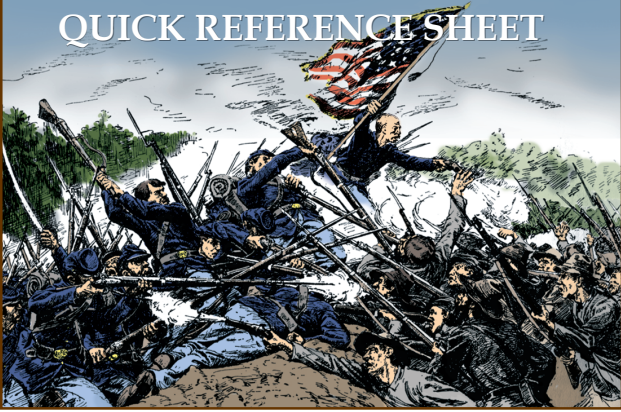


REGIMENTAL
FIRE AND FURY
QUICK REFERENCE SHEET



MANEUVER TABLE

COMMAND RADIUS

8" clear line of sight
Attached to first unit in a contiguous line of march
4" line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

+1 Gallant leader
0 Able
-1 Poor

+1 Attached leader or brave colonel
-1 Provisional command

+2 Crack unit
+1 Veteran
0 Trained
-1 Green

+2 Fresh troops
0 Worn
-2 Spent

+2 Battery

+1 Field or march column, garrison, limbered gun, or linear cover
-2 Outflanked within 8", or broken
-1 Key position lost
-1 Heavy casualties
-2 Greater losses

DIE RESULT

In Command	Out of Command	Troops in Good Order and Guns	EFFECTS	Disordered or Broken Troops
8 or more	11 or more	Double Quick. Well handled maneuver at the double quick rate.		Rally with Elan. Return to good order and tardy maneuver.
4 - 7	7 - 10	Well Handled maneuver.		
2, 3	5, 6		Tardy maneuver.	Rally. Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
1	3, 4			Wavering. Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.
0, -1	1, 2	Fall Back. Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Hold position and fire only if out of close range, or fortified.		Panic. Retreat broken.
-2 or less	0 or less	Panic. Troops retreat broken. Guns limber and full retreat silenced. Lose all fixed guns.		Rout. Retreat broken. Lose 1 stand and additional stands equal to the die result difference less than 0.

PLAYER TURN SEQUENCE

Maneuver (1st) Phase

1. Replace, detach and attach leaders.
2. Repeat steps a, b, and c to resolve all maneuver checks:
a. Select participating units and leaders for one maneuver check and resolve the check.
b. Declare charges. Opponent declares cavalry countercharges.
c. Maneuver units according to the effects. Move charging and countercharging units first.
d. Move detached leaders.

Musketry & Cannonade (2nd) Phase

1. Opponent resolves all defensive fire combat.
2. Resolve all offensive fire combat.

Charge (3rd) Phase

1. Players jointly resolve all charge combat.
2. Move breakthrough charge units.
3. Resolve all breakthrough charge combat.

MOVEMENT RATE

		Open Ground	Broken Ground	Rough Ground	Road
	Full Move / Double Quick				
Infantry	Line	12 / 16	8 / 12	6 / 10	-
	Field Column or Extended Line	12 / 16	10 / 14	8 / 12	-
	March Column	12 / 16	10 / 14	8 / 12	18 / 24
	Broken	16	14	12	24
Cavalry	Line	18 / 24	12 / 16	4 / 6	-
	Field Column or Extended Line	18 / 24	14 / 20	6 / 8	-
	March Column	18 / 24	14 / 20	6 / 8	24 / 36
	Dismounted Extended Line	12 / 16	10 / 14	8 / 12	-
	Broken	24	20	8	36
Artillery	Field Gun	12 / 16	8 / 12	4 / 6	18 / 24
	Horse Gun	18 / 24	12 / 16	4 / 6	24 / 36
Leader	Mounted	24	20	12	36
	Dismounted	16	14	12	24

TROOP MANEUVERS

WELL HANDLED

Full move
Half move and
Change formation; Green unit disordered by broken or rough ground
Passage of lines; Both units disordered if one is disordered, green, or moved through broken or rough ground
March by the flank a half move
Face by the rear rank
Scale major obstacle
Replenish ammunition

TARDY

Half move
Change formation to line, extended line, or garrison; Green unit disordered by broken or rough ground
Face by the rear rank
Scale major obstacle

HASTY

Cavalry countercharge halfway

GUN MANEUVERS

WELL HANDLED

Full move and unlimber
Limber and full move
Unlimber and fire
Pivot and fire
Hand haul 2"
Rally
Replenish ammunition

TARDY

Full move limbered
Fire
Limber or unlimber
Pivot
Rally
Limber and full retreat silenced

GAME SCALE

Figures: 15mm
1 troop stand: 40 men
1 gun stand: 2 guns
1" ground: 25 yards
1 turn: 10-15 minutes

MUSKETRY FIRE POINTS					Close Range 4" 8" 12" 16"			
Rifle Musket (RM)					1		1/2	
Repeater (RP)					2		1/2	
Breechloader (BL)					2		1 1/2	
Inferior Rifle (IR)					1		1/2	
Rifle Carbine (RC)					1		1/2	
Smoothbore Musket (SM)					1		1/2	
Shotgun & Hunting Rifle (SH)					1		1/2	

