

# REGIMENTAL FIRE AND FURY

Quick Reference Sheet Ver. 2.1 for 6mm  
The American War of Independence  
1775-83



## MANEUVER TABLE

### COMMAND RADIUS

- 6" clear line of sight
- Attached to first unit in a contiguous line of march
- 3" 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, 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 6", or broken                                |
| +1 Veteran                              | -1 Key position lost  |
| 0 Trained                               | -1 Heavy casualties   |
| -1 Raw                                  | -2 Greater losses   |
| +2 Battery or battalion gun within 1.5" |   |

### Troops in Good Order and Guns Effects

DIE RESULT	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 heavy carriage and fixed guns. Hold position and fire only if out of close range, 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	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 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 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	8 / 12	6 / 9	5 / 8	-
	Open Order or Field Column	9 / 12	8 / 11	6 / 9	-
	March Column	9 / 12	8 / 11	6 / 9	x1.5
	Broken	12	11	9	x1.5
Cavalry	Line	14 / 18	9 / 12	3 / 5	-
	Open Order or Field Column	14 / 18	11 / 15	5 / 6	-
	March Column	14 / 18	11 / 15	5 / 6	x1.5
	Dismounted Open Order	9 / 12	8 / 11	6 / 9	-
	Broken	18	15	6	x1.5
Artillery	Siege Gun - Heavy Carriage	5 / 6	3 / 5	2 / 3	x2
	Foot Gun - Lt. & Hy. Carriage	6 / 9	5 / 8	3 / 5	x2
	Galloper Gun - Light Carriage	9 / 12	6 / 9	3 / 5	x2
Leader	Mounted	18	15	9	x1.5
	Dismounted	12	11	9	x1.5

## 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
- Deploy to the front; Raw unit disordered by broken or rough ground
- 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

## GUN MANEUVERS

### WELL HANDLED

- Full move
- Fire
- Limber or unlimber
- Pivot
- Rally
- Replenish ammunition
- Lt. carriage only:*  
Full move and unlimber or limber and full move
- Unlimber and fire
- Pivot and fire
- Hand haul 1.5"; Galloper 3"

### TARDY

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

## GAME SCALE

- Figures: 6mm
- 1 troop stand: 40 men
- 1 gun stand: 2 guns
- 2" ground: 75 yards
- 1 turn: 10-15 minutes

### MUSKETRY FIRE POINTS

	Close Range		
	3"	6"	9"
Rifle (R)	1	1/2	1/2
Musket (M)	1	1/2	
Carbine (C)	1		

### CANNONADE FIRE POINTS

	Grapeshot/ Close Range			Solid Shot & Shell		
	3"	9"	18"	24"	30"	36"
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		
Siege Howitzer (SH)	5	3	3	4		
Howitzer (H)	4	2	2	3		
Gallop Gun (GG)	3	2	1			
Amulette (A)	1	1	1/2			

## MUSKETRY & CANNONADE TABLE

#### FIRE POINT MODIFIERS

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

#### DIE ROLL MODIFIERS

-5	less than 1 fire point	-1	Raw troops or guns firing
-4	1 pt.	+1	Muskets firing buck & ball in a charge, or marksmen
-3	2 pts.	+1	Troop target in field column, broken, about faced, passage of lines, or marched by the flank
-2	3 pts.	+2	March column or enfiladed troops
-1	4 pts.	+1	Gun target is limbered or enfiladed
0	6 pts.	-1	Target in partial cover or open order
+1	9 pts.	-2	Full cover, or open order in partial cover
+2	12 pts.	-3	Fortified position
+3	15 pts.		
+4	20 pts.		
+5	25 or more points		

DIE RESULT	TARGET				EFFECTS	ADDITIONAL EFFECTS
	Elite	Veteran	Trained	Raw		
11 or more	11 or more	11 or more	11 or more	11 or more	<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 1.5" from enemy. Cavalry may recall up to a full move.
-	10	9, 10	8, 9, 10	8, 9, 10	<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.
10	9	8	7	7	Charge checked or charge home with cold steel.	<b>Massed Target.</b> Units within 1.5" behind target suffer the next lower effect.
7, 8, 9	7, 8	7	-	-	Charge home.	<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.
6	6	5, 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>Fallen Leader</b> check on a base die result of 10. Effect applies to the closest leader within 3" of the target.
-	5	4	3, 4	3, 4	<b>Lively Fire.</b> 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	2 or less	<b>Desultory Fire.</b> No effect. Charge home.	

## CHARGE TABLE

#### DIE ROLL MODIFIERS

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

#### EFFECTS

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. Limbered guns full retreat silenced. Lose all unlimbered guns. Check for Fallen Leader if attached.  ATTACKER breakthrough charge a half move towards closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
5 to 8	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 or outflanked. Limbered guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered guns if defeated by cavalry, and all unlimbered heavy carriage guns.  ATTACKER carry the position. Cavalry must breakthrough charge a half move towards closest enemy after 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 1.5" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. Limbered guns, and light carriage guns limber up, and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position if fortified, troops disordered and guns silenced  ATTACKER carry the position. Retreat 1.5" 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	<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 1.5" 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.