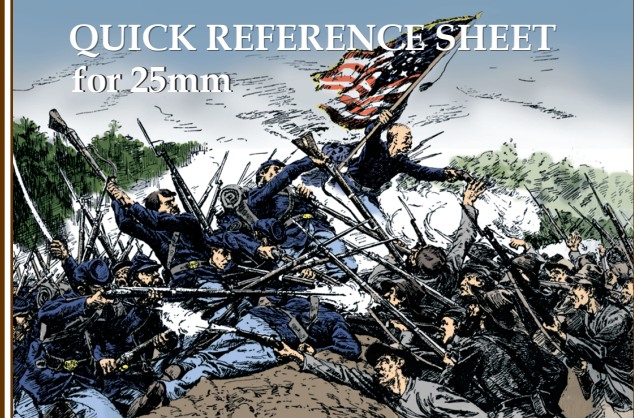


REGIMENTAL
FIRE AND FURY
QUICK REFERENCE SHEET
for 25mm



MANEUVER TABLE

COMMAND RADIUS	
12" clear line of sight	
Attached to first unit in a contiguous line of march	
6" line of sight through dense woods, twilight or fog, attached, or dismounted	

DIE ROLL MODIFIERS	
+1 Gallant leader	+2 Fresh troops
0 Able	0 Worn
-1 Poor	-2 Spent
+1 Attached leader or brave colonel	+2 Battery
-1 Provisional command	+1 Field or march column, garrison, limbered gun, or linear cover
+2 Crack unit	-2 Outflanked within 12" or broken
+1 Veteran	-1 Key position lost
0 Trained	-1 Heavy casualties
-1 Green	-2 Greater losses

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

PLAYER TURN SEQUENCE

Maneuver (1st) Phase

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

Musketry & Cannonade (2nd) Phase

- Opponent resolves all defensive fire combat.
- Resolve all offensive fire combat.

Charge (3rd) Phase

- Players jointly resolve all charge combat.
- Move breakthrough charge units.
- Resolve all breakthrough charge combat.

MOVEMENT RATE

Full Move / Double Quick		Open Ground	Broken Ground	Rough Ground	Road
Infantry	Line	18 / 24	12 / 18	10 / 16	-
	Field Column or Extended Line	18 / 24	16 / 22	12 / 18	-
	March Column	18 / 24	16 / 22	12 / 18	28 / 36
	Broken	24	22	18	36
Cavalry	Line	28 / 36	18 / 24	6 / 10	-
	Field Column or Extended Line	28 / 36	22 / 30	10 / 12	-
	March Column	28 / 36	22 / 30	10 / 12	36 / 48
	Dismounted Extended Line	18 / 24	16 / 22	12 / 18	-
	Broken	36	30	12	48
Artillery	Field Gun	18 / 24	12 / 18	6 / 10	28 / 36
	Horse Gun	28 / 36	18 / 24	6 / 10	36 / 48
Leader	Mounted	36	30	18	48
	Dismounted	24	22	18	36

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 3"
Rally
Replenish ammunition

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

GAME SCALE

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

MUSKETRY FIRE POINTS				CANNONADE FIRE POINTS				
Close Range				Close Range / Canister				
6" 12" 18" 24"				6" 18" 54" 72" 90" 108"				
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						
Shot & Shell								
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 3" 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 Home. Resolve charge combat next phase.
	10	9	8	7	Charge checked or charge home with cold steel.	Massed Target. Units within 3" behind target suffer the next lower effect.
	7, 8, 9	7, 8	7	-	Charge home.	Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
	6	6	5, 6	5, 6	Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 6" of the target.
	-	5	4	3, 4	Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	
	5 or less	4 or less	3 or less	2 or less	Desultory Fire. No effect. Charge home.	