

Mini-Nap Appendix B: Artillery Overhead Fire Guidelines

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(Exodus 20:15 - "Thou shall not steal.")

These Artillery Overhead Fire Guidelines are specifically designed for use with the **Mini-Nap** 6mm Napoleonic wargames rules, though they could probably also be used with other rules as well. They are used to determine whether an artillery unit can fire over units and terrain features at an enemy unit (or a terrain feature such as a village or bridge). There is no overhead fire for any small arms fire.

The basic four step process will be shown using some examples. The first example: a medium artillery battery wishes to fire overhead at a target.

Step 1

First, a check is made to see if the target is at **close, medium** or **long** range. For an artillery unit (battery):

Close Range = 0 cm to 20 cm
Medium Range = 20 cm to 40 cm
Long Range = 40 cm to 80 cm

Step 2

Next, a check is made of the number of levels difference between the contour on which the firing artillery battery firing is standing and the contour on which the target is standing. If the target is:

- Higher than the firer then the target is **Elevated**
- At the same level as the firer then the target is **Level**
- Lower than the firer then the target is **Depressed**

- No fire is allowed for a short range depressed shot.

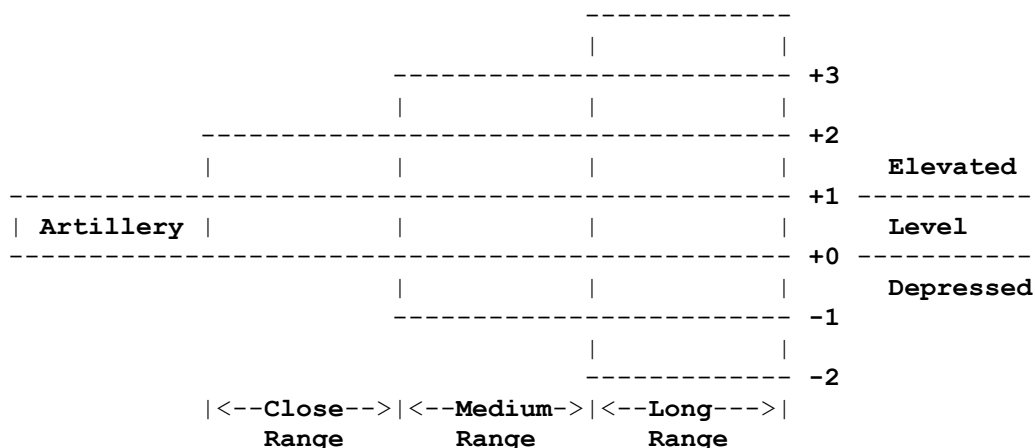
For example, say the target is one level lower than the firing battery:

- The shot is a depressed shot.
- If under 20 cm the shot would be a close range depressed shot; and the target would not be an eligible target.
- If between 20 cm and 80 cm, it may be an eligible target.
- If between 20 cm and 40 cm, it would be a medium range shot.
- If between 40 cm and 80 cm, it would be a long range shot.

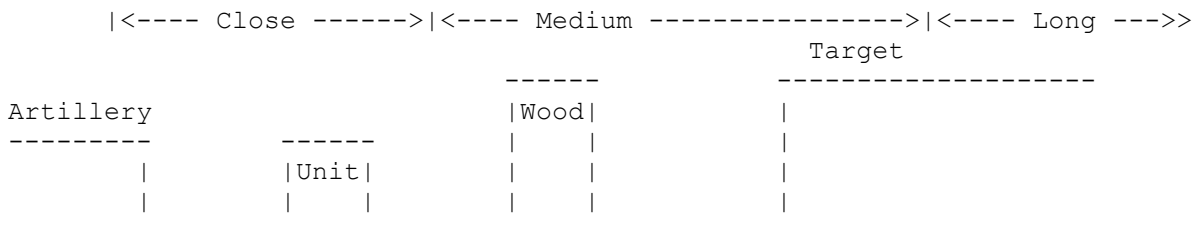
Step 3

If the target is within range then a check is then made to see if any units or terrain features between the firer and target prevents the shot.

The procedure is best shown using some examples, and the **overhead fire diagram** below:



For example, an artillery unit wishes to fire at a target on a hill opposite. A friendly infantry unit and a small wood are in between the artillery and the target thus:



Firing Over Friendly Troops between the Artillery and the Target:

- An artillery unit may only fire over a friendly unit if that friendly unit is more than **6 cm** away from the firing artillery, **and**,
- An artillery unit may only fire over a friendly unit if the target is more than **6 cm** away from that friendly unit

Continuing the example; a check is made, and it is found that the friendly unit is over 6 cm away from the firer and is more than 6 cm away from the target. Next:

Firing over Terrain features between the Artillery and the Target:

- The contour on which the **target** is standing only counts in **elevated** fire if the **target** unit is more than **1 cm** away from the edge of the contour being shot over. If closer than 1 cm from the edge being shot over, then the contour does not affect the shot
- The contour on which the **firer** is standing only counts in **depressed** fire if the **firing unit** is more than **1 cm** away from the edge of the contour being shot over. If closer than 1 cm from the edge being shot over, then the contour does not affect the shot

Continuing the example; a check is made, and it is found that the target unit is over 1 cm from the edge of the contour, thus the contour counts for firing purposes. Next:

- The highest terrain feature at close range, medium range, and long range is determined. For this purpose, *all* units are considered one level in height. All other terrain feature heights must be agreed to before play commences.

A check is made to determine the highest level of any unit or terrain feature between the firer and target:

- 1) The infantry unit is one level high, but is one level lower than the firer. Thus, the **top** of the unit is at the same level as the firer, i.e. level 0.
- 2) The small wood is two levels high, but is one level lower than the firer. Thus, the **top** of the small wood is one level higher than the firer, i.e. level +1.
- 3) The contour the target is on is two levels high, but is one level higher than the firer. Thus, the **top** of the contour is one level higher than the firer, i.e. level +1.

These are noted on the diagram (xxxxxxxxxxxx) thus:

