

FIRE AND FURY

TABLES & CHARTS

MANEUVER TABLE

MODIFIERS	DIE RESULT	DISORDER EFFECTS	GOOD ORDER EFFECTS
+1 For each detached corps or division leader within command radius (+2 if leader is exceptional)	0 or less	<i>Quits the field</i> —the entire brigade skedaddles and is removed from play.	<i>Retire</i> —brigade retreats a full move.
+2 For each attached corps or division leader (+3 if leader is exceptional)	1,2	<i>Broken</i> —brigade retreats a full move in disorder and one stand skedaddles.	<i>Disengage</i> —brigade retreats beyond enemy musketry range.
+1 Exceptional brigade commander	3,4	<i>Wavering</i> —brigade holds ground in disorder.	<i>Hold ground</i> —brigade cannot move or change formation.
+1 In column formation	5,6	<i>Shaken</i> —brigade rallies and holds ground.	<i>Tardy</i> —brigade halves movement and cannot change formation.
+2 Fresh troops	7,8,9	<i>Rally</i> —brigade rallies and may move half but cannot change formation.	<i>Well-handled</i> —brigade conducts normal movement or change of formation.
-2 Spent troops	10 or more	<i>Rally with elan</i> —brigade rallies and may move normally or change formation.	

PLAY SEQUENCE CHART

UNION PLAYER TURN

Maneuver (1st) Phase: The Union players maneuver their brigades, batteries and leaders.

1. Replace fallen leaders, attach and detach leaders
2. Move brigades and batteries
3. Move detached leaders

Musketry & Cannonade (2nd) Phase: The Confederate player resolves his defensive fire combat and applies all combat effects. The Union player then resolves his offensive fire combat and applies all combat effects.

Charge (3rd) Phase: The Union and Confederate players simultaneously resolve combat for all charges made during the maneuver phase and breakthrough. All combat effects are simultaneously applied at the resolution of combat.

CONFEDERATE PLAYER TURN

Maneuver (1st) Phase: The Confederate players maneuver their brigades, batteries and leaders.

1. Replace fallen leaders, attach and detach leaders
2. Move brigades and batteries
3. Move detached leaders

Musketry & Cannonade (2nd) Phase: The Union player resolves his defensive fire combat and applies all combat effects. The Confederate player then resolves his offensive fire combat and applies all combat effects.

Charge (3rd) Phase: The Confederate and Union players simultaneously resolve combat for all charges made during the maneuver phase and breakthrough. All combat effects are simultaneously applied at the resolution of combat.

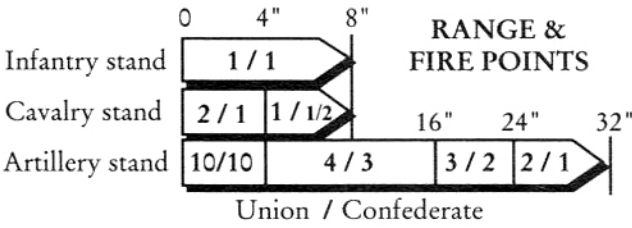
MOVEMENT RATES CHART

	Basic	Road	Rough	Fording
Infantry	12"	x2	x1/2	-3"
Cavalry & Leaders	18"	x2	x1/3	-3"
Artillery				
—foot	8"	x3	x1/4	-4"
—horse	12"	x3	x1/6	-6"
Infantry and cavalry -3" for passage of lines.				

FALLEN LEADER TABLE

DIE RESULT	EFFECTS
1	<i>Felled by sniper</i>
2	<i>Shot dead in the saddle</i>
3	<i>Mortally stricken</i>
4	<i>Grievously wounded</i>
5	<i>Disabled</i> remove leader and replacement appears after one full turn.
6	<i>Mere flesh wound</i>
7	<i>Coat pierced but unscathed</i>
8	<i>Horse shot out from under</i>
9	<i>Staff officer struck</i>
10	<i>Cooly ignores the fire</i> no effect upon leader.

MUSKETRY & CANNONADE TABLE



MODIFIERS

- × 1/2 fire points for infantry and dismounted cavalry stands marked disordered or low on ammunition.
- × 1/2 fire points for each artillery stand marked as a damaged battery
- × 2 fire points for each stand firing from enfilade
- +1 to die result when firing at a target that is: limbered, in column, mounted cavalry, changing formation or movement mode, or about facing
- 1 from die result when firing at a target in cover: woods, town, broken ground, breastworks, stone wall, sunken road, or dismounted cavalry
- 2

FIRE POINTS

	9 or less	10,11	—	—	—
1/2	9 or less	9,10,11	—	—	—
1	8 or less	8,9,10	11	—	—
2	7 or less	8,9	10,11	—	—
3	6 or less	7,8,9	10,11	—	—
4	5 or less	6,7,8	9,10,11	—	—
5	4 or less	5,6,7	8,9,10	11	—
6,7	4 or less	5,6,7	8,9	10,11	—
8,9	3 or less	4,5,6	7,8,9	10,11	—
10,11	2 or less	3,4,5	6,7,8	9,10,11	—
12 to 14	1 or less	2,3,4	5,6,7	8,9,10	11
15 to 19	0 or less	1,2,3	4,5,6	7,8,9	10,11
20 to 24	-1	0,1,2	3,4,5	6,7,8	9,10,11
25 to 29	—	-1,0,1	2,3,4	5,6,7	8 or more
30 to 34	—	-1,0	1,2,3	4,5,6	7 or more
35 to 39	—	-1	0,1,2	3,4,5	6 or more
40 to 44	—	-1	0,1	2,3,4	5 or more
45 to 49	—	-1	0,1	2,3	4 or more
50 or more	—	-1	0,1	2,3	4 or more

DIE RESULT

On a base die roll of 10 the following two effects apply:
Fallen leader—the player controlling the target rolls on the Fallen Leader Table for each attached leader and exceptional brigade commander.
Low on ammunition—upon any brigade or battery with half or more of its stands firing at the target.

- Desultory fire**—no effect.
- Lively fire**—troops disordered or battery silenced.
- Telling fire**—troops disordered and lose 1 std. or damage and silence a battery.
- Deadly fire**—troops disordered and lose 2 stands or battery wrecked.
- Withering fire**—troops disordered and lose 3 stands or battery wrecked.

50 or more

45 to 49

40 to 44

35 to 39

30 to 34

25 to 29

20 to 24

15 to 19

12 to 14

10,11

8,9

6,7

5

4

3

2

1

1/2

0

32"

24"

16"

8"

4"

0

Infantry stand

Cavalry stand

Artillery stand

Union / Confederate

RANGE & FIRE POINTS

1 / 1

2 / 1 1 / 1/2

10/10 4 / 3 3 / 2 2 / 1

1

2

3

4

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6

7

8

9

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