REGIMENTAL
Fire AND Fury

Quick Reference Sheet for 15mm
The American War of Independence
1775-83

MANEUVER TABLE

COMMAND RADIUS

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

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, garrison, limbered gun, or linear cover
-1 Provisional command	
-2 Out of command	+1 Indians in woods
	-1 not in woods
+2 Elite unit	
+1 Veteran	-2 Outflanked within 8", or broken
0 Trained	-1 Key position lost
-1 Raw	-1 Heavy casualties
+2 Artillery company, or battalion gun within 4" of troops	-2 Greater losses

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 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 or fortified. Return to good order.	
1, 2	***Wavering.*** Retreat out of close range. Hold position if out of close range 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 infantry present bayonets.
   c. Maneuver units according to the effects. Present bayonets 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.

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

Full move disordered

Change formation to line, open order, or garrison; Raw unit disordered by broken or rough ground

Face by the rear rank

Scale major obstacle

HASTY

Cavalry counter charge halfway

Infantry present bayonets

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

Pivot and fire

Hand haul 2"; Galloper 4"

TARDY

Full move

Fire

Limber or unlimber

Pivot

Lt. carriage only:
Limber and full retreat silenced

HASTY

Silenced and crew takes shelter behind presented bayonets within 4"

MOVEMENT RATE

Full Move / Double Quick

		Open Ground	Broken Ground	Rough Ground	Road Bonus
Infantry	Line	10 / 12	8 / 10	6 / 8	-
	Open Order or Field Column	12 / 16	10 / 14	8 / 12	-
	March Column	12 / 16	10 / 14	8 / 12	x1.5
	Broken	16	14	12	x1.5
Cavalry	Line	18 / 24	12 / 16	4 / 6	-
	Open Order or Field Column	18 / 24	14 / 20	6 / 8	-
	March Column	18 / 24	14 / 20	6 / 8	x1.5
	Dismounted Open Order	12 / 16	10 / 14	8 / 12	-
	Broken	24	20	8	x1.5
Artillery	Siege Gun - Heavy Carriage	6 / 8	4 / 6	2 / 4	x2
	Field Gun - Lt. & Hy. Carriage	8 / 12	6 / 10	4 / 6	x2
	Galloper Gun - Light Carriage	12 / 16	8 / 12	6 / 8	x2
Leader	Mounted	24	20	12	x1.5
	Dismounted	16	14	12	x1.5

MUSKETRY FIRE POINTS

	Close Range 4"	8"	12"
Rifle (R)	1		½
Musket (M)	1	½	
Carbine (C)	1		

CANNONADE FIRE POINTS

	Grape Shot 4"	12"	Shot & Shell 24"	36"	48"	60"
Siege Gun (SG)	6	5	4	3	2	1
Heavy Gun (HG)	5	4	3	2	1	
Medium Gun (MG)	5	3	2		1	
Light Gun (LG)	4	3	2	1		
Galloper Gun (GG)	3	2	2	1		
Siege Howitzer (SH)		4	2	3		
Howitzer (H)		3	2	3		

MUSKETRY & CANNONADE TABLE

FIRE POINT MODIFIERS

x ½ Firing disordered, low on ammo, or damaged gun

DIE ROLL MODIFIERS

-4	1 pt.	-1	Raw troops or guns firing
-3	2 pts.	+1	Muskets firing buck & ball in a charge, or marksmen
-2	3 pts.		
-1	4,5 pts.	+1	Troop target in field column, broken, about faced, passage of lines, or marched by the flank, or crossed abatis
0	6-8 pts.		
+1	9-11 pts.	+2	Enfiladed, march or storming column
+2	12-14 pts.	+1	Gun target is limbered or enfiladed
+3	15-19 pts.	-1	Target in partial cover or open order
+4	20-24 pts.	-2	Full cover, or open order in partial cover
+5	25 or more points	-3	Fortified position

	TARGET			EFFECTS	ADDITIONAL EFFECTS
Elite	**Veteran**	**Trained**	**Raw**		
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 2" from enemy. Cavalry may recall up to a full move.
- 10 7, 8, 9	10 9 7, 8	9, 10 8 7	8, 9, 10 7 -	**Telling Fire.** Troops disordered and lose 1 stand. 1 gun stand damaged and 1 stand silenced. Charge checked. Charge checked or charge home with cold steel. Charge home.	**Charge Home.** Resolve charge combat next phase. **Massed Target.** Units within 2" behind target suffer the next lower effect.
6	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	**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 4" of the target.
5 or less	4 or less	3 or less	2 or less	**Desultory Fire.** No effect. Charge home.	

(Left label: **DIE RESULT**)

CHARGE TABLE

DIE ROLL MODIFIERS

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

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.

(Left label: **DIE RESULT**)

EFFECTS

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. 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 presenting bayonets. ATTACKER carry the position. Retreat 2" if defender is fortified or presenting bayonets. 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.