

# REGIMENTAL FIRE AND FURY

Quick Reference Sheet Ver. 2.1 for 25mm

The War of 1812  
1812-15



## 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	+1 Field or march column, square, garrison, limbered gun, or linear cover
-1 Provisional command	+1 Indians in woods
-2 Out of command	-1 Indians in the open
+2 Elite unit	-2 Outflanked within 12", or broken
+1 Veteran	-1 Key position lost
0 Trained	-1 Heavy casualties
-1 Raw	-2 Greater losses
+2 Battery	

### Troops in Good Order and Guns Effects

DIE RESULT	Effect
8 or more	<b>Double Quick.</b> Well handled maneuver at the double quick rate.
3 - 7	<b>Well Handled</b> maneuver.
1, 2	<b>Tardy</b> maneuver.
0, -1	<b>Fall Back.</b> Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Lose all unlimbered hy. carriage and fixed guns. Hold position and fire only if out of close range, in square, or fortified.
-2 or less	<b>Panic.</b> Troops retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.

### Disordered or Broken Troops Effects

DIE RESULT	Effect
11 or more	<b>Rally with Elan.</b> Return to good order and well handled maneuver.
5 - 10	<b>Rally.</b> Return to good order and tardy maneuver.
3, 4	<b>Shaken.</b> Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
1, 2	<b>Wavering.</b> Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.
0 or less	<b>Panic.</b> Retreat broken. Lose 1 stand 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 counter charges. Declare hasty squares.
  - c. Maneuver units according to the effects. Form hasty squares and 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

Full Move / Double Quick

	Open Ground	Broken Ground	Rough Ground	Road	
Infantry	Line	16 / 22	12 / 18	10 / 14	-
	Open Order or Field Column	18 / 24	16 / 22	12 / 18	-
	March Column	18 / 24	16 / 22	12 / 18	28 / 36
	Square	6 / 8	4 / 6	3 / 4	-
	Broken	24	22	18	36
Cavalry	Line	28 / 36	18 / 24	6 / 10	-
	Open Order or Field Column	28 / 36	22 / 30	10 / 12	-
	March Column	28 / 36	22 / 30	10 / 12	36 / 48
	Dismounted	18 / 24	16 / 22	12 / 18	-
	Broken	36	30	12	48
Artillery	Siege Gun: Heavy Carriage	10 / 12	6 / 10	4 / 6	18 / 28
	Field Gun: Heavy Carriage	12 / 18	10 / 16	6 / 10	28 / 36
	Field Gun: Light Carriage	18 / 24	12 / 18	6 / 10	28 / 36
Leader	Mounted	36	30	18	48
	Dismounted	24	22	18	36

## TROOP MANEUVERS

### WELL HANDLED

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

### TARDY

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

### HASTY

- Cavalry counter charge halfway  
Infantry form hasty square; Raw unit disordered

## GUN MANEUVERS

### WELL HANDLED

- Full move  
Fire  
Limber or unlimber  
Pivot  
Hand haul 3"  
Rally  
Replenish ammunition  
*Lt. carriage only:*  
Full move and unlimber  
Limber and full move  
Unlimber and fire  
Pivot and fire

### TARDY

- Full move  
Fire  
Limber or unlimber  
Pivot  
*Lt. carriage only:*  
Limber and full retreat silenced

### HASTY

- Silenced and crew takes shelter in square

## 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 & CANNONADE TABLE

MUSKETRY FIRE POINTS	Close Range		
	6"	12"	18"
Rifle (R)	1	1/2	
Musket (M)	1	1/2	
Carbine (C)	1		

  

CANNONADE FIRE POINTS	Canister/ Close Range		Shot, Shell & Rocket			
	6"	18"	36"	54"	72"	90"
Siege Gun (SG)	6	5	4	3	2	1
Heavy Gun (HG)	5	4	3	2	1	
Medium Gun (MG)	5	3	2	1		
Light Gun (LG)	4	3	2	1		
Howitzer (H)	4	3	2			

  

Congrieve Rocket (CR)	18"	60"	90"	120"
		2 (D4-10)	2 (D6-10)	2 (D8-10)

