

# FIRE AND FURY

## TABLES & CHARTS

### MANEUVER TABLE

MODIFIERS	DIE RESULT	DISORDER EFFECTS	GOOD ORDER EFFECTS
+1 For each detached corps or division leader within command radius (+2 if leader is exceptional) +2 For each attached corps or division leader (+3 if leader is exceptional) +1 Exceptional brigade commander +1 In column formation +2 Fresh troops -2 Spent troops	0 or less	<i>Quits the field</i> —the entire brigade skedaddles and is removed from play.	<i>Retire</i> —brigade retreats a full move.
	1,2	<i>Broken</i> —brigade retreats a full move in disorder and one stand skedaddles.	<i>Disengage</i> —brigade retreats beyond enemy musketry range.
	3,4	<i>Wavering</i> —brigade holds ground in disorder.	<i>Hold ground</i> —brigade cannot move or change formation.
	5,6	<i>Shaken</i> —brigade rallies and holds ground.	<i>Tardy</i> —brigade halves movement and cannot change formation.
	7,8,9	<i>Rally</i> —brigade rallies and may move half but cannot change formation.	<i>Well-banded</i> —brigade conducts normal movement or change of formation.
	10 or more	<i>Rally with elan</i> —brigade rallies and may move normally or change formation.	

## PLAY SEQUENCE CHART

### UNION PLAYER TURN

**Maneuver (1st) Phase:** The Union players maneuver their brigades, batteries and leaders.

1. Replace fallen leaders, attach and detach leaders
2. Move brigades and batteries
3. Move detached leaders

**Musketry & Cannonade (2nd) Phase:** The Confederate player resolves his defensive fire combat and applies all combat effects. The Union player then resolves his offensive fire combat and applies all combat effects.

**Charge (3rd) Phase:** The Union and Confederate players simultaneously resolve combat for all charges made during the maneuver phase and breakthrough. All combat effects are simultaneously applied at the resolution of combat.

### CONFEDERATE PLAYER TURN

**Maneuver (1st) Phase:** The Confederate players maneuver their brigades, batteries and leaders.

1. Replace fallen leaders, attach and detach leaders
2. Move brigades and batteries
3. Move detached leaders

**Musketry & Cannonade (2nd) Phase:** The Union player resolves his defensive fire combat and applies all combat effects. The Confederate player then resolves his offensive fire combat and applies all combat effects.

**Charge (3rd) Phase:** The Confederate and Union players simultaneously resolve combat for all charges made during the maneuver phase and breakthrough. All combat effects are simultaneously applied at the resolution of combat.

## MOVEMENT RATES CHART

	Basic	Road	Rough	Fording
Infantry	12"	x2	x1/2	-3"
Cavalry & Leaders	18"	x2	x1/3	-3"
Artillery				
—foot	8"	x3	x1/4	-4"
—horse	12"	x3	x1/6	-6"
Infantry and cavalry -3" for passage of lines.				

## FALLEN LEADER TABLE

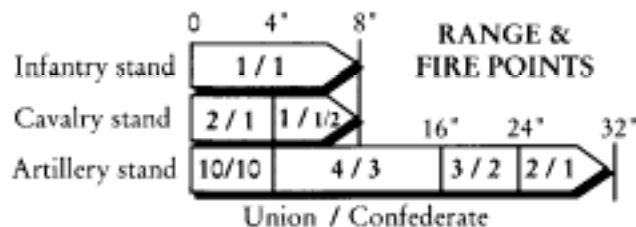
DIE RESULT	EFFECTS
1	<i>Felled by sniper</i>
2	<i>Shot dead in the saddle</i>
3	<i>Mortally stricken</i>
4	<i>Grievously wounded</i>
5	<i>Disabled</i> remove leader and replacement appears after one full turn.
6	<i>Mere flesh wound</i>
7	<i>Coat pierced but unscathed</i>
8	<i>Horse shot out from under</i>
9	<i>Staff officer struck</i>
10	<i>Cooly ignores the fire</i> no effect upon leader.

# MUSKETRY & CANNONADE TABLE

On a base die roll of 10 the following two effects apply:

**Fallen leader**—the player controlling the target rolls on the Fallen Leader Table for each attached leader and exceptional brigade commander.

