

REGIMENTAL FIRE AND FURY

Quick Reference Sheet for 25mm
The Mexican-American War
1846-48



MANEUVER TABLE

COMMAND RADIUS

12" clear line of sight
Attached to first unit in a contiguous line of march
6" line of sight through dense 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 12", 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

DIE RESULT	US: 8 or more MEX: 11 or more	Double Quick. Well handled maneuver at the double quick rate.
	US: 3 - 7 MEX: 4 - 10	Well Handled maneuver.
	US: 1, 2 MEX: 1, 2, 3	Tardy maneuver.
	0, -1	Fall Back. Troops retreat out of close range disordered. Guns in close range limber and full retreat silenced. Lose all unlimbered heavy carriage guns. Hold position and fire only if out of close range, in square, or fortified.
	-2 or less	Panic. Troops full retreat broken. Guns limber and full retreat silenced. Lose all unlimbered heavy carriage and fixed guns.

Disordered or Broken Troops Effects

DIE RESULT	US: 11 or more	Rally with Elan. Return to good order and well handled maneuver.
	US: 5 - 10 MEX: 6 or more	Rally. Return to good order and tardy maneuver.
	US: 3, 4 MEX: 3, 4, 5	Shaken. Retreat out of close range. Hold position if out of close range, in square, or fortified. Return to good order.
	1, 2	Wavering. Retreat out of close range. Hold position if out of close range, in square, or fortified. Broken troops reform. Remain disordered.
	0 or less	Panic. Retreat broken. Lose 1 stand 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	18 / 24	12 / 18	10 / 16	-
	MEX Line	16 / 18	12 / 16	10 / 12	-
	Open Order or Field Column	18 / 24	16 / 22	12 / 18	-
	March Column	18 / 24	16 / 22	12 / 18	x1.5
	Square	6 / 10	4 / 6	3 / 4	-
	Broken	24	22	18	x1.5
Cavalry	Line	28 / 36	18 / 24	6 / 10	-
	Open Order or Field Column	28 / 36	22 / 30	10 / 12	-
	March Column	28 / 36	22 / 30	10 / 12	x1.5
	Dismounted Open Order	18 / 24	16 / 22	12 / 18	-
	Broken	24	20	12	x1.5
Artillery	Siege Gun: Heavy Carriage	10 / 12	6 / 10	4 / 6	x2
	Field Gun: Heavy Carriage or Ox-drawn Light Carriage	12 / 18	10 / 16	6 / 10	x2
	Horse-drawn Light Carriage	18 / 24	12 / 18	6 / 10	x2
	Flying Artillery: Light Carriage	28 / 36	18 / 24	6 / 10	x2
Leader	Mounted	36	30	18	x1.5
	Dismounted	24	22	18	x1.5

TROOP MANEUVERS

WELL HANDLED

Full move
Half move and
Change formation; Raw unit disordered by broken or rough ground
Passage of lines; Both units disordered if one is disordered, raw, or moved through broken or rough ground
March by the flank a half move
Deploy to the front; Raw unit disordered by broken or rough ground
Change front
Face by the rear rank
Scale major obstacle
Replenish ammunition

TARDY

Half move or full move in disorder; 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 3" or 6" 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 6"

MUSKETRY & CANNONADE TABLE

MUSKETRY FIRE POINTS

	6"	12"	18"
Rifle (R)	1	1/2	
Inferior Rifle (IR)	1	1/2	
Musket (M)	1	1/2	
Inferior Musket (IM)	1		
Carbine (C)	1		

CANNONADE FIRE POINTS

	Canister		Shot & Shell		
	6"	18"	36"	54"	72"
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		90" Rocket		
			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
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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	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	9, 10	8, 9, 10	8, 9, 10	Telling Fire. Troops disordered and lose 1 stand. 1 gun stand silenced and damaged. Charge checked.	Charge Home. Resolve charge combat next phase.
10	9	8	7	7	Charge checked or charge home with cold steel.	Massed Target. Units within 3" behind target suffers the next lower effect.
7, 8, 9	7, 8	7	-	-	Charge home. Mexican cavalry checked.	Low on Ammo 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	Galling Fire. Troops disordered or lose 1 stand if already disordered. 1 gun stand silenced. Charge home. Mexican cavalry checked.	Fallen Leader check on a base die result of 10. Effect applies to the closest leader within 6" of the target.
-	5	4	3, 4	3, 4	Lively Fire. 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	Desultory Fire. 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	+1	Brave colonel or leader attached
0	Cavalry outnumbered by infantry		
+1	Supported guns		
-1	Unsupported guns		
-1	Disordered troops or silenced gun		

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 3" from enemy. Cavalry may recall up to a full move after 1st combat. Light carriage guns limber up, and limbered guns, full retreat silenced. Lose all unlimbered heavy carriage or fixed guns. Troops and guns hold position if fortified or in square. ATTACKER carry the position. Retreat 3" if defender is fortified or in square. Cavalry may recall up to a full move after 1st combat. Disordered if charged over broken or rough ground, cavalry, or after 2nd combat.
0	Desperate Struggle. BOTH sides lose 1 stand, troops disordered, and guns silenced. Lose cold steel, breakthrough, and cavalry charge modifiers. Adjust modifiers and roll again.
-1,-2,-3	Falter. ATTACKER disordered or lose 1 stand if already disordered. Retreat 3" from enemy. Cavalry may recall up to a full move after 1st combat. Full retreat broken if outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-4 to -7	Recoil. ATTACKER lose 1 stand and disordered. Retreat out of close range. Cavalry may recall up to a full move after 1st combat. Lose 1 additional stand and full retreat broken if defeated by cavalry or outflanked. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.
-8 or more	Repulsed. ATTACKER lose 2 stands and additional stands equal to die result difference over 9. Full retreat broken. Check for Fallen Leader if attached. DEFENDER hold position. Cavalry disordered. Countercharging cavalry may carry the position or recall up to a full move.

FALLEN LEADER TABLE

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