



THE WAR OF 1812

1812-15

A Regimental Fire and Fury Variant

Fire and Fury Variants

Regimental Fire and Fury is not just a wargame that recreates the battles of the American Civil War. It was also designed as a generic set of rules covering a broad period of warfare that lasted for nearly three centuries.

Often called the Black Powder Era, the most common weapon on the battlefield was the short range, muzzle-loading smoothbore musket. Black gunpowder discharged from these weapons, produced billowing clouds of acrid white smoke. Through this pale, officers rode bravely into battle at the head of their troops. With their banners waiving amidst parade-like formations, the infantry marched shoulder-to-shoulder to the beat of drums. Within 100 yards of the enemy they halted to exchange volleys, or fixed bayonets and charged. Artillery thundered above the rattle of musketry, firing round shot and shell at longer range, and even more lethal grape and canister as the enemy closed. Cavalry, charging with drawn saber or leveled lance, struck fear into the opposing foot soldiers. The generals made command decisions that committed their troops to battle, like a dire game of rock-paper-scissors. The infantry, cavalry and artillery maneuvered, fought and died, until the battle ended in victory or defeat.

The War of 1812 can easily be adapted to the basic *Regimental Fire and Fury* rule system. In addition to having to build the unique armies for the period, players will need the 1812 Quick Reference Sheet which can be downloaded for free from our support page on the fireandfury.com web site.

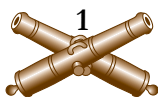
The following sections describe the changes to the basic rule system and quick reference sheets, the army organizations, unit ratings, and special rules for the era, and one or two historical scenarios. This variant is currently in its beta phase. The modifications are only experimental game mechanics for playtest, and do not constitute official errata to the published rules. They are simply to have some fun with new ideas that could lead to incremental improvements in the game design. Updates will be posted on our support page.

1812 Quick Reference Sheet

The Quick Reference Sheet (QRS) summarizes the play sequence and processes for resolving a player turn. The 1812 QRS is modified to refight the battles of the War of 1812 with 10-15mm figures. A separate QRS will be posted on our website support page for the larger 25mm and smaller 6mm figure scales. The modifications to the QRS also require related changes and additions to the basic rules.

Maneuver Table Changes (see Figure 1)

1. There are no longer separate in-command and out-of-command die result columns on the table. They are replaced by separate die result columns for the Troops in Good Order and Gun Effects, and Disordered or Broken Troops Effects.



- The out-of-command column is replaced with a new maneuver check modifier. Each unit located outside the command radius of a leader must now apply a -2 out-of-command modifier. The modifier is noncumulative and takes precedence over the -1 modifier for a unit under provisional command.
- The experience ratings of crack and green are colloquial American Civil War period terms used to describe troops who respectively were seasoned veterans or had no combat experience. They are replaced with more generic terms, *elite* and *raw*.
- The small, mobile **battalion gun** sometimes provided close support to infantry to increase their firepower. The +2 maneuver check modifier applies to guns maneuvering together as a battery, or as an independent battalion gun within 4" of friendly troops.
- Apply a +1 modifier for infantry deployed in **square**. The square was used to protect infantry from enemy cavalry.
- Indians receive a +1 maneuver check modifier when located in woods, or a -1 modifier when not in wooded terrain.
- Artillery is classified as mounted on either a **light** or **heavy carriage**. A heavy carriage gun or howitzer is less maneuverable. If it is within enemy close range and not in a fortified position and receives a Fall Back or Panic effect, it cannot limber and retreat and is eliminated. Light carriage artillery can limber and retreat.
- Troops with a Rally with Élan effect can now return to good order and either move full or perform some other Well Handled maneuver.
- Panic and Rout are combined into one Maneuver Table effect.
- A unit in square receiving a Fall Back, Rally or Wavering effect, must hold its position instead of retreating beyond close range.

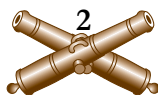
Player Turn Sequence Changes (Figure 2)

- In addition to declaring charges and cavalry counter

Figure 1.

1812 QRS Version 3

		<h2>MANEUVER TABLE</h2>	
		<h3>COMMAND RADIUS</h3>	
		8" clear line of sight	
		Attached to first unit in a contiguous line of march	
		4" line of sight through dense woods, twilight or fog, attached, or dismounted	
		<h3>DIE ROLL MODIFIERS</h3>	
		+1 Gallant leader 0 Able -1 Poor	+2 Fresh troops 0 Worn -2 Spent
		+1 Attached leader or brave colonel -1 Provisional command -2 Out of command	+1 Field or march column, square, garrison, limbered gun, or linear cover
		+2 Elite unit +1 Veteran 0 Trained -1 Raw	+1 Indians in woods -1 not in woods -2 Outflanked within 8", or broken -1 Key position lost -1 Heavy casualties -2 Greater losses
		+2 Battery, or battalion gun within 4" of friendly troops	
DIE RESULT	8 or more	<h3>Troops in Good Order and Guns Effects</h3>	
	3 - 7	Double Quick. Well handled maneuver at the double quick rate.	
	1, 2	Well Handled maneuver.	
	0, -1	Tardy maneuver.	
	-2 or less	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.	
DIE RESULT	11 or more	<h3>Disordered or Broken Troops Effects</h3>	
	5 - 10	Rally with Élan. Return to good order and well handled maneuver.	
	3, 4	Rally. Return to good order and tardy maneuver.	
	1, 2	Shaken. Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order.	
	0 or less	Wavering. Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.	



20. A new Well Handled maneuver allows troops to **change front** by wheeling up to 90-degrees.
21. A new Tardy maneuver allows troops the option to **full move in disorder** instead of a half move in good order.
22. A new Hasty maneuver allows infantry to form a hasty square when charged by enemy cavalry.
23. A new Hasty maneuver allows a skirmish line to evade charging enemy infantry. The evading unit must full retreat broken.

Gun Maneuver Changes (Figure 2)

24. A silenced gun only can Rally with a Well Handled maneuver. It can no longer Rally with a Tardy maneuver.
25. A light carriage gun may perform additional maneuvers that are comparable to ACW artillery. The maneuvers for a heavy carriage gun are more limited (see page x).

26. Battalion guns and rockets can be hand hauled 4" instead of the standard 2".
27. As a Hasty maneuver, the crew of a gun stand may temporarily abandon their gun and take shelter inside a nearby infantry square. The gun is marked silenced.

Game Scale (Figure 2)

The game scale can be adjusted to accommodate battle scenarios considered to be too small when using the standard game scale. There are now two troop scales to choose from. Only the troop and ground scale are affected. The movement rates, command radius, weapon range, time scale and number of guns per stand remain at the same standard game scale

Musketry and Cannade Table Changes (Figure 3)

The weapons type, range and fire point value are modified for the War of 1812.

28. Riflemen and some light infantry on both sides were armed

Figure 3.

1812 QRS Ver. 3

MUSKETRY & CANNONADE TABLE									
MUSKETRY FIRE POINTS					FIRE POINT MODIFIERS				
Close Range 4" 8" 12"					x 1/2 Firing disordered, low on ammo, or damaged gun				
28 Rifle (R) 1 1/2									
29 Musket (M) 1 1/2									
30 Carbine (C) 1									
CANNONADE FIRE POINTS					DIE ROLL MODIFIERS				
Canister 4" 12" Shot & Shell 24" 36" 48" 60"					-4 1 pt.				
Siege Gun (SG) 6 5 4 3 2					-3 2 pts.				
Heavy Gun (HG) 5 4 3 2 1					-2 3 pts.				
Medium Gun (MG) 5 3 3 2 1					-1 4,5 pts.				
Light Gun (LG) 4 3 2 1					0 6-8 pts.				
Battalion Gun (BG) 3 2 2 1					+1 9-11 pts.				
Siege Howitzer (SH) 4 2 3					+2 12-14 pts.				
Howitzer (H) 3 2 3					+3 15-19 pts.				
Congrievie Rocket (CR) 2 (D4-10) 2 (D6-10) 2 (D8-10)					+4 20-24 pts.				
					+5 25 or more points				

Figure 4.

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	-3 Outflanked, broken, march column, or limbered guns
+2 Fresh troops	+1 Defending favorable ground
0 Worn	+2 Strong position or fortified
-2 Spent	+1 Cold steel, breakthrough, or Indians in woods
-1 Outnumbered by 3:2	+2 Cavalry charge over open ground
-2 2:1	+1 Broken ground
-3 3:1 or more	0 Rough ground, stationary, or vs. square
0 Cavalry outnumbered by infantry	
-1 Disordered troops or silenced gun	
+1 Brave colonel or leader attached	

FALLEN LEADER TABLE	
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.

