

REGIMENTAL FIRE AND FURY

Quick Reference Sheet for 25mm

The War of 1812
1812-15



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, square, garrison, limbered gun, or linear cover
-1 Provisional command	+1 Indians in woods
-2 Out of command	-1 not in woods
+2 Elite unit	-2 Outflanked within 12", or broken
+1 Veteran	-1 Key position lost
0 Trained	-1 Heavy casualties
-1 Raw	-2 Greater losses
+2 Battery, or battalion gun within 6" of friendly troops	

Troops in Good Order and Guns Effects

DIE RESULT	8 or more	Double Quick. Well handled maneuver at the double quick rate.
	3 - 7	Well Handled maneuver.
	1, 2	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 guns. Hold position and fire only, if out of close range, in square, or fortified.
	-2 or less	Panic. Troops retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.

Disordered or Broken Troops Effects

DIE RESULT	11 or more	Rally with Elan. Return to good order and well handled maneuver.
	5 - 10	Rally. Return to good order and tardy maneuver.
	3, 4	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 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

		Open Ground	Broken Ground	Rough Ground	Road Bonus
Full Move / Double Quick					
Infantry	Line	16 / 18	12 / 16	10 / 12	-
	Open Order or Field Column	18 / 24	16 / 22	12 / 18	-
	March Column	18 / 24	16 / 22	12 / 18	x1.5
	Square	6 / 10	4 / 6	3 / 4	-
	Broken	24	22	18	x1.5
Cavalry	Line	28 / 36	18 / 24	6 / 10	-
	Open Order or Field Column	28 / 36	22 / 30	10 / 12	-
	March Column	28 / 36	22 / 30	10 / 12	x1.5
	Dismounted Open Order	18 / 24	16 / 22	12 / 18	-
Artillery	Heavy Carriage Siege Gun	10 / 12	6 / 10	4 / 6	x2
	Heavy Carriage Field Gun	12 / 18	10 / 16	5 / 8	x2
	Light Carriage Field Gun	18 / 24	12 / 18	6 / 10	x2
Leader	Mounted	36	30	18	x1.5
	Dismounted	24	22	18	x1.5

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
- Deploy to the front; Raw unit disordered by broken or rough ground
- Change front
- Face by the rear rank
- Scale major obstacle
- Replenish ammunition

TARDY

- Half move or full move in disorder
- Change formation to line, open order, square or garrison; Raw unit disordered by broken or rough ground
- Face by the rear rank
- Scale major obstacle

HASTY

- Cavalry counter charge halfway
- Infantry form hasty square; Raw unit disordered
- Skirmishers evade; full retreat broken

GUN MANEUVERS

WELL HANDLED

- Full move
- Fire
- Limber or unlimber
- Pivot
- Rally
- Replenish ammunition
- Lt. carriage only:*
 - Full move and unlimber or limber and full move
 - Unlimber and fire
 - Hand haul 3" or 6" if battalion gun or rocket
- Pivot and fire

TARDY

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

HASTY

- Silenced and crew takes shelter in square within 6"

MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS	Close Range		
	6"	12"	18"
Rifle (R)	1	1/2	
Musket (M)	1	1/2	
Carbine (C)	1		

CANNONADE FIRE POINTS	Canister		Shot & Shell			
	6"	18"	36"	54"	72"	90"
Siege Gun (SG)	6	5	4	3	2	
Heavy Gun (HG)	5	4	3	2	1	
Medium Gun (MG)	5	3	3	2	1	
Light Gun (LG)	4	3	2	1		
Battalion Gun (BG)	3	2	2	1		
Siege Howitzer (SH)	4	2	3			
Howitzer (H)	3	2	3			
				Rocket		
				90"	120"	
Congrieve Rocket (CR)	2 (D4-10)		2 (D6-10)		2 (D8-10)	

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

DIE ROLL MODIFIERS	
-4	1 pt.
-3	2 pts.
-2	3 pts.
-1	4,5 pts.
0	6-8 pts.
+1	9-11 pts.
+2	12-14 pts.
+3	15-19 pts.
+4	20-24 pts.
+5	25 or more points

-1	Raw troops or guns firing
+1	Muskets firing buck & ball in a charge, or marksmen
+1	Troop target in field column, broken, about faced, passage of lines, marched by the flank, or crossed abatis
+2	Enfiladed, square, march column, or storming column
+1	Gun target is limbered or enfiladed
-1	Target in partial cover or open order
-2	Full cover, or open order 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	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 3" 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 damaged and 1 stand silenced. Charge checked.	Charge Home. Resolve charge combat next phase.
10	9	8	7	7	Charge checked or charge home with cold steel.	Massed Target. Units within 3" behind target suffer the next lower effect.
7, 8, 9	7, 8	7	-	-	Charge home.	
6	6	5, 6	5, 6	5, 6	Galling Fire. Troops disordered or lose 1 stand if already disordered. Charge home. 1 gun stand silenced.	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	3, 4	Lively Fire. From cannonade only, troops disordered or 1 gun stand silenced. Musketry no effect. Charge home.	Fallen Leader 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	Desultory Fire. No effect. Charge home.	

CHARGE TABLE

DIE ROLL MODIFIERS	
+2 Elite unit	+1 Supported guns
+1 Veteran	-1 Unsupported guns
0 Trained	-1 Open order, hasty square, militia, or no bayonets
-1 Raw	
+2 Fresh troops	-3 Outflanked, broken, march column, or limbered guns
0 Worn	
-2 Spent	+1 Defending favorable ground
-1 Outnumbered by 3:2	+2 Strong position or fortified
-2 2:1	
-3 3:1 or more	+1 Cold steel, breakthrough, or Indians in woods
0 Cavalry outnumbered by infantry	+2 Cavalry charge over open ground
-1 Disordered troops or silenced gun	+1 Broken ground
+1 Brave colonel or leader attached	0 Rough ground, stationary, or vs. square

DIE RESULT DIFFERENCE	EFFECTS	
	8 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. Limbered guns full retreat silenced. Lose all unlimbered guns. Check for Fallen Leader if attached.
4 to 7	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 or outflanked. Light carriage guns limber up, and limbered guns, full retreat silenced. Lose all unlimbered guns if fixed, defeated by cavalry, or on a heavy carriage.	ATTACKER carry the position. Cavalry must breakthrough charge a half move at the double quick towards closest enemy after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
1, 2, 3	Hard Pressed. 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. Light carriage guns limber up, and limbered guns, full retreat silenced. Lose all unlimbered heavy carriage or fixed guns. Troops and guns hold position if fortified or in square.	ATTACKER carry the position. Retreat 3" if 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, -2, -3	Falter. 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.
-4 to -7	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.
-8 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.	