

# REGIMENTAL FIRE AND FURY

QUICK REFERENCE SHEET for 25mm  
The American War of Independence  
1775-83



## 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, garrison, limbered gun, or linear cover
-1 Provisional command	+1 Indians in woods
+2 Elite unit	-1 In clear terrain
+1 Veteran	-2 Outflanked within 12", or broken
0 Trained	-1 Key position lost
-1 Raw	-1 Heavy casualties
+2 Battery or battalion gun within 3"	-2 Greater losses

DIE RESULT	COMMAND		EFFECTS	
	In Command	Out of Command	Troops in Good Order and All 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 Elan.</i> Return to good order and tardy maneuver.
4 - 7	7 - 10	<i>Well Handled</i> maneuver.		
2, 3	5, 6			<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>Tardy</i> maneuver.		<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. Lose all unlimbered heavy carriage and fixed guns. 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 full retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and 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

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. 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

Full Move / Double Quick

		Open Ground	Broken Ground	Rough Ground	Road
Infantry	Line	16 / 18	12 / 16	10 / 12	-
	Extended Line or Field Column	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	-
	Extended Line or Field Column	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	-
Artillery	Broken	36	30	12	48
	Siege Gun - Heavy Carriage	10 / 12	6 / 10	4 / 6	18 / 28
	Foot Gun - Lt. & Hy. Carriage	12 / 18	10 / 16	6 / 10	28 / 36
	Galloper Gun - Light Carriage				
Leader	Mounted	18 / 24	12 / 18	6 / 10	28 / 36
	Dismounted	12	10	6	12
	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  
Face by the rear rank  
Scale major obstacle  
Replenish ammunition

### TARDY

Half move  
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  
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  
Rally  
*Lt. carriage only:*  
Limber and full retreat silenced

## GAME SCALE

Figures: 25mm  
1 troop stand: 40 men  
1 gun stand: 2 guns  
1" ground: 33 yards  
1 turn: 10-15 minutes

## MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS	Close Range		
	6"	8"	18"
Rifle (R)	1	1/2	
Musket (M)	1		

  

CANNONADE FIRE POINTS	Canister/Close Range		Shot & Shell			
	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		
Siege Howitzer (SH)	5	3	3	4		
Howitzer (H)	4	2	2	3		
Galloper Gun (GG)	3	2	1			

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	Raw troops or guns firing
+1	Firing buck n' ball or marksmen
+1	Target in field column, broken, about faced, passage of lines, marched by the flank, or limbered or enfiladed gun
+2	March column or enfiladed troops
-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
	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. Guns silenced and 1 stand wrecked. Lose additional stands equal to the die result difference over 14.	<b>Charge Checked.</b> Retreat charging unit 3" 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 silenced and damaged.	<b>Charge Home.</b> Resolve charge combat next phase.
10	9	8	7	7	Charge checked.	<b>Massed Target.</b> Units within 3" behind target suffers the next lower effect.
7, 8, 9	7, 8	7	-	-	Charge checked or charge home with cold steel.	
6	6	5, 6	5, 6	5, 6	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.
-	5	4	3, 4	3, 4	<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 6" of the target.
5 or less	4 or less	3 or less	2 or less	2 or less	<b>Lively Fire.</b> Troops disordered or 1 gun stand silenced from cannonade. Musketry no effect. Charge home.	
					<b>Desultory Fire.</b> No effect. Charge home.	

## CHARGE TABLE

### DIE ROLL MODIFIERS

+2 Elite unit	-1 Troops in extended line, field column, or without bayonets
+1 Veteran	
0 Trained	
-1 Raw	-3 Outflanked, broken, march column, or limbered guns
+2 Fresh troops	
0 Worn	+1 Defending favorable ground
-2 Spent	+2 Strong position or fortified
-1 Outnumbered by 3:2	
-2 2:1	+1 Cold steel, breakthrough, or indians in woods
-3 3:1 or more	+2 Cavalry charge over open ground
+1 Supported guns	+1 Broken ground
-1 Unsupported guns	0 Rough ground, or stationary
-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 fixed and heavy carriage 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	<b>Driven Back.</b> DEFENDER lose 1 stand, troops disordered, and guns silenced. Troops 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. Guns limber and full retreat. Lose fixed and 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 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 fixed and heavy carriage guns. Hold position if fortified, troops disordered and guns silenced ATTACKER carry the position. Retreat 3" 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 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.