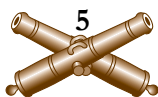
DIE RESULT DIFFERENCE	
50	Swept from the Field. DEFENDER lose 2 stands and additional stands equal to the die result difference over 9. Troops full retreat broken. Limbered guns full retreat silenced. Lose all unlimbered guns. Check for Fallen Leader if attached.
8 or more	ATTACKER breakthrough charge a half move at the double quick towards closest enemy. Carry the position after 2nd combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
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 2" 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 2" 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 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.
-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.

with an early rifle (R) which is as effective as the inferior rifle category in the ACW period.

29. The primary weapon for infantry is the smoothbore musket (M) with a maximum range of 8", the same as in the ACW period.
30. Cavalry are equipped with a short-range smoothbore carbine (C) which they can only fire while dismounted.
31. Napoleonic era artillery are all smoothbore, with the exception of Congreve Rockets (see page X).
32. British artillery include Congreve Rockets which have a maximum range of 80", but are increasingly inaccurate with distance, and cannot fire at a target within 12" (see page X).
33. The break points for converting the total fire points into a die roll modifier remain the same for 7 fire points or less, but shift down starting at 8 or more fire points. A +1 modi-

fier now begins at 9 points, a +2 is at 12 instead of at 10 points and so on, up to a maximum of a +5 modifier with 25 or more fire points. Round fractions down.

34. The term for Green troops and guns is now called Raw.
35. American infantry armed with muskets may fire buck and ball ammunition when charging or being charged. Musket armed British, Canadians, and Indians may only fire buck and ball when specified in the scenario.
36. The term Sharpshooter is now called *marksmen*.
37. There is no +1 modifier for firing at mounted cavalry. Cavalry was less vulnerable to short-range smoothbore muskets and slow loading rifles.
38. A +1 modifier now applies when firing at a target crossing an abatis.
39. There is a +2 modifier for firing at a target in square.



40. Extended line is replaced with an open order formation.
41. The target's Crack and Green experience ratings are now called Elite and Raw respectively.
42. The maximum stand losses from a Withering Fire effect is now limited to 3 stands. A Withering Fire causes a minimum loss of two troop stands or wrecks one gun. The target must lose one additional troop or gun stand if the modified die result is 15 or greater.

Charge Table Changes (Figure 4)

43. Crack and Green experience ratings are now called Elite and Raw respectively.
44. The outnumbered modifier does not apply against cavalry when outnumbered by infantry.
45. Extended line is replaced with an open order formation.
46. Troops in open order, a hasty square, militia, or not equipped with bayonets suffer a -1 charge combat modifier.
47. The -1 modifier only applies to an infantry unit that formed a hasty square as a Hasty maneuver in the opposing player's turn. The modifier does not apply to a square formed in the controlling player's turn.
48. Indians in wooded terrain apply a +1 charge combat modifier.
49. Cavalry charging a defending unit in square applies a 0 charge combat modifier.
50. The die result difference for each combat effect has shifted by 1. A Swept from the Field effect now occurs on an 8 or more, a Driven Back effect on a difference of 4 to 7, and a Hard Pressed effect on a 1 to 3. A Falter effect occurs on a difference of -1 to -3, a Recoil effect on -4 to -7, and Repulsed on -8 or more. A Desperate Struggle effect remains the same at 0.

Figure 5.

51. If a gun is in a fixed position or an unlimbered on a heavy carriage and defeated on a Hard Pressed or Driven Back effect, it cannot limber and retreat, and is eliminate instead.
52. If a defending unit in a fortified position or in square is defeated on a Hard Pressed effect, it does not retreat and instead must hold its position and the attacker must retreat instead.
53. Units breakthrough charge a half-move at the double quick rate.

BASIC RULES CHANGES

This section covers modifications and additions to the basic rules for all variants.

Maneuver Table Procedure

Rulebook page 24: Changes were made to the Maneuver Table design and die roll. In the original version, the die result for a maneuver check was indexed down one of two columns on the table. The left column was used for units that are in-command,

MANEUVER TABLE

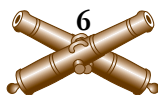
COMMAND RADIUS

8" clear line of sight **A**
Attached to first unit in contiguous line of march
4" line of sight through dense woods, twilight or fog, attached, or dismounted

DIE ROLL MODIFIERS

+1 Gallant leader	B	+2 Fresh troops
0 Able		0 Worn
-1 Poor		-2 Spent
+1 Attached leader or brave colonel		+1 Field or march column, 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 8", or broken
+1 Veteran		-1 Key position lost
0 Trained		-1 Heavy casualties
-1 Raw		-2 Greater losses
+2 Battery, or battalion gun within 2" of friendly troops		

DIE RESULT	C1	Troops in Good Order and Guns Effects	D1	Disordered or Broken Troops Effects
	8 or more	C2 <i>Double Quick.</i> Well handled maneuver at the double quick rate.	11 or more	<i>Rally with Elan.</i> Return to good order and well handled maneuver.
	3 - 7	<i>Well Handled</i> maneuver.	5 - 10	<i>Rally.</i> Return to good order and tardy maneuver.
	1, 2	<i>Tardy</i> maneuver.	3, 4	<i>Shaken.</i> Retreat out of close range. Hold position if out of close range or fortified. Return to good order.
	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 heavy carriage and fixed guns. Hold position and fire only if out of close range or fortified.	1, 2	<i>Wavering.</i> Retreat out of close range. Hold position if out of close range or fortified. Broken troops reform. Remain disordered.
	-2 or less	<i>Panic.</i> Troops retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.	0 or less	<i>Panic.</i> Retreat broken. Lose 1 stand equal to the die result difference less than 0.



and the right column was for out-of-command units. In the redesigned table, each die result column now corresponds directly to an effects column, and the penalties for an out-of-command unit are summarized as a single die roll modifier. Replace the rule section on Maneuver Table Procedure with the following:

Conduct maneuver checks using the Maneuver Table (Figure 5) as follows:

1. Select a leader and units within his command radius (A) to resolve an in-command maneuver check, or select a single unit that is outside of the command radius of all leaders to resolve an out-of-command maneuver check.
2. Roll one 10-sided die to obtain the base die result and refer to the Maneuver Table.
3. Select a unit and total its die roll modifiers from the list (B). The total is added to the base die result to obtain a modified result. Repeat this procedure for each participating unit.
4. Each modified result is indexed down one of two die result columns on the table. Use the left die results column (C1) and cross-index the modified die result to the adjacent effects column (C2) for a troop unit in good order or a gun unit. Use the right die result column (D1) and cross-index the modified die result to the adjacent effects column (D2) for a disordered or broken troop unit. The effect listed describes the maneuver the unit can or must perform in the current maneuver check.

Maneuver Die Roll Modifiers

Rulebook page 25 under Provisional Command: The out of command penalty is now a non-cumulative maneuver table modifier grouped with provisional command. Conditions for provisional command also include a new unit type: militia. Replace the rule section on Provisional Command with the section below:

Provisional Command or Out of Command. Subtract one for a unit participating in an in-command maneuver check under a leader who is not the immediate commander. A provisional command can be under a higher ranking leader in the chain of command, or a leader from another command, except for artillery commanders who can only command guns. The provisional command modifier should also apply to any unit rated as militia. Subtract two if the unit is not in the command radius of any leader, and it must participate in an out-of-command maneuver check.

Maneuver Effects

Rulebook page 26 under Disordered and Broken Troops: The first effect on the disordered and broken troops column on the maneuver Table now allows a unit to rally and move full. Also in the same column, the titles for the second and third effects are changed. Replace the top two rule sections describing the effects for Disordered and Broken Troops with the three sections below:

Rally with Élan. Remove the disordered marker and return to good order. If broken, a unit reforms into line facing toward the enemy. The rallied unit also may voluntarily perform one Well Handled maneuver or holds position and may refuse a flank.

Rally. Remove the disordered marker and return to good order. If broken, a unit reforms into line facing toward the enemy. The rallied unit also may voluntarily perform one Tardy maneuver or holds position and may refuse a flank.

Shaken. Troops currently within close range and the arc of fire of enemy weapons must retreat until they reach a position just beyond close range, moving further than their full move rate, if necessary. A unit located outside of close range holds position. Remove the disordered marker. If broken, a unit reforms in line in good order, facing toward the enemy. A unit may not perform any other maneuver, but may still fire.

