

# REGIMENTAL FIRE AND FURY

Quick Reference Sheet for 10-15mm  
The Mexican-American War  
1846-48



## 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 chaparral, twilight, attached, or dismounted

### DIE ROLL MODIFIERS

+1 Gallant leader	+2 Fresh troops
0 Able	0 Worn
-1 Poor	-2 Spent
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+1 Attached leader or brave colonel	+2 Battery
-1 Provisional command	+1 Field or march column, square, garrison, limbered gun, or linear cover
-2 Out of command	-2 Outflanked within 8", or broken
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+2 Elite unit	-1 Key position lost
+1 Veteran	-1 Heavy casualties
0 Trained	-2 Greater losses
-1 Raw	

### Troops in Good Order and Guns Effects

### Disordered or Broken Troops Effects

DIE RESULT	Troops in Good Order and Guns Effects	DIE RESULT	Disordered or Broken Troops Effects
US: 8 or more MEX: 11 or more	<b>Double Quick.</b> Well handled maneuver at the double quick rate.	US: 11 or more	<b>Rally with Elan.</b> Return to good order and well handled maneuver.
US: 3 - 7 MEX: 4 - 10	<b>Well Handled</b> maneuver.	US: 5 - 10 MEX: 6 or more	<b>Rally.</b> Return to good order and tardy maneuver.
US: 1, 2 MEX: 1, 2, 3	<b>Tardy</b> maneuver.	US: 3, 4 MEX: 3, 4, 5	<b>Shaken.</b> Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order.
0, -1	<b>Fall Back.</b> 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.	1, 2	<b>Wavering.</b> Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.
-2 or less	<b>Panic.</b> Troops full retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.	0 or less	<b>Panic.</b> Retreat broken. Lose 1 stand and additional stands 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

Full Move / Double Quick

		Open Ground	Broken Ground	Rough Ground	Road Bonus
Infantry	US Line	12 / 16	8 / 12	6 / 10	-
	MEX 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
	Square	4 / 6	3 / 4	2 / 3	-
	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: Heavy Carriage or Ox-drawn Light Carriage	8 / 12	6 / 10	4 / 6	x2
	Horse-drawn Light Carriage	12 / 16	8 / 12	4 / 6	x2
	Flying Artillery: Light Carriage	18 / 24	12 / 16	4 / 6	x2
Leader	Mounted	24	20	12	x1.5
	Dismounted	16	14	12	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; Mexican cavalry cannot charge 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; Mexican cavalry cannot charge in disorder
- 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
- Light carriage only:*  
Full move and unlimber or limber and full move
- Unlimber and fire
- Pivot and fire
- Hand haul 2" or 4" if mtn. howitzer or rocket
- Flying artillery only on a double quick:*  
Full move, unlimber and fire
- Limber, full move and unlimber

### TARDY

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

### HASTY

- Silenced and crew takes shelter in square within 4"

# MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS		Close Range			
		4"	8"	12"	
Rifle (R)	1	1	1/2		
Inferior Rifle (IR)	1	1	1/2		
Musket (M)	1	1	1/2		
Inferior Musket (IM)	1				
Carbine (C)	1				

  

CANNONADE FIRE POINTS		Canister		Shot & Shell			
		4"	12"	24"	36"	48"	60"
American	Siege Gun (SG)	6	5	4	3	2	
	Heavy Gun (HG)	5	4	3	2	1	
	Light Gun (LG)	4	3	2	1		
	Heavy Howitzer (HH)	6	4	3			
	Light Howitzer (LH)	5	3	3			
	Hale Rocket (HR)	Grapeshot		60" Rocket		80"	
		2 (D3-10)	2 (D5-10)	2 (D7-10)			
Mexican	Siege Gun (SG)	5	4	3	2		
	Heavy Gun (HG)	4	3	2	1		
	Medium Gun (MG)	3	3	2	1		
	Light Gun (LG)	3	2	1			

## FIRE POINT MODIFIERS

x 1/2 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 sharpshooters
-2	3 pts.	+1	Troop target in field column, broken, about faced, passage of lines, or marched by the flank, or crossed abatis
-1	4,5 pts.	+2	Enfiladed, square, march column, or storming column
0	6-8 pts.	+1	Gun target is limbered or enfiladed
+1	9-11 pts.	-1	Target in partial cover or open order
+2	12-14 pts.	-2	Full cover, or open order in partial cover
+3	15-19 pts.	-3	Fortified position
+4	20-24 pts.		
+5	25 or more points		

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	<b>Withering Fire.</b> 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.	<b>Charge Checked.</b> Retreat charging unit 2" from enemy. Cavalry may recall up to a full move.
-	10	9, 10	8, 9, 10	8, 9, 10	<b>Telling Fire.</b> Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked.	<b>Charge Home.</b> Resolve charge combat next phase.
10	9	8	7	7	Charge checked or charge home with cold steel.	<b>Massed Target.</b> Units within 2" behind target suffers the next lower effect.
7, 8, 9	7, 8	7	-	-	Charge home. Mexican cavalry checked.	<b>Low on Ammo</b> on a base die result of 10. Mark one gun stand or unit of troops firing half or more stands.
6	6	5, 6	5, 6	5, 6	<b>Galling Fire.</b> Troops disordered or lose 1 stand if already disordered. 1 gun stand silenced. Charge home. Mexican cavalry checked.	<b>Fallen Leader</b> check on a base die result of 10. Effect applies to the closest leader within 4" of the target.
-	5	4	3, 4	3, 4	<b>Lively Fire.</b> From cannonade only, troops disordered, or 1 gun silenced. Charge home. Mexican cavalry checked. Musketry no effect.	
5 or less	4 or less	3 or less	2 or less	2 or less	<b>Desultory Fire.</b> No effect. Charge home.	

# CHARGE TABLE

## DIE ROLL MODIFIERS

+2 Elite unit	-1 Open order, hasty square, Mexican national guard or auxiliaries
+1 Veteran	-3 Outflanked, broken, march column, or limbered guns
0 Trained	+1 Defending favorable ground
-1 Raw	+2 Strong position
+2 Fresh troops	+3 Fortified position
0 Worn	+1 Cold steel, lancers, or breakthrough
-2 Spent	+2 Cavalry charge over open ground
-1 Outnumbered by 3:2	+1 Broken ground
-2 2:1	0 Rough ground, stationary, or vs. square
-3 3:1 or more	
0 Cavalry outnumbered by infantry	
+1 Supported guns	
-1 Unsupported guns	
-1 Disordered troops or silenced gun	
+1 Brave colonel or leader attached	

# FALLEN LEADER TABLE

DIE RESULT	EFFECTS
10	<b>Shot dead in the saddle</b>
9	<b>Mortally wounded</b>
8	<b>Grievously wounded</b> Remove leader from game.
7	<b>Mere flesh wound</b> Remove leader for one turn.
6	<b>Horse shot out from under</b> Leader dismounted for one turn.
5	<b>Coat pierced but unscathed</b>
4	<b>Staff officer struck</b>
1-3	<b>Coolly ignores the fire</b> No effect.

## EFFECTS

DIE RESULT DIFFERENCE	EFFECTS
8 or more	<b>Swept from the Field.</b> 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	<b>Driven Back.</b> 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	<b>Hard Pressed.</b> 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	<b>Desperate Struggle.</b> 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	<b>Falter.</b> 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	<b>Recoil.</b> 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	<b>Repulsed.</b> 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.