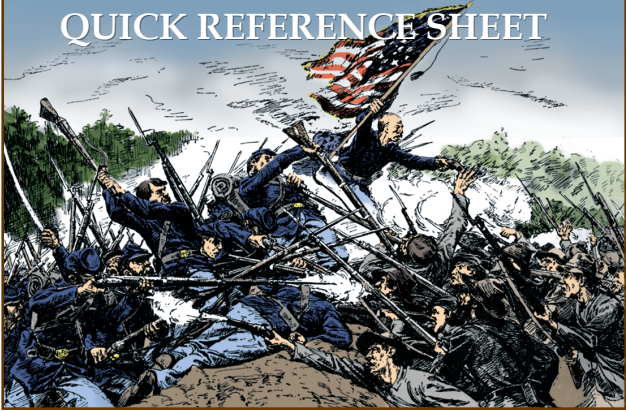


REGIMENTAL
FIRE AND FURY
QUICK REFERENCE SHEET



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.

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		Shot & Shell			
	4"	12"	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
-3	2 pts.
-2	3 pts.
-1	4, 5 pts.
0	6, 7 pts.
+1	8, 9 pts.
+2	10, 11 pts.
+3	12-14 pts.
+4	15 pts. and +1 for every 5 pts. over 15

+1	Buck and ball (SM) or sharpshooters
-1	Green musketry
+1	Target in field column, cavalry, marched by the flank, about faced, passage of lines or broken
+2	March column or enfiladed troops
+1	Limbered or enfiladed gun
-1	Target in partial cover or extended line
-2	Full cover or extended line in partial cover
-3	Fortified position

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	9, 10	8, 9, 10	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.
	10	9	8	7		
	7, 8, 9	7, 8	7	-		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.	