Rulebook page 26 under Disordered and Broken Troops: The last two effects on the disordered and broken troops column on the maneuver Table are combined. Replace the last two rule sections describing the effects for Disordered and Broken Troops with the section below:

Panic. The unit loses formation and retreats the full move rate for broken, away from the enemy, and toward the friendly table edge. Dismounted cavalry must mount and full retreat broken. One troop stand is removed equal to the die result difference less than zero. For example, if the modified die result is a negative two, remove two stands from the broken unit.

Rulebook page 26 under Troops in Good Order and Guns: The list of Tardy maneuvers now includes another tactical choice that allows a unit in good order to move up to its full move rate at the cost of becoming disordered. Replace the rule section on Tardy with the following section:

Tardy. The unit may voluntarily perform one Tardy maneuver, or hold position and may refuse a flank. Movement is at half the full move rate in good order, or at the full move rate disordered.

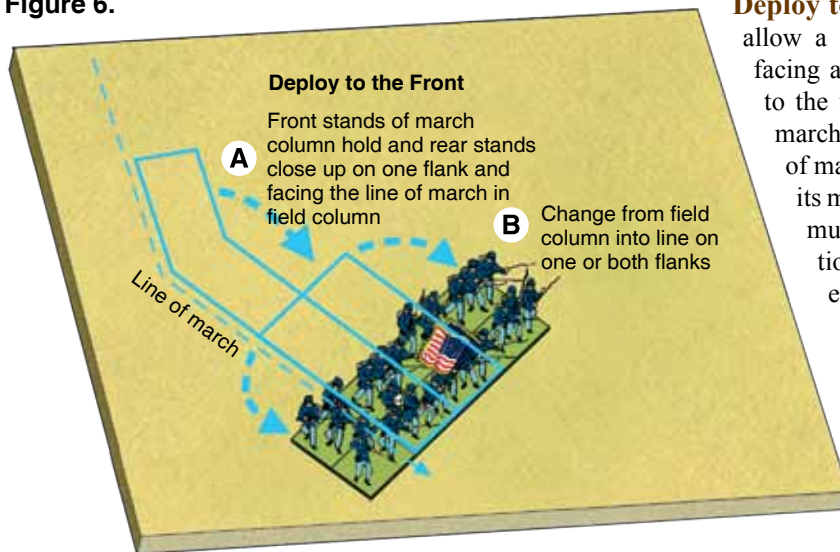
Troop Maneuvers

Rulebook page 27 under Tardy: Insert the following new rule section after the section on Half Move:

Full Move Disordered. A unit that started the Maneuver Phase in good order, and rolled a Tardy effect during its maneuver check, may move up to its full movement rate and is mark disordered, or it may perform one of the other Tardy maneuvers in good order. A unit that started the phase in disorder or broken and rolled a Rally effect, may remain disordered and move up to its full move rate, or it may rally and return to good order and perform one of the other Tardy maneuvers. A broken unit must first reform into line facing toward the enemy before moving full disordered.

A unit that moves full disordered may only advance or withdraw in its current formation. It also may wheel or oblique

Figure 6.



up to 45-degrees during movement, charge, support a charge, and charge with cold steel. The disordered unit cannot change formation, change front, move by the flank or perform a passage of lines through another unit in line, march column, or field column; however, the unit may pass through another unit in open order or guns without penalty. The unit in line or open order also may refuse a flank after completing movement. If the disordered unit is targeted by defensive fire, including pass through fire, and suffers a Galling Fire effect during fire combat, it is considered already disordered and must lose one stand.

Rulebook page 27 under Well Handled: Introducing a new Well Handled maneuver that allows a unit in march column to deploy in line perpendicular to its line of March and hold position. The original version only allowed a unit to deploy along its line of march. Add the following rule section to Well Handled maneuvers:

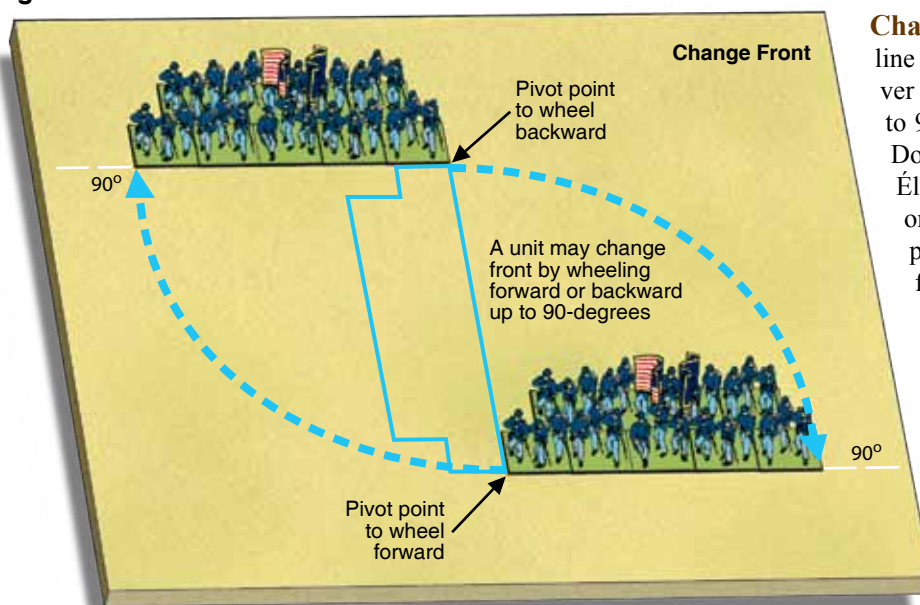
Deploy to the Front. For simplicity, the basic rules only allow a march column to deploy into a line formation facing along its line of march. A new maneuver, deploy to the front, allows a unit to change formation from a march column into line facing perpendicular to its line of march. A unit must roll a Well Handled effect during its maneuver check to perform this maneuver. The unit must expend the entire maneuver changing formation, and cannot move up to half its full move rate either before or after the formation change.

The deploy to the front maneuver is performed in a two-step process (Figure 6). First, the unit must temporarily deploy from march column into a two-stand wide field column by moving half of the stands at the rear of the march column forward and arranging them adjacent to the stands at the front of the column, as depicted in Figure 12-B on page 33 in the basic

rulebook. This forms a field column aligned along the line of march. In the second step, the field column must immediately redeploy by expanding its frontage on one or both flanks to form a line formation, as depicted in Figure 13-A on page 34. The redeployed formation must maintain the same facing, but may refuse a flank up to 45-degrees. Green troops that deploy to the front in broken or rough terrain are marked disordered. Units only allowed to form march column and extended line, to include dismounted cavalry, dismounted mounted infantry, specialty skirmish troops, and irregular troops in other periods, may deploy to the front from march column into an extended line.

Rulebook page 27 under Well Handled: Introducing a new Well Handled maneuver that allows a unit in line or extended line to wheel up to 90-degrees and hold position. The original version only allowed a unit to wheel up to 45-degrees during movement. Insert the following rule section after the section on Face by the Rear Rank:

Figure 7.



Change Front. A unit in line or extended line may now perform a change front maneuver by wheeling forward or backwards up to 90-degrees (Figure 7). A unit must roll a Double Quick, Well Handled, or Rally with Élan effect to change front. The unit can only conduct the wheel from its present position and it cannot combine a change front with any other maneuver such as an advance, withdraw, charge, oblique, about face, or march by the flank.

The wheel forward or backwards always is measured from the front face of the unit with the pivot point touching the corner of the inside flank stand. A unit cannot wheel more than 90-degrees or further than its maximum movement rate. A unit cannot move after com-

pleting a change front, but it may refuse a flank.

Troop Movement

Rulebook page 31 under Oblique: Replace the Oblique rule section with the following:

Oblique. As a unit advances or withdraws, it also may move to the left or right oblique. To oblique, all stands maintain their current facing and formation and move at an angle up to 45-degrees in one direction. Move distance is measured along the angle. A unit may oblique once at any point during its advance or withdrawal. An oblique cannot be combined with a wheel or march by the flank. A unit may oblique either left or right, but not both in the same phase. The unit may refuse one or both flanks after completing its movement. A charging unit may oblique only at the beginning of its charge.