CANNONADE FIRE POINTS					Close Range / Canister 4" 12"		Shot & Shell 36" 48" 60" 72"			
Heavy Rifle (HR)					4		3		2	
Light Rifle (LR)					3		3		2 1	
Heavy Smoothbore (HS)					5		4		3 2 1	
Light Smoothbore (LS)					4		3		2 1	
Light Howitzer (LH)					5		3		3	

MUSKETRY & CANNONADE TABLE				
FIRE POINT MODIFIERS				
x 1/2 Firing disordered, low on ammo, or damaged gun				
DIE ROLL MODIFIERS				
-4 1 fire point		+1 Buck and ball (SM) or sharpshooters		
-3 2 pts.		-1 Green musketry		
-2 3 pts.		+1 Target in field column, cavalry, marched by the flank, about faced, passage of lines or broken		
-1 4, 5 pts.		+2 March column or enfiladed troops		
0 6, 7 pts.		+1 Limbered or enfiladed gun		
+1 8, 9 pts.		-1 Target in partial cover or extended line		
+2 10, 11 pts.		-2 Full cover or extended line in partial cover		
+3 12-14 pts.		-3 Fortified position		
+4 15 pts. and +1 for every 5 pts. over 15				

DIE RESULT	TARGET				EFFECTS	ADDITIONAL EFFECTS
	Crack	Veteran	Trained	Green		
	11 or more	11 or more	11 or more	11 or more		
	11 or more	11 or more	11 or more	11 or more	Withering Fire. Troops disordered and lose 2 stands. Charge checked. Guns silenced and 1 stand wrecked. Lose additional stands equal to the die result difference over 14.	Charge Checked. Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.
	- 10 7, 8, 9	10 9 7, 8	9, 10 8 7	8, 9, 10 7 -	Telling Fire. Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked. Charge checked or charge home with cold steel. Charge home.	Charge Home. Resolve charge combat next phase. Massed Target. Units within 2" behind target suffer the next lower effect.
	6	6	5, 6	5, 6	Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
	-	5	4	3, 4	Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 4" of the target.
	5 or less	4 or less	3 or less	2 or less	Desultory Fire. No effect. Charge home.	

TARGET					EFFECTS					ADDITIONAL EFFECTS				
Crack Veteran Trained Green														
11 or more					Withering Fire. Troops disordered and lose 2 stands. Charge checked. Guns silenced and 1 stand wrecked. Lose additional stands equal to the die result difference over 14.					Charge Checked. Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.				
- 10 7, 8, 9					Telling Fire. Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked. Charge checked or charge home with cold steel. Charge home.					Charge Home. Resolve charge combat next phase. Massed Target. Units within 2" behind target suffer the next lower effect.				
6					Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.					Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.				
- 5					Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.					Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 4" of the target.				
5 or less					Desultory Fire. No effect. Charge home.									

CHARGE TABLE			
DIE ROLL MODIFIERS			
+2	Crack unit	-1	Extended line
+1	Veteran	-3	Outflanked, broken, march column, or limbered guns
0	Trained		
-1	Green		
+2	Fresh troops	+1	Defending favorable ground
0	Worn	+2	Strong position or fortified
-2	Spent		
-1	Outnumbered by 3:2	+1	Cold steel or breakthrough
-2	2:1		
-3	3:1 or more	+2	Cavalry charge over open ground
+1	Supported guns	+1	Broken ground
-1	Unsupported guns	0	Rough ground, mounted infantry or stationary
-1	Disordered troops or silenced gun		
+1	Attached leader or brave colonel		

FALLEN LEADER TABLE			
		EFFECTS	
DIE RESULT	10	Shot dead in the saddle	
	9	Mortally wounded	
	8	Grievously wounded	
		Remove leader from game.	
	7	Mere flesh wound	
		Remove leader for one turn.	
	6	Horse shot out from under	
	Leader dismounted for one turn.		
5	Coat pierced but unscathed		
4	Staff officer struck		
1, 2, 3	Coolly ignores the fire		
	No effect.		

		EFFECTS
DIE RESULT DIFFERENCE	9 or more	Swept from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Guns limber and full retreat silenced. Lose fixed guns. Check for Fallen Leader if attached. ATTACKER breakthrough charge a half move toward closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
	5 to 8	Driven Back. DEFENDER lose 1 stand, troops disordered, and guns silenced. Troops retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. Guns limber and full retreat. Lose fixed guns. ATTACKER carry the position. Cavalry must breakthrough charge a half move toward closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
	1 to 4	Hard Pressed. DEFENDER troops disordered and guns silenced. Lose 1 troop stand if already disordered or damage 1 gun stand. Troops retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Guns limber and full retreat. Lose fixed guns. Hold position if fortified, with troops disordered and guns silenced. ATTACKER carry the position. Retreat 2" if the defender is fortified. Cavalry may recall up to a full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
	0	Desperate Struggle. BOTH sides lose 1 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough and cavalry charge modifiers. Adjust modifiers and roll again.
	-1 to -4	Falter. ATTACKER disordered or lose 1 stand if already disordered. Retreat 2" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
	-5 to -8	Recoil. ATTACKER lose 1 stand and disordered. Retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
	-9 or more	Repulsed. ATTACKER lose 2 stands and additional stands equal to the die result difference over 9. Full retreat broken. Check for Fallen Leader if attached. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.