

REGIMENTAL FIRE AND FURY

QUICK REFERENCE SHEET
The Mexican-American War
1846-48



MANEUVER TABLE

COMMAND RADIUS

8" clear line of sight
Attached to first unit in a contiguous line of march
4" line of sight through chaparral, 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	+2 Battery
-1 Provisional command	+1 Field or march column, square, garrison, limbered gun, or linear cover
-2 Out of command	-2 Outflanked within 8", or broken
+2 Crack unit	-1 Key position lost
+1 Veteran	-1 Heavy casualties
0 Trained	-2 Greater losses
-1 Raw	
-1 Rancheros	

DIE RESULT	COMMAND		EFFECTS	
	U.S.	Mexican	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	6 - 10	<i>Well Handled</i> maneuver.	<i>Rally.</i> Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order.	
2, 3	3, 4, 5	<i>Tardy</i> maneuver.	<i>Wavering.</i> Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.	
1	1, 2		<i>Panic.</i> Retreat broken.	
0, -1	0, -1	<i>Fall Back.</i> 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.	<i>Rout.</i> Retreat broken. Lose 1 stand and additional stands equal to the die result difference less than 0.	
-2 or less	-2 or less	<i>Panic.</i> Troops full retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.		

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.

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	12 / 16	8 / 12	6 / 10	-
	Extended Line or Field Column	12 / 16	10 / 14	8 / 12	-
	March Column	12 / 16	10 / 14	8 / 12	18 / 24
	Square	4 / 6	3 / 4	2 / 3	-
	Broken	16	14	12	24
Cavalry	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
	Dismounted Extended Line	12 / 16	10 / 14	8 / 12	-
	Broken	24	20	8	36
Artillery	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
	Horse-drawn Light Carriage	12 / 16	8 / 12	4 / 6	18 / 24
	Flying Field Gun - Lt. Carriage	18 / 24	12 / 16	4 / 6	24 / 36
Leader	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
Face by the rear rank
Scale major obstacle
Replenish ammunition

TARDY

Half move; 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
Hand haul 2"
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

HASTY

Silenced and crew takes shelter in square