An new oblique template is provided to help determine the angle and movement cost (Figure 8). The template is located on the last page in this book. The templates also can be downloaded for free from the support page on our website support page. Photocopy the templates, then cut out, fold, and glue the two sides together. The oblique template

Figure 8

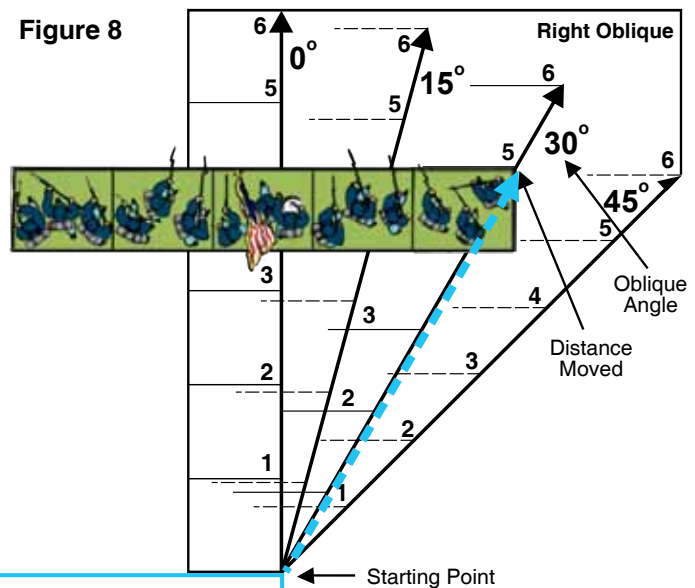
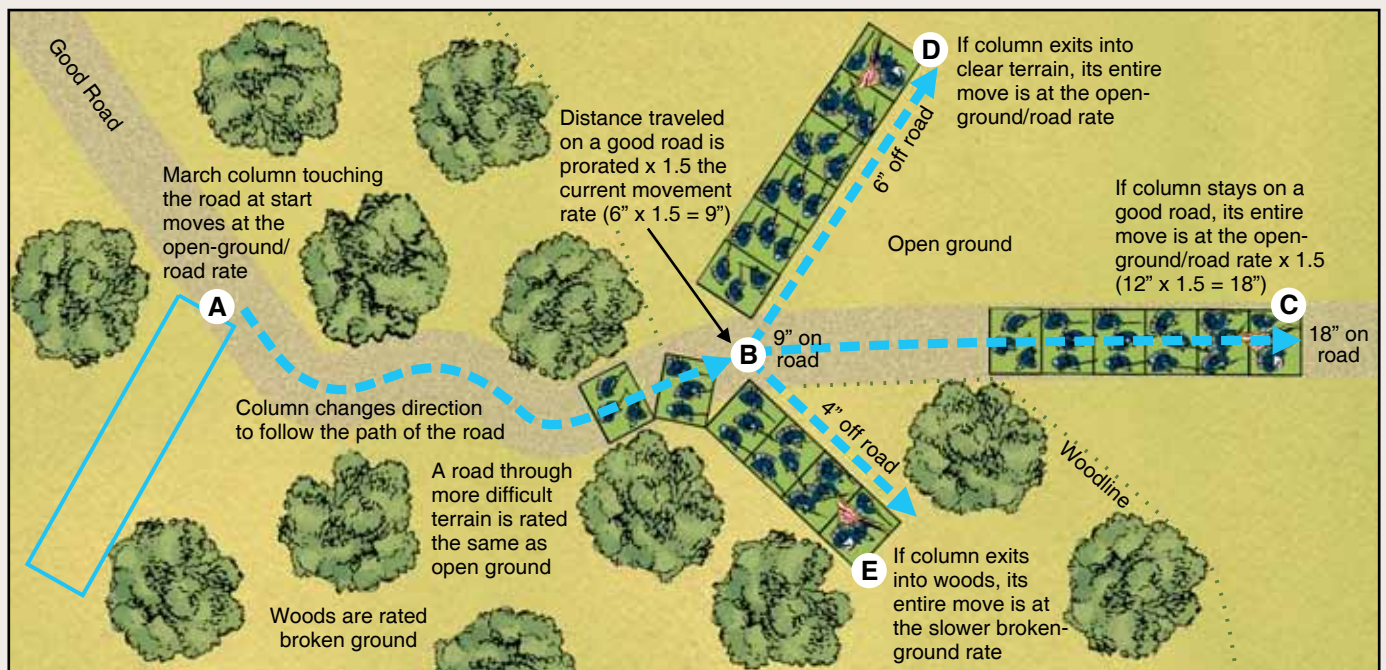


Figure 9. Prorating Road Movement. The player rolls a Well Handled effect for a regiment in march column with one stand touching a road in good condition at point A. The unit moves 9" on the road to B. The road bonus multiplier is x1.5, therefore the unit has only expended 6" of its full move allowance. How much further the unit can move depends upon the type of terrain it continues to move through.

The unit can remain on the road and continue to move up to 18" to C (12" open-ground/road rate x 1.5 good-road bonus = 18").

The unit can exit the road at B and move another 6" through open ground to D, for a total of 15" (6" open-ground/road rate x 1.5 good-road bonus = 9", + 6" open-ground rate = 15").

The unit can exit the road at B and move through woods to E. Its entire move distance is at the slower broken-ground rate, so it may only move another 4" for a total of 13" (6" broken-ground rate on road x 1.5 good-road bonus = 9", + 4" broken-ground rate through woods = 13").



shows the angle and movement cost at 15, 30, and 45-degrees. The template has both left and right oblique markings. Place the base of the template along the front face of the unit, with the outside corner of the flank stand touching the starting point for the various oblique angles on the template. Next, move the formation along the selected angle. The movement cost is listed on the template.

Road Movement

Rulebook page 32: The rules now allow both on and off road movement in the same turn using a prorated movement rate for the distance traveled on a road in good condition. Replace the Road Movement rule section with the following:

A road is a linear terrain feature the width of one stand, rated as open ground for its entire length. A road passing over a bridge or through a shallow ford is considered open ground. Units in march column, broken units, limbered guns, and leaders may move on a road.

All or part of the unit or leader movement can be spent moving on a road (Figure 16). The unit or leader may move on a road if it starts movement aligned on or with at least one stand touching the road. A regiment in any other formation with at least one stand touching the road, that rolls a Double Quick, Well Handled, or Rally with Elan effect, may change formation and half move in march column on the road. Similarly, an unlimbered battery touching the road may limber up and move on the road. A march column, limbered battery, or leader also can begin moving on a road if it later makes contact with the road during movement.

To move on the road, the unit or leader simply follows the path of the road. The march column, limbered battery, or leader must be aligned on the road as it moves. There are no restrictions or penalties for changing direction as they move along the path. A unit or leader may move forward in the direction they are currently facing, or they can about face without a penalty and move along the road in the opposite direction.

All roads have a rating as being either in **good** or **poor condition**. Good roads provide a **road bonus** for the distance traveled on the road. The road bonus multiplies the distance traveled by x1.5 for infantry and cavalry in march column, x1.5 for leaders, and x2 for limbered artillery. As a rule of thumb, for every inch spent moving on a good road, a unit or leader may move an additional half-inch for free, or an additional one-inch free for a limbered battery. Roads in poor condition do not provide a multiplier and only are treated as open ground.

Units and leaders may move entirely on a road or combine on- and off-road movement. How far they can move depends upon the current movement rate. A unit that starts aligned on or touching a road immediately can move on the road at the open-ground/road rate. If the unit does not touch the road at the start, its movement rate will be based on the level of difficulty for the terrain it must move through to reach the road. For example, if a unit moves through woods rated broken ground, the movement rate for both off and on the road will be at that rate. Likewise, if a unit starts on a road and exits at some point

into broken ground, the movement rate also will be at that rate for both on and off the road. Whenever a unit combines on- and off-road movement through terrain of different levels of difficulty, it must move at the slowest rate for its entire movement.

If part of the movement was on a road in good condition, the road bonus multiplier only applies to that portion traveled on the road. A unit or leader that spends part of its movement in broken or rough ground and part on a road in good condition, must move at the slower rate for the entire distance traveled, but prorates the road bonus multiplier only for distance traveled on the good road.

A unit that starts in another formation may change formation into march column and half move. If the original formation touches the road, it immediately changes to march column and half moves on the road. If it is not in contact with the road, it may change to march column and half move to reach the road, and continue on the road with any remaining movement.

Charge

Rulebook page 36/ Charge: Cavalry may now charge a target that is also being charged by infantry. Replace the last paragraph at the bottom of the left column, on page 36 with the following text:

More than one unit may charge the same target. Infantry and cavalry may charge the same target.

Gun Maneuvers

Rulebook page 42 under Tardy: We found it too easy for guns to remove a silenced marker. Therefore, a gun can no longer perform a rally maneuver if it rolls a Tardy effect on the Maneuver Table. A gun must roll a higher Well Handled effect to rally and remove a silenced marker. If a gun fails to rally, the controlling player may choose the Tardy maneuver to limber and full retreat silenced. The following rule section from the list of Tardy maneuvers for guns no longer applies:

Rally. Same as for Well Handled maneuver.

