

REGIMENTAL FIRE AND FURY

Quick Reference Sheet Ver. 2.1 for 15mm

The Mexican-American War

1846-48



15mm
Ver. 2.0

MANEUVER TABLE

COMMAND RADIUS

8" clear line of sight

Attached to first unit in a contiguous line of march

4" line of sight through dense chaparral, twilight, attached, or dismounted

DIE ROLL MODIFIERS

+1 Gallant leader	+2 Fresh troops
0 Able	0 Worn
-1 Poor	-2 Spent
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+1 Attached leader or brave colonel	+2 Battery
-1 Provisional command, or Mexican militia, national guard, irregulars or auxiliaries	+1 Field or march column, square, garrison, limbered gun, or linear cover
-2 Out of command	-2 Outflanked within 8", or broken
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+2 Crack unit	-1 Key position lost
+1 Veteran	-1 Heavy casualties
0 Trained	-2 Greater losses
-1 Raw	

Troops in Good Order and Guns Effects

DIE RESULT	US: 8 or more MEX: 11 or more	Double Quick. Well handled maneuver at the double quick rate.
	US: 3 - 7 MEX: 4 - 10	Well Handled maneuver.
	US: 1, 2 MEX: 1, 2, 3	Tardy maneuver.
	0, -1	Fall Back. 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, in square, or fortified.
	-2 or less	Panic. Troops full retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.

Disordered or Broken Troops Effects

DIE RESULT	US: 11 or more	Rally with Elan. Return to good order and well handled maneuver.
	US: 5 - 10 MEX: 6 or more	Rally. Return to good order and tardy maneuver.
	US: 3, 4 MEX: 3, 4, 5	Shaken. Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order.
	1, 2	Wavering. Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.
	0 or less	Panic. 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. 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	US Line	12 / 16	8 / 10	6 / 8	-
	MEX Line	10 / 12	8 / 10	6 / 8	-
	Extended Line or Field Column	12 / 16	10 / 14	8 / 12	-
	March Column	12 / 16	10 / 14	8 / 12	18 / 24
Cavalry	Broken	4 / 6	3 / 4	2 / 3	-
	Broken	16	14	12	24
	Line	18 / 24	12 / 16	4 / 6	-
	Extended Line or Field Column	18 / 24	14 / 20	6 / 8	-
	March Column	18 / 24	14 / 20	6 / 8	24 / 36
Artillery	Dismounted Extended Line	12 / 16	10 / 14	8 / 12	-
	Broken	24	20	8	36
	Siege Gun: Heavy Carriage	6 / 8	4 / 6	2 / 4	12 / 18
	Field Gun: Heavy Carriage or Ox-drawn Light Carriage	8 / 12	6 / 10	4 / 6	18 / 24
Leader	Horse-drawn Light Carriage	12 / 16	8 / 12	4 / 6	18 / 24
	Flying Artillery: Light Carriage	18 / 24	12 / 16	4 / 6	24 / 36
	Mounted	24	20	12	36
	Dismounted	16	14	12	24

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; Mexican cavalry cannot charge
- Full move disordered; Mexican cavalry cannot charge
- Change formation to line, extended line, square or garrison; Raw unit disordered by broken or rough ground
- Face by the rear rank
- Scale major obstacle

HASTY

- Cavalry counter charge halfway; disordered Mexican cavalry cannot charge
- Infantry form hasty square; Raw unit disordered

GUN MANEUVERS

WELL HANDLED

- Full move
- Fire
- Limber or unlimber
- Pivot
- Rally
- Replenish ammunition
- Light carriage only:*
 - Full move and unlimber
 - Limber and full move
 - Unlimber and fire
 - Pivot and fire
 - Hand haul 2"; 4" if MH
 - Prolong a half move to rear

Flying artillery only on a double quick:

- Full move, unlimber and fire
- Limber, full move and unlimber

TARDY

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

HASTY

- Silenced and crew takes shelter in square

GAME SCALE

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

MUSKETRY FIRE POINTS	Close Range		
	4"	8"	12"
Rifle (R)	1	1	1/2
Inferior Rifle (IR)	1	1/2	
Rifle Carbine (RC)	1	1/2	
Musket (M)	1	1/2	
Inferior Musket (IM)	1		

MUSKETRY & CANNONADE TABLE

CANNONADE FIRE POINTS	Canister		Shot & Shell			
	4"	12"	24"	36"	48"	60"
American Siege Gun (SG)	6	5	4	3	2	
Heavy Gun (HG)	5	4	3	2	1	
Light Gun (LG)	4	3	2	1		
Heavy Howitzer (HH)	6	4	3			
Light Howitzer (LH)	5	3	3			
Mountain Howitzer (MH)						80"
Rocket (RK)			2 (D4-10)	2 (D6-10)	2 (D8-10)	
Mexican Siege Gun (SG)	5	4	4	3	2	1
Heavy Gun (HG)	4	3	3	2	1	
Medium Gun (MG)	4	2	2	1		
Light Gun (LG)	3	2	2	1		

FIRE POINT MODIFIERS

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

DIE ROLL MODIFIERS

-5	less than 1 fire point	+1	Muskets firing buck & ball in a charge
-4	1 pt.	-1	Raw troops or guns firing
-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, square, or enfiladed
-1	4 pts.	+1	Gun target limbered or enfiladed
0	6 pts.	-1	Target in partial cover or extended line
+1	9 pts.	-2	Full cover, or extended line 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
	Crack	Veteran	Trained	Raw		
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. 1 gun stand wrecked and remaining stands silenced. Lose one additional troop or gun stand on a 15 or more.	Charge Checked. Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.
-	10	9, 10	8, 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.
7, 8, 9	7, 8	7	7	-	Charge checked or charge home with cold steel. Charge home.	Massed Target. Units within 2" behind target suffers the next lower effect.
6	6	5, 6	5, 6		Galling Fire. Troops disordered or lose 1 stand if already disordered. 1 gun stand silenced. 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.
-	5	4	3, 4		Lively Fire. From cannonade only, troops disordered, or 1 gun silenced. Musketry no effect. Charge home.	Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 4" of the target.
5 or less	4 or less	3 or less	2 or less		Desultory Fire. No effect. Charge home.	

CHARGE TABLE

DIE ROLL MODIFIERS

+2 Crack unit	-1 Extended line, hasty square, Mexican militia, national guard, irregulars or auxiliaries
+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 or breakthrough
0 Worn	+2 Cavalry charge over open ground
-2 Spent	+1 Broken ground
-1 Outnumbered by 3:2	0 Rough ground, charging a 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	

EFFECTS

DIE RESULT DIFFERENCE	EFFECTS
9 or more	Swept from the Field. 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 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	Driven Back. 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 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	Hard Pressed. DEFENDER troops disordered and guns silenced. Lose 1 troop stand if already disordered or damage 1 gun stand. Troops retreat 2" 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 2" 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	Desperate Struggle. 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	Falter. ATTACKER disordered or lose 1 stand if already disordered. Retreat 2" 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	Recoil. 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	Repulsed. 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.

FALLEN LEADER TABLE

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