**Low on ammunition**—upon any brigade or battery with half or more of its stands firing at the target.



## MODIFIERS

- × 1/2 fire points for infantry and dismounted cavalry stands marked disordered or low on ammunition.
- × 1/2 fire points for each artillery stand marked as a damaged battery
- × 2 fire points for each stand firing from enfilade
- +1 to die result when firing at a target that is: limbered, in column, mounted cavalry, changing formation or movement mode, or about facing
- 1 from die result when firing at a target in cover: woods, town, broken ground, breastworks, stone wall, sunken road, or dismounted cavalry

FIRE POINTS	EFFECTS				
	Desultory fire no effect	Lively fire troops disordered or battery silenced	Telling fire troops disordered or damage and silence a battery	Deadly fire troops disordered and lose 1 std. 2 stands or silence a battery	Withering fire troops disordered and lose 3 stands or battery wrecked
1/2	9 or less	10,11	—	—	—
1	8 or less	9,10,11	—	—	—
2	7 or less	8,9,10	11	—	—
3	7 or less	8,9	10,11	—	—
4	6 or less	7,8,9	10,11	—	—
5	5 or less	6,7,8	9,10,11	—	—
6,7	4 or less	5,6,7	8,9,10	11	—
8,9	4 or less	5,6,7	8,9	10,11	—
10,11	3 or less	4,5,6	7,8,9	10,11	—
12 to 14	2 or less	3,4,5	6,7,8	9,10,11	—
15 to 19	1 or less	2,3,4	5,6,7	8,9,10	11
20 to 24	0 or less	1,2,3	4,5,6	7,8,9	10,11
25 to 29	-1	0,1,2	3,4,5	6,7,8	9,10,11
30 to 34	—	-1,0,1	2,3,4	5,6,7	8 or more
35 to 39	—	-1,0	1,2,3	4,5,6	7 or more
40 to 44	—	-1	0,1,2	3,4,5	6 or more
45 to 49	—	-1	0,1	2,3,4	5 or more
50 or more	—	-1	0,1	2,3	4 or more

DIE RESULT

## CHARGE TABLE

MODIFIERS	DIE RESULT DIFFERENCE	EFFECTS
+1 Attached leaders, or exceptional brigade commander +2 Fresh troops -2 Spent troops +1 Confederates charging +1 Mounted cavalry +1 Supported +1 Breakthrough charge	<b>7 or more</b>	<i>Swept from the field</i> —defenders retreat a full move disordered/silenced. One troop stand is captured and one troop stand skedaddles. A leader and a battery, if present, are captured. An additional troop stand is captured for each die result point difference over 10. Attackers breakthrough and must continue to charge a half move toward the nearest enemy with the breakthrough charge modifier.
-1 Outnumbered by 3:2 or by 2:1 or -2 by 3:1 or greater -3 Disordered -1 Low on ammunition	<b>4,5,6</b>	<i>Driven back</i> —defenders retreat disordered/silenced beyond enemy musketry range. One troop stand skedaddles. Part of a battery, if present, is captured (mark one gun stand damaged). Attackers either carry the position, or may continue to charge a half move toward the nearest enemy with the breakthrough charge modifier.
-1 Each troop stand lost during current firephase	<b>1,2,3</b>	<i>Hard pressed</i> —defending brigades are disordered and retreat until 2" from the enemy. Batteries are silenced and retreat beyond enemy musketry range. Attackers carry the position.
+1 or 2 Defending favorable ground: hilltop, behind ford, or in woods	<b>0</b>	<i>A desperate struggle</i> —both sides are disordered and lose one stand of troops or guns. Continue charge combat and roll again with adjusted modifiers.
+1 or 2 Defending sunken road, stone wall or breastworks or +3 defending trenches	<b>-1,-2,-3</b>	<i>Assault checked</i> —attackers are disordered and retreat 2" from the enemy.
-3 Defender outflanked	<b>-4,-5,-6</b>	<i>Attack falters</i> —attackers retreat in disorder beyond enemy musketry range and one stand skedaddles.
	<b>-7 or less</b>	<i>Charge repulsed</i> —attackers retreat a full move in disorder and one stand skedaddles. One leader, if present, and a stand of troops are captured. An additional troop stand is captured for each die result point difference over 10.

## ARC OF FIRE GAUGE

The arc of fire gauge should be photo-copied, cut out, folded and glued together for use. To properly use the gauge, place the short side flush against the edge of the firing stand. One side of the gauge has the left arc of fire for infantry and the right arc of fire for artillery. Flip the gauge over for the right arc for infantry and the left arc for artillery.

