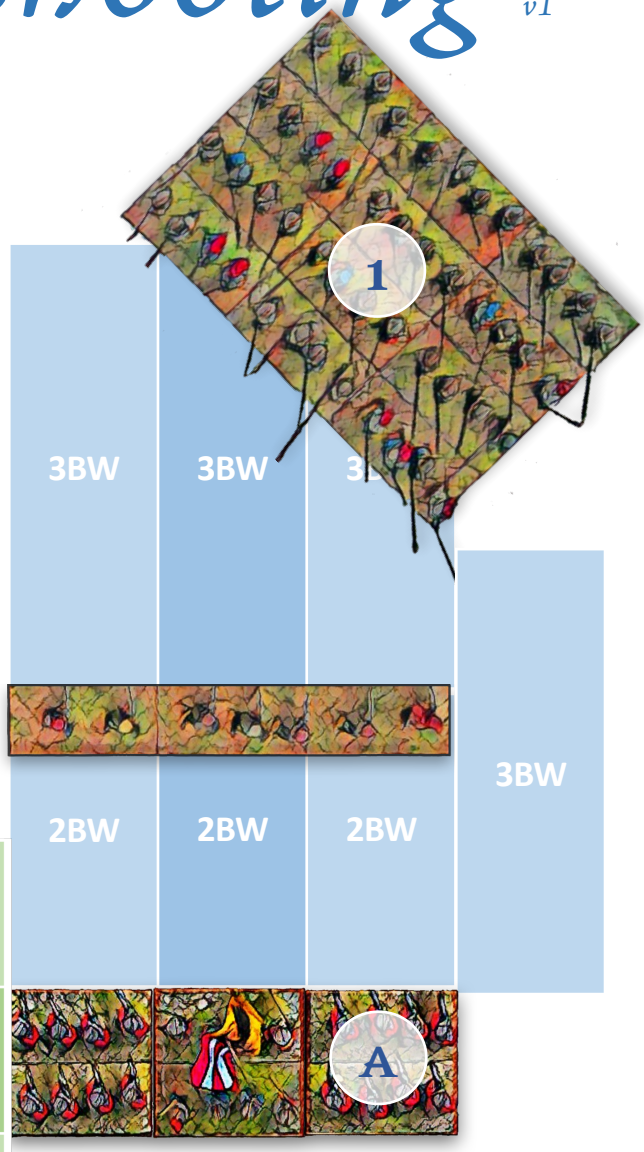
Manga Shooting v1

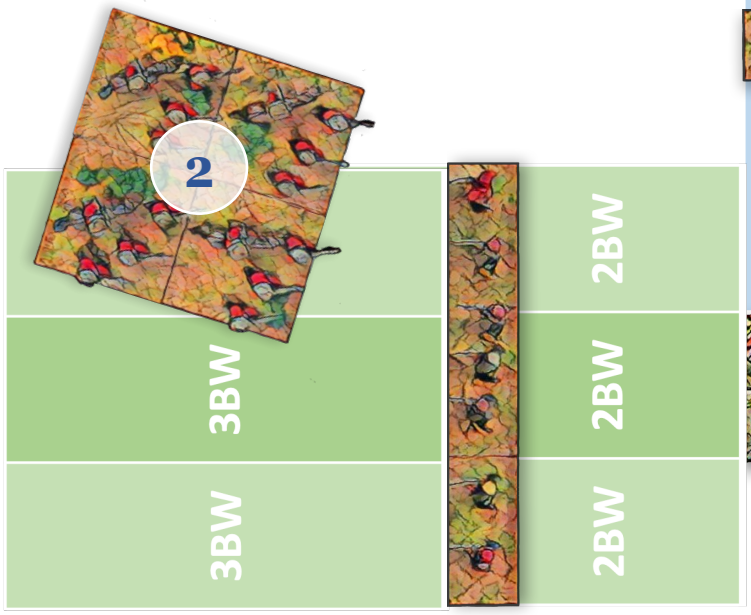
"Blue" shooting

In the first example 'A' Colunela (HFP Arquebus) uses its Manga to throw the skirmishers out directly forward. The target Keil (1) is outside of 3BW so normal fire would be out of range. The skirmisher bases are placed at 2BW from the front. The shooting is conducted from the front edge of the skirmisher bases. All three files are in line of sight. The dice starts at Green -

- Up to Yellow for HFP
- Up to Red firing at a Keil
- Down to Yellow for Skirmishers firing

So, 3 Yellow Dice





"Green" shooting

In this example 'A' Colunela (HFP Arquebus) throws the skirmishers out to the side.

The target Dragoons (2) The skirmisher bases are placed at 2BW from the side edge, with a bases aligned with the side edge.. The shooting is conducted from the front edge of the skirmisher bases. All three files are in line of sight. The dice starts at Green -

- Up to Yellow for HFP
- Down to Green for Skirmishers firing

3 Green Dice to fire

Note that Dragoon 2 Must shoot at the Skirmishers, but Dragoon 3 can shoot at the main UG because its firing line does not cross the Manga skirmisher bases