Fire Restrictions

Rulebook page 47: Battlefield smoke made it difficult for artillery to concentrate their fire. Add the following sub-section to the end of the Fire Restrictions section:

Massing Artillery Fire. Each artillery unit maneuvering as a battery or a separate gun section must fire at a different target. Two or more artillery units may “mass” their fire upon the same target only if the target is in canister range, or the closest or only target, or within the command radius of a designated artillery leader.

Fire Combat Effects

Rulebook page 54/ Fire Combat Effects/ Inflicting Troop Casualties: The maximum stand losses from a Withering Fire effect now is limited to 3 stands. Replace the rule section on Inflicting Troop Casualties with the section below:

Inflicting Troop Casualties. Some fire and charge combat

effects require the removal of troop stands from the target unit. Stands removed from play are lost for the duration of the battle. Lost stands can lower a unit's effectiveness from fresh to worn, and eventually to spent. The player controlling the target decides which stand(s) to remove, however, the stands must be removed in such a way that the unit's formation is not changed. The command stand and label stand must be the last two remaining stands. When an infantry or cavalry unit is reduced to a single stand, the unit is removed from the game immediately.

A Galling Fire effect causes a troop target to lose one stand only if it currently is marked disordered. A Telling Fire effect causes a target to lose one troop stand or mark one gun stand damaged. A Withering Fire effect causes a minimum loss of two troop stands or wrecks one gun. The target must lose one additional troop or gun stand if the modified die result is 15 or greater.

Charge Combat Modifier

Rulebook pages 61-62/ Charge Combat Modifiers/ Outnumbered: Cavalry no longer suffers an outnumbered modifier when outnumbered by infantry. Add the following sentence to the end of the section::

Outnumbered. The modifier is **zero** if cavalry is outnumbered by infantry.

Rulebook page 62/ Charge Combat Modifiers/ Charging with Cold Steel (CS) or Breakthrough Charge: A crack unit can now both fire and charge with cold steel. Replace the entire section with the following text:

Charging with Cold Steel or Breakthrough Charge. **Add one** to an attacking unit if the controlling player declared the unit was charging with **cold steel** during the Maneuver Phase. With the exception of elite troops, a unit charging with cold steel cannot fire during the Musketry & Cannonade Phase, but has a greater chance to charge home and contact its target. A charging infantry or cavalry unit allowed a **breakthrough charge**, **adds one** in the second round of charge combat. A charging unit loses the cold steel or breakthrough modifier after rolling a Desperate Struggle effect.

Infantry armed with bayonets and cavalry (with sabers) have the option to charge with cold steel. Troops without bayonets, dismounted cavalry, and stationary cavalry do not have the option to charge with cold steel.

In most cases, infantry cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with their muskets unloaded, so as not to tempt them to stop and shoot during the charge. It was commonly observed that once troops halted and fired it was difficult to get them to move forward again. However, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet. Elite troops have an additional advantage in combat. They can both charge with cold steel with its +1 charge combat modifier, and fire during the Musketry & Cannonade Phase. They cannot fire during a breakthrough charge.

Twilight & Night Turns

In the basic rules for twilight turns on page 17 in the *Regimental Fire and Fury* rulebook we were using a definition of twilight that technically is civil twilight, which is half as long as nautical twilight. The longer nautical twilight can be played as an optional rule. Several of the scenarios (Elkhorn Tavern, Kernstown, Brawner's Farm, and Iuka) in this book continue past sunset and use the optional rules for twilight and night turns.

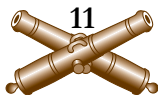
Twilight. The number of twilight turns and the effects of twilight now are more consistent with the modern military definition for twilight. Morning twilight lasts for approximately one hour from the instant of first available daylight (dawn) until sunrise. Evening twilight lasts approximately one hour from sunset until the instant of last available daylight (dusk). Military operations are limited during twilight because, under good atmospheric conditions, the outline of ground objects is distinguishable, but details cannot be seen. The beginning and ending times for twilight can vary depending upon the time of the year and latitude.

A scenario now can have up to four 15-minute twilight turns. The gradual fading of sunlight during evening twilight is represented by reducing the maximum distance allowed on each turn for weapon range, starting with 48" on the first turn after sunset, down to 36" on turn two, 24" on turn three, and 12" on turn four. During morning twilight the distances are reversed as the light increases for four turns before sunrise.

In a maneuver check, a leader's command radius is reduced to 4" during twilight. Firing stands suffer a -2 modifier for target in full cover if half or more of the fire points were fired from over 4".

Night. The game length may continue past twilight into night. The number of night turns can vary depending on historical accounts and the scenario design. The maximum distance weapons can fire can change depending upon atmospheric conditions. On an overcast or moonless night weapon range is restricted to 4". Increase the distance to 8" on a clear moonlit night, and out to 12" when there is a full moon.

In a maneuver check during a night turn, a unit can be in command only if it has an attached leader. All other units must roll on the out-of-command column on the Maneuver Table. A unit receiving a Double Quick or Well Handled effect may only perform a Tardy maneuver. All other Maneuver Table effects remain the same. Firing stands suffer a -2 modifier for target in full cover, however, the modifier does not apply if the firing stands are in a participating unit or are incidental stands in a charge combat.



WAR OF 1812 VARIANT RULES

This section covers modifications and additions to the basic rules for the 1812 variant.

Game Scale

Most historical battles in the War of 1812 can be recreated using the Regimental Fire and Fury game scale. However there are a few battles considered to be too small to refight in the standard game scale. To accommodate smaller battles, there are now two game scales to choose from, based on the troop strength per stand, as follows:

40-Scale. This is the standard scale used in Regimental Fire and Fury. One stand of infantry or cavalry represents 40 men, and one-inch of ground scale equals 25 yards. Most battles can be fought in this scale.

30-Scale. This scale can be used for smaller historical battles and engagements, by reducing the troop strength to 30 men per stand, and the ground scaled down to 18.75 yards per inch. This scale is best suited to recreate smaller battles and engagements such as Sackett's Harbor. A large regiment can be split into two battalion-size units in this scale.

Only the troop and ground scales are affected. The other relative scales remain the same. A gun stand represents a section of two guns regardless of the troop scale used, the time scale still equals 10 to 15 minutes, and the movement rates, command radius, and weapon ranges also remain the same.

Troop Formations

Rulebook page 28: The extended line formation is now called open order. Open order can expand or contract its frontage by deploying in one or more ranks with intervals between stands. Replace the Extended Line sub-section with the following:

Open Order. This formation represents a regiment loosely deployed with intervals between each soldier. Not all units have the ability to maneuver and fight in open order. Only units designated in the scenario as light (Lt) troops may deploy in open order. Open order can change its frontage to conform to the tactical situation and terrain. Open order has a faster movement rate than a line formation and applies a better cover modifier in fire combat, but is more vulnerable in charge combat.

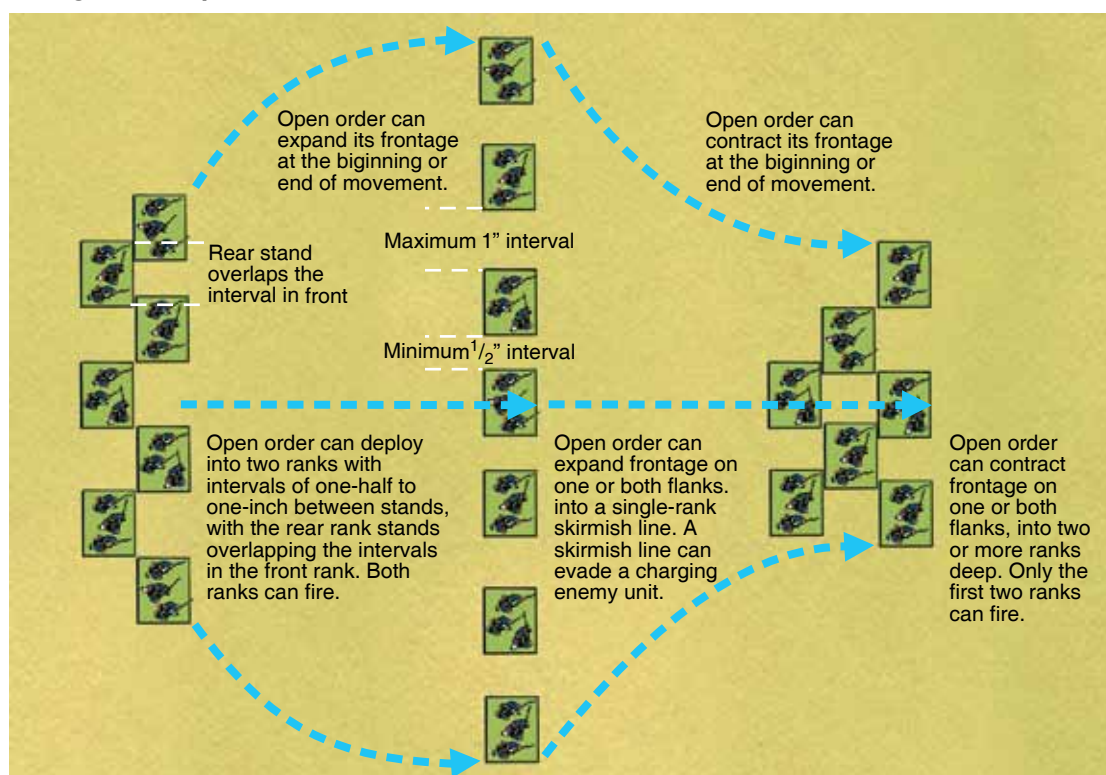
A unit in open order changes frontage by adjusting intervals between stands and/or by shifting stands between its front and rear ranks (Figure 10). Troop stands can be placed in a single rank with an interval of from one-half-inch to one-inch between adjacent stands, to represent a thin skirmish line. A denser open order formation can be represented by contracting the frontage into two or more ranks deep with intervals between the stands in each successive rank. Stands are distributed as evenly as possible between the ranks with each stand overlapping the intervals between the stands in front.

