

REGIMENTAL FIRE AND FURY

QUICK REFERENCE SHEET

War of the Triple Alliance

1864-70



MANEUVER TABLE

COMMAND RADIUS

8" clear line of sight

Attached to first unit in a contiguous line of march

4" line of sight through jungle, 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	+2 Battery
-1 Provisional command	0 Damaged or half battery
+1 Veteran	+1 Field or march column, square, garrison, limbered gun, or linear cover
0 Trained	-2 Outflanked within 8", or broken
-1 Raw	-1 Key position lost
+1 Machismo	-1 Heavy casualties
	-2 Greater losses

DIE RESULT		Troops in Good Order and All Guns	EFFECTS	Disordered or Broken Troops
In Command	Out of Command			
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.		<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	5, 6		<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	3, 4		<i>Fall Back.</i> Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Lose all fixed or unlimbered siege guns. Hold position and fire only if out of close range, in square, or fortified.	<i>Panic.</i> Retreat broken.
0, -1	1, 2		<i>Panic.</i> Troops full retreat broken. Guns limber and full retreat silenced. Lose all fixed or unlimbered siege guns.	<i>Rout.</i> Retreat broken. Lose 1 stand and additional stands equal to the die result difference less than 0.
-2 or less	0 or less			

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	-
Field Column or Skirmishers	12 / 16	10 / 14	8 / 12	-
March Column	12 / 16	10 / 14	8 / 12	18 / 24
Square	4	3	2	-
Broken	16	14	12	24
Cavalry				
Line	18 / 24	12 / 16	4 / 6	-
Field Column	18 / 24	14 / 20	6 / 8	-
March Column	18 / 24	14 / 20	6 / 8	24 / 36
Broken	24	20	8	36
Artillery				
Siege Gun	6 / 8	4 / 6	2 / 4	12 / 18
Ox-drawn Field Gun	8 / 12	6 / 10	4 / 6	18 / 24
Horse-drawn Field Gun	12 / 16	8 / 12	4 / 6	18 / 24
Horse Gun	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
Change formation to line, extended line, or garrison; Line or field column may form square; Raw unit disordered by broken or rough ground
Face by the rear rank
Scale major obstacle

HASTY

Cavalry or machismo infantry counter charge halfway
Infantry form hasty square; Raw unit disordered

GUN MANEUVERS

WELL HANDLED

Full move
Fire
Limber or unlimber
Pivot
Hand haul 2"
Rally
Replenish ammunition
<i>Field and Horse guns only:</i> Full move and unlimber
Limber and full move
Unlimber and fire
Pivot and fire

TARDY

Full move
Fire
Limber or unlimber
Pivot
Rally

Field and Horse guns only:
Limber and full retreat silenced

HASTY

Silenced and crew take shelter in adjacent square

MUSKETRY FIRE POINTS

	Close Range			
	2"	4"	6"	8"
Rifle Musket (RM)	1		$\frac{1}{2}$	
Breechloading Rifle (BR)	2		$\frac{1}{2}$	
Breechloading Carbine (BC)	2	1	$\frac{1}{2}$	
Rifle Carbine (RC)	1		$\frac{1}{2}$	
Mixed Firearms & Pikes (FP)	$\frac{1}{2}$		$\frac{1}{2}$	
Smoothbore Musket (SM)	1		$\frac{1}{2}$	
Smoothbore Carbine (SC)	1			

MUSKETRY & CANNONADE TABLE

FIRE POINT MODIFIERS

x $\frac{1}{2}$ Firing disordered, low on ammo, or damaged battery

DIE ROLL MODIFIERS

	Close Range / Canister				Shot & Shell			
	2"	6"	18"	24"	30"	36"	42"	48"
Breechloading Rifle (BR)	4		3		2		1	
Muzzleloading Rifle (MR)	3		3		2		1	
Siege Gun (SG)	6	5	4	3	2			
Heavy Smoothbore (HS)	5	4	3	2	1			
Medium Smoothbore (MS)	5	3	2	1				
Light Smoothbore (LS)	4	3	2	1				
Antiquated Gun (AG)	5	4	3	1				

-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 musketry
+1	Target in field column, cavalry, marched by the flank, about faced, passage of lines, or broken
+2	March column, square, or enfiladed troops
+1	Limbered or enfiladed gun
-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
Veteran	Trained	Raw		
11 or more	11 or more	11 or more	Withering Fire. Troops disordered and lose 2 stands. Guns silenced and 1 stand wrecked. Lose additional stands equal to the die result difference over 14.	Massed Target. Units within 2" behind target suffer the next lower effect.
7-10	7-10	7-10	Telling Fire. Troops disordered and lose 1 stand. 1 gun stand silenced and damaged.	Low on Ammo. On a base die result of 10, mark one gun stand or unit of troops firing half or more stands.
6	5, 6	5, 6	Galling Fire. Troops disordered or lose 1 stand if already disordered. 1 gun stand silenced.	Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 4" of the target.
5	4	3, 4	Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect.	
4 or less	3 or less	2 or less	Desultory Fire. No effect.	

CHARGE TABLE

DIE ROLL MODIFIERS

+1	Veteran	-1	Skirmishers or hasty square
0	Trained	-3	Outflanked, broken, march column, or limbered guns
-1	Raw	+1	Defending favorable ground
+2	Fresh troops	+2	Strong position or fortified
0	Worn	+1	Charging with machismo, or breakthrough
-2	Spent	+2	Cavalry charge over open ground
-1	Outnumbered by 3:2	+1	Broken ground or vs. pikes
-2	2:1	0	Rough ground, vs. square, or stationary
-3	3:1 or more	-1	Irregular cavalry
+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	<i>Shot dead in the saddle</i>	
9	<i>Mortally wounded</i>	
8	<i>Grievously wounded</i>	Remove leader from game.
7	<i>Mere flesh wound</i>	Remove leader for one turn.
6	<i>Horse shot out from under</i>	Leader dismounted for one turn.
5	<i>Coat pierced but unscathed</i>	
4	<i>Staff officer struck</i>	
1-3	<i>Coolly ignores the fire</i>	No effect.

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 or unlimbered siege 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 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 all fixed or unlimbered siege 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 or unlimbered siege guns. Hold position if fortified or in square. 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.