FIRE POINT MODIFIERS	
x 1/2	Firing disordered, low on ammo, or damaged gun

  

DIE ROLL MODIFIERS	
-5	less than 1 fire point
-4	1 pt.
-3	2 pts.
-2	3 pts.
-1	4 pts.
0	6 pts.
+1	9 pts.
+2	12 pts.
+3	15 pts.
+4	20 pts.
+5	25 or more points

  

-1	Raw troops or guns firing
+1	Muskets firing buck n' ball in charge, or marksmen
+1	Troop target in field column, broken, about faced, passage of lines, or marched by the flank
+2	March column, square, or enfiladed troops
+1	Gun target is limbered or enfiladed
-1	Target in partial cover or open order
-2	Full cover, or open order in partial cover
-3	Fortified position

DIE RESULT	TARGET				EFFECTS	ADDITIONAL EFFECTS
	Elite	Veteran	Trained	Raw		
	11 or more	11 or more	11 or more	11 or more		
-	10	9, 10	8, 9, 10	<b>Withering Fire.</b> Troops disordered and lose 2 stands. Charge checked. 1 gun stand wrecked and remaining stands silenced. Lose one additional troop or gun stand on a 15 or more.	<b>Charge Checked.</b> Retreat charging unit 3" from enemy. Cavalry may recall up to a full move.	
10	9	8	7	<b>Telling Fire.</b> Troops disordered and lose 1 stand. 1 gun stand damaged and 1 stand silenced. Charge checked.	<b>Charge Home.</b> Resolve charge combat next phase.	
7, 8, 9	7, 8	7	-	Charge checked or charge home with cold steel. Charge home.	<b>Massed Target.</b> Units within 3" behind target suffer the next lower effect.	
6	6	5, 6	5, 6	<b>Galling Fire.</b> Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	<b>Low on Ammo.</b> On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.	
-	5	4	3, 4	<b>Lively Fire.</b> From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	<b>Fallen Leader</b> check on a base die result of 10. Effect applies to the closest leader within 6" of the target.	
5 or less	4 or less	3 or less	2 or less	<b>Desultory Fire.</b> No effect. Charge home.		

## CHARGE TABLE

### DIE ROLL MODIFIERS

+2 Elite unit	-1 Open order, hasty square, militia, indians, or no bayonets
+1 Veteran	-3 Outflanked, broken, march column, or limbered guns
0 Trained	+1 Defending favorable ground
-1 Raw	+2 Strong position or fortified
+2 Fresh troops	+1 Cold steel, breakthrough, or indians in woods
0 Worn	+2 Cavalry charge over open ground
-2 Spent	+1 Broken ground
-1 Outnumbered by 3:2	0 Rough ground, vs. square, or stationary
-2 2:1	
-3 3:1 or more	
+1 Supported guns	
-1 Unsupported guns	
-1 Disordered troops or silenced gun	
+1 Brave colonel or leader attached	

## FALLEN LEADER TABLE

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

DIE RESULT DIFFERENCE	EFFECTS
9 or more	<b>Swept from the Field.</b> 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 all fixed and heavy carriage guns. Check for Fallen Leader if attached.  ATTACKER breakthrough charge a half move at the double quick toward the closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
5 to 8	<b>Driven Back.</b> DEFENDER lose 1 stand. Troops disordered and 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, in square, or outflanked. Guns limber and full retreat silenced. Lose all fixed and heavy carriage guns.  ATTACKER carry the position. Cavalry breakthrough charge a half move at the double quick toward the closest enemy after the 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
1 to 4	<b>Hard Pressed.</b> DEFENDER troops disordered and guns silenced. Lose 1 troop stand if already disordered or damage 1 gun stand. Troops retreat 3" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Guns limber and full retreat. Lose all fixed and heavy carriage guns. Hold position if fortified or in square, troops disordered and guns silenced  ATTACKER carry the position. Retreat 3" if the defender is fortified or in square. 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	<b>Desperate Struggle.</b> 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	<b>Falter.</b> ATTACKER disordered or lose 1 stand if already disordered. Retreat 3" 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	<b>Recoil.</b> 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	<b>Repulsed.</b> ATTACKER lose 2 stands and additional stands equal to 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.