A unit must perform a change formation maneuver to change into or out of open order from any other formation. However, a unit in open order can either expand or contract its frontage at the beginning or end of movement. It may expand or contract its frontage on one or both flanks. While changing its frontage, the unit must maintain the same facing and may refuse one flank up to 45-

The 1st Canadian Militia (left) and detached British flank companies (right) deployed in open order at the Battle of Lundy's Lane.



Figure 10. Open Order



degrees. Note, the unit may either expand or contract its frontage, but not do both in the same turn.

The scenario should specify which units are light troops that can deploy in open order, and if they can also deploy in other formations, such as line, field column, and march column. Note that some light troops such as militia, riflemen, dismounted dragoons, pickets, and Indians may only deploy in open order.

Open order moves faster over open, broken and rough ground than a line formation. **Subtract one** from the die roll when firing at a target in open order or **subtract two** if the target is behind partial or full cover. An open order also can use minor terrain features such as fences and brush as partial cover. Open order is at a disadvantage in charge combat and applies a **minus one** combat modifier. As with a line formation, only stands in the first two ranks in open order may fire.

Infantry Square

Infantry can reduce their vulnerability to a mounted cavalry charge by redeploying into an all round defense formation called the **square**. During the American Civil War, squares were rarely used because cavalry was more vulnerable to the increased firepower of troops armed with long range rifled muskets. During the Mexican-American War the infantry in both armies were trained to form square, but rarely used.

A square is represented by arranging the unit's stands in a hollow box, with stands distributed as evenly as possible on each side (Figure 10). One side of the newly formed square must face in the same direction as the previous facing, with the center of that side overlapping the front and center of the

old formation. A unit with an odd number of stands may place the extra stand on any side. A large unit with more than twelve stands must deploy its additional stands in a second rank placed inside the square and distributed as evenly as possible on each side. Only infantry may form square. Dismounted cavalry cannot form square.

There are two methods of forming a square. The first is a deliberate square performed as a normal change of formation maneuver during the unit's maneuver check. The second is a hasty square performed as a hasty maneuver in the opposing player turn immediately after charges are declared.

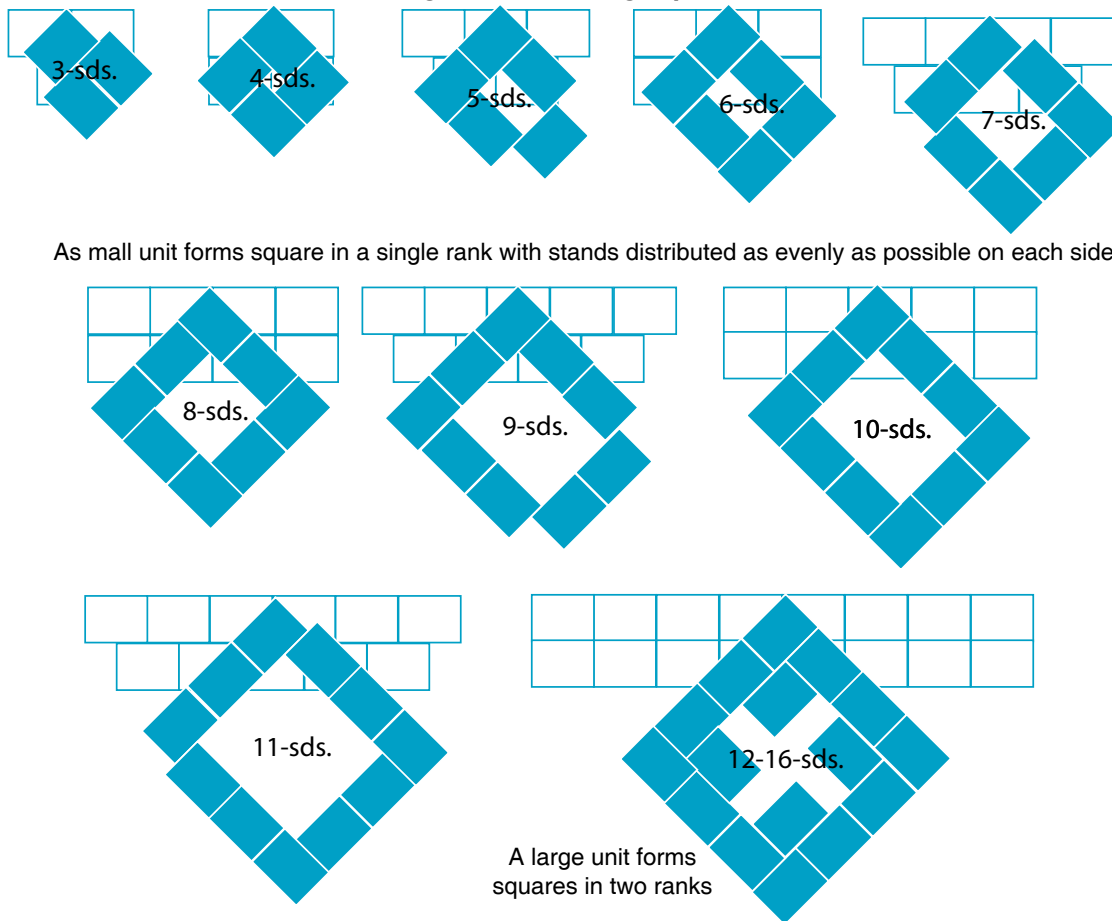
Forming a Deliberate Square. A unit must receive a Well Handled effect in its maneuver check in order to change from any formation to a deliberate square, and it also may move half either before or after the change.

A unit with a Tardy effect must start in a line or field column formation and hold its position to form square. A unit in extended line or march column cannot form a deliberate square if it has a Tardy or worse effect. It must first change into a line or field column in its turn, and then can form a hasty square in the opposing player turn.

Troops rated raw are marked disordered if they form a deliberate square over broken or rough ground. Note, the American Civil War era term for "green" troops is replaced with "raw" when playing other RFF variants.

A unit that starts the turn in a square formation and receives a Fall Back or Rally effect does not retreat beyond close range. Instead, it holds its position in good order and any sheltered

Figure 11. Forming Square



gun crews remain inside the square.

A unit that starts the turn in square adds one to the base die result in its maneuver check. A square has limited movement, which is listed on the Movement Rates Chart. A square with either a Well Handled or Double Quick effect moves 4" over open ground, 3" over broken ground, and 2" for rough ground. The movement rate is halved from a Tardy effect.

A unit in square must perform a Tardy or Well Handled maneuver to deploy back into a line, extended line, or field column. The new formation may face in any direction. A front and center stand of the new formation must overlap at least one stand in the old square formation. The basic rule for deploying into march column still applies. The unit must perform a Well Handled maneuver with one stand moving up to a half move away from the square and all remaining stands placed behind it in a single file. Raw troops are marked disordered if they change from a square into any formation over broken or rough ground.

Forming a Hasty Square. A unit in line or field column also may form square as a hasty maneuver in the opposing player turn in response to an enemy charge. After the opposing player declares all charges, a player must declare which of his infantry units are forming a hasty square. Each unit must form a separate square. Hasty squares are formed before any charg-

ing units are moved. A unit in extended line or march column cannot form a hasty square.

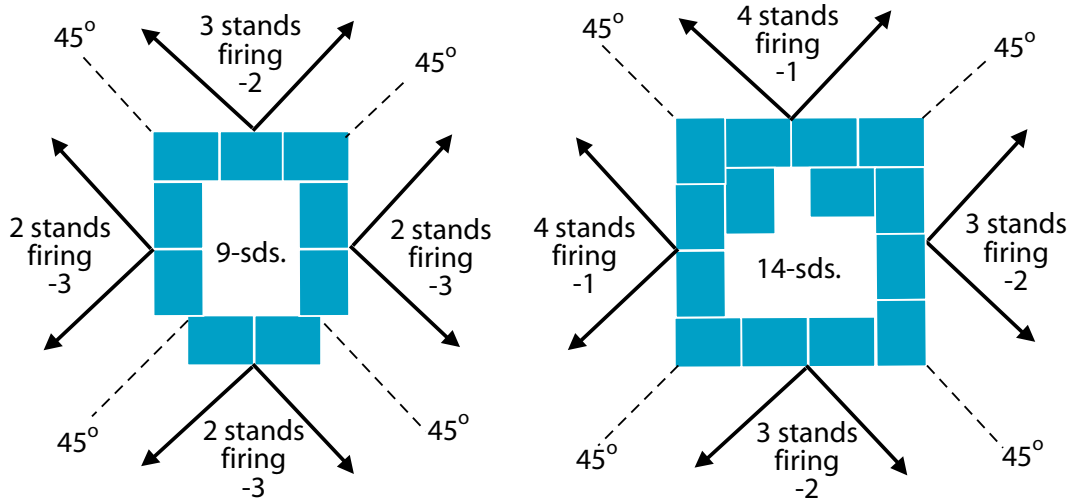
Units may form a hasty square if they are the target of a charge, in the path of a charge, or behind or adjacent to a unit that is the target of the charge. If a unit located behind or adjacent to a defending unit might be the target of a breakthrough charge, it must form a hasty square before the first charge movement is conducted. It cannot form square in response to a breakthrough charge after the first round of combat has been resolved. Raw troops in any type of terrain are marked disordered if they form a hasty square. A charging unit must still charge its target that formed square.

In fire combat, firing stands receive a +2 modifier for enfilade when firing at a square. The two stands in square may fire in any direction, however, each stand must fire at a separate target. Each stand may combine its fire with other units when firing at the same target.

Squares in Fire Combat. A square with its added depth and compactness has an increased risk from enemy fire, while fire from the square is greatly reduced. A unit firing on a square adds two to the base die result in fire combat. An abandoned gun and its gun crew sheltered in a square cannot be targeted.

A square may fire in any direction. All the stands on each side

Figure 12. Square in Fire Combat



of the square may fire, but must fire at the same target within a 45-degree arc of fire between the corners of the square (Figure 11). Each side of a square may fire but must fire at a different target. Stands in the second rank of a large unit square may also fire out of the side they are facing. The side of a square must combine its fire with the fire from other units in any formation including a square, when firing at the same target.

Squares in Charge Combat. A defender in a hasty square subtracts one from the base die result in charge combat. Subtract three if the target of a charge was outflanked before forming a hasty square. The outflanked modifier is noncumulative and takes priority over the modifier for hasty square. A square is only considered to be hasty when resolving charge combats in the opposing player turn it formed, including in any second combats following a Desperate Struggle effect or a breakthrough charge. There is no modifier for a deliberate square. A defending unit in square adds one for favorable ground when defending on higher ground or if the attacker charged over broken or rough ground. Sheltered gun crews do not count when determining which side is outnumbered. The charge modifier for cavalry charging over open or broken ground is reduced to zero when charging a square.

If a square is defeated by a Hard Pressed effect, it is marked disordered and loses a stand if already disordered, but does not retreat. Instead the winning attacker must retreat 2" in good order, and attacking cavalry may recall in good order. Normally when an outflanked unit is defeated in charge combat, all combat effects require the unit to retreat broken, however, if the outflanked unit formed a hasty square and only suffered a Hard Pressed effect, it still holds its position and the attacker must retreat in good order instead. A square is broken if defeated by a Driven Back or Swept from the Field effect. In both cases the defeated unit must full retreat broken, and depending upon the severity of the effect, loses one or more additional stands. Abandoned gun crews in a broken square are eliminated in addition to any other losses.

Sheltered Gun Crew. An infantry unit in square also may shelter the crews of any adjacent gun stands that are within 4". The crew may take shelter inside the square as a hasty maneuver and are considered to have abandoned their guns. To represent an abandoned gun, keep the gun model unglued to the base and simply leave the loose gun in place and move the stand with the crew attached to the base to a location inside or behind the square formation. Mark the abandoned gun model silenced.

A gun crew may remain sheltered with the troop unit as long as the unit remains in square, or the crew can return to its abandoned gun and perform a maneuver check to attempt to a rally and remove the silenced marker.

Evade

Troops deployed in open order as a thin skirmish line, represented by all stands arranged in a single rank with intervals between stands, may voluntarily **evade** charging enemy infantry. Before the charging unit makes contact, the skirmish line may perform a Hasty maneuver to full retreat broken toward the friendly table edge, or it may halt sooner by taking refuge immediately behind a friendly unit in open order, line or field column to its rear. The broken unit may retreat around both friendly and enemy units.

The charging unit may carry the position or continue to charge with its remaining movement toward the evading unit. Mark the charging unit disordered at the end of the phase if it charged over broken or rough ground. A unit cannot evade if charged by enemy cavalry, or when deployed in any other formation, including open order in two or more ranks deep.

Storming a Defile

In rare tactical situations, a regiment may temporarily change formation into a **storming column** to move or charge through a narrow terrain feature called a **defile**. A defile is a path through impassable or difficult terrain that restricts the formation's

frontage to only one stand. Defile examples are: a bridge or ford over a river or creek, a causeway through a swamp or marsh, a road running through a ravine or passing through rugged terrain, a railroad cut, or a town street. The scenario should identify terrain designated as a defile.

To form a storming column, the regiment must start within one-half move distance measured along the path of the defile, and must roll a Double Quick, Well Handled, or Rally with Elan effect in its maneuver check. A storming column looks the same as a march column. Move the closest stand in the current formation through the defile, place all remaining stands behind it in single file, and switch the command stand to the head of the column. A unit already in march column simply is declared a storming column before moving. Dismounted cavalry must mount up to form a storming column. The storming column may move up to half the full-move rate for march column and follow the path through the defile. A brigade with a Double Quick effect may move half the faster movement rate, and it may also move through the defile at the prorated road bonus if on a good road.

If an enemy unit is located in or on the far side of the defile and within the half-move distance, the storming column must charge along the path of the defile into contact with the enemy and resolve charge combat. If the column exits the defile before making contact, it must continue to charge toward the enemy unit by the most direct path. A storming column is enfiladed from all directions. A storming column may charge with cold steel or fire, but only the front stand in the column may fire. In charge combat, a storming column counts all stands for determining which side receives the outnumbered modifier. Unlike a march column, a storming column is not considered outflanked in charge combat.

If the storming column wins the charge combat by a +1 or more die roll difference, it must carry the position and change formation again, space permitting, into line, supported line or field column, or garrison a structure. It may refuse one or both flanks, and is marked disordered. If defeated, the attacker must full retreat broken back through the defile. If the end of the defile is undefended, the storming column changes formation in good order immediately after exiting the defile. A storming column cannot conduct a breakthrough charge.

Unit Experience

The colloquial Civil War terms Crack and Green are now respectively called Elite and Raw. Also the criteria for each successive rating has changed. Replace the guideline for rating unit experience as follows:

An experience rating is assigned to each unit in the scenario. This rating does not change during the battle. Both troops and guns are rated. Units are assigned one of four ratings: **elite** (very good), **veteran** (good), **trained** (average), and **raw** (poor). Generally, each unit is rated by how well it is drilled and its combat experience. The list below provides a guideline for rating unit experience.

Figure 12.
Unit Effectiveness Table
Fresh / Worn / Spent

Spirited	Reliable	Unreliable	Dispirited
2/-1	2/-1	2/-1	2/-1
3/-1	3/2/1	3/-2	3/-2
4/2/1	4/3/2	4/-3	4/-3
5/3/2	5/4/3	5/-4	5/-4
6/4/2	6/5/3	6/5/4	6/-5
7/5/3	7/6/4	7/6/5	7/-5
8/5/3	8/6/4	8/7/6	8/-7
9/6/4	9/7/5	9/8/7	9/-8
10/7/4	10/8/5	10/9/7	10/-9
11/8/5	11/9/6	11/10/8	11/-10
12/8/5	12/9/6	12/10/8	12/11/10
13/9/6	13/10/7	13/11/9	13/12/11
14/10/6	14/11/7	14/12/9	14/13/12
15/11/7	15/12/8	15/13/10	15/14/13
16/11/7	16/12/8	16/13/10	16/15/14
17/12/8	17/13/9	17/14/11	17/16/15
18/13/8	18/14/9	18/15/11	18/17/16
19/14/9	19/15/10	19/16/12	19/18/17
20/14/9	20/15/10	20/16/12	20/19/18
21/15/10	21/16/11	21/17/13	21/20/19
22/16/10	22/17/11	22/18/13	22/21/20
23/17/11	23/18/12	23/19/14	23/22/21
24/17/11	24/18/12	24/19/14	24/23/22
25/18/12	25/19/13	25/20/15	25/24/23

Raw (Raw). Poorly drilled troops with little or no combat experience.

Trained (Trn). Poorly drilled troops with combat experience, or well drilled troops with little or no combat experience.

Veteran (Vet). Well drilled troops with combat experience.

Elite (Elt). Specialized or seasoned troops.

Unit Effectiveness

Rulebook page 9: A fourth and lower morale category called Dispirited is added to the Unit Effectiveness Table. Add the following sub-section to the end of the Unit Effectiveness section:

Dispirited Morale. A dispirited rating is applied to militia or any unit that lacks regular discipline or continuous field service. Dispirited units have no staying power. A dispirited unit that starts with 12 or more stands, drops from fresh to worn after losing its first stand, and to spent after losing a second stand. A smaller dispirited unit drops from fresh to spent after the loss of only one stand.

Militia. American and British Regulars, and Canadian Fencible units were subject to military regulations and discipline, and active campaigning and combat experience turned them into professional soldiers. American and Canadian

Militia, however, were locally raised, part-time military organizations, called up in an emergency to serve for short periods of time. Their officers, had little or no military experience, and were either elected by the men or political appointees. The rank and file generally were poorly trained and equipped, and lacked the regular army discipline and combat experience.

With few exceptions, militia should be rated raw for their unit experience. They are assigned the lowest morale class called dispirited for determining their unit effectiveness. A leader can never be fully in command of militia, and must apply a -1 maneuver check modifier for provisional command, even when the order of battle lists the unit as being under his immediate command. In charge combat, militia receive an additional -1 die roll modifier.

Charge Combat Modifiers

Rulebook page 61-62/ Charging with Cold Steel or Breakthrough Charge: An exception is made to the charge with cold steel modifier when the attacking troops are rated elite. Add the following after that sub-section section:

Elite Troops Charging with Cold Steel. Normally, a unit cannot fire if it is charging with cold steel. This represents troops ordered to fix bayonets with unloaded muskets, so as not to tempt them to stop and shoot during the charge. It was a common observation that once troops halted and fired it was difficult to get them to move forward again. By contrast, better disciplined and experienced troops learned to hold their fire during the advance, and deliver a well-aimed volley at close range before closing with the bayonet.

Elite rated infantry units such as the British grenadiers and light infantry appear in many scenario orders of battle. Elite troops have an additional advantage when charging. They can both charge with cold steel with its +1 charge combat modifier, and conduct offensive fire that turn. They cannot fire during a breakthrough charge.

Weapons

Rulebook page 9/ Weapons: Replace the entire Civil War era weapons section with the following:

The weapons used during the War of 1812 were predominately smoothbore. American, British, and Canadian troops and Indian allies were similarly equipped.

Infantry and cavalry small arms are classified as follows:

Musket (M). Most infantry are armed with smoothbore, flintlock muskets (M). The Federal armories in Springfield, Massachusetts and Harpers Ferry, Virginia manufactured the first official Model 1795 Flintlock Musket, based on the French Model 1766. American troops were also issued vintage French, British, and German muskets left over from the Revolutionary War. The standard British infantry fire arm is the Model 1794 Indian Pattern Flintlock Musket, called the "Brown Bess." All were muzzle-loading with an effective range under 100 yards, and could be fitted with a bayonet for close in fighting.

American musket-armed troops can fire an ammunition innovation called buck and ball, a paper cartridge containing one round ball and three buckshot. Troops firing buck and ball apply a +1 fire combat modifier when charging or being charged during fire combat. British forces only can fire buck and ball when specified in the scenario.

Rifle (R). The longer range rifles from this era are as effective as the inferior rifles used later in Civil War. American riflemen were armed with the Model 1803 Harpers Ferry Rifle. The Mounted Kentucky Riflemen that fought at the Battle of the Thames, brought their hunting rifles from home. The 95th Rifles at the Battle of New Orleans and possibly some Canadian units were armed with the Baker Rifle.

Carbine (C). British dragoons were armed with the Elliot and Paget Carbine, a short-ranged, smoothbore weapon which can only be fired while dismounted. American dragoons only were armed with pistols and sabers, which have too short a range to be effective in fire combat, so they must be abstracted as weapons used in charge combat.

Both sides were equipped with Napoleonic era artillery. There are seven categories of guns and one for rockets as follows:

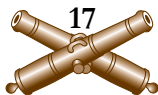
Battalion Gun (BG). The battalion gun represents the highly mobile 3-pound smoothbore gun. The battalion gun is mounted on a light carriage (lcBG) which is more maneuverable than a heavy carriage. A battalion gun moves at the movement rate for a light carriage field gun, and can be hand hauled 4" instead of the standard 2". A battalion gun can maneuver with a battery or independently in close support of infantry.

Light Gun (LG). The light gun category represents the 6-pound smoothbore gun. A light gun is mounted on a light carriage (lcLG), which is more maneuverable than a heavy carriage. A light gun moves at the movement rate for a light carriage field gun. Light guns are the standard gun in a field battery.

Medium Gun (MG). At least one British field battery at the Battle of New Orleans was partially equipped with the more advanced 9-pound smoothbore gun. A medium gun fires at longer range than a light gun and is more effective at closer range. A medium gun is mounted on a light carriage (lcMG), which is more maneuverable than a heavy carriage. A medium gun moves at the movement rate for a light carriage field gun.

Heavy Gun (HG). A heavy gun represents the 12-pound smoothbore gun. A heavy gun fires at longer range than a light gun and more effective than a medium gun. A heavy gun is mounted on a heavy carriage (hcHG). It is less maneuverable than a light carriage and moves at the slower movement rate for heavy carriage field guns.

Howitzer (H). A battery sometimes included a section of 5.5-inch howitzers. The howitzer is mounted on a light carriage (lcH), which is more maneuverable than a heavy carriage. A howitzer moves at the movement rate for light carriage field guns. A howitzer is most effective between 24" to 36", but a shorter range than most gun.



Siege Howitzer (SH). The army's siege train can include heavier 8-inch and 10-inch howitzers. A siege howitzer is mounted on a heavy carriage (hcSH). A siege howitzer is effective out to 48". It is less maneuverable than the light carriage howitzer and moves at the slower movement rate for heavy carriage field guns.

Siege Gun (SG). Siege guns include 18-pound and 24-pound guns. A siege gun is mounted on a heavy carriage, but is more cumbersome, so it has a slower movement rate than other heavy carriage artillery.

Congreve Rocket (CR). This unusual weapon has a very long range but it can only fire at targets over 12". Rockets are notoriously inaccurate. In fire combat, the controlling player must first roll the die to see if the fire points from each rocket stand can be applied to the target. Rockets are transported on a light carriage (lcCR) and can be hand hauled 4", the same as a battalion gun. A rocket moves at the same movement rate for a light carriage field gun.

Gun Carriages

Rulebook page 41: This new section should follow Limbered and Unlimbered Guns:

In addition to the changes in the weapon types used in the War of 1812, artillery also is categorized by the weight of the gun carriage.

Battalion, light and medium guns, howitzers, and rockets are mounted on a **light carriage** (lc). They can perform all of the standard gun maneuvers listed, plus the maneuvers listed under Light Carriages Only.

Heavy guns, siege guns, and siege howitzers are mounted on a **heavy carriage** (hc). The maneuvers allowed for a heavy carriage are more limited than those allowed on a light carriage. In addition, if a heavy carriage gun receives a retreat out of close range effect in a maneuver check or in charge combat, it cannot limber and retreat, and is eliminated instead.

Movement rates are not based solely on the weight of the carriage. Light and heavy carriage guns are grouped into two movement-rate categories of **field guns**. Light carriage field guns have the fastest movement rate and are comparable to the speed of Civil War era artillery. Heavy carriage field guns move at a slower rate. A separate category for siege guns move at the slowest rate.