

Fire & Fury Reggimentale I

MUSKETRY & CANNONADE

FIRE POINTS & DIE ROLL MODIFIERS

FIRE POINT MODIFIERS		DIE ROLL MODIFIERS to Firer	
x 1/2	Halve fire points if damaged gun or dismounted cavalry	-3	1/2 pt
x 1/2	Halve fire points if disordered or low ammo	-2	1 pt

SMALL ARMS				
	0"-3"	3.1"-6"	6.1"-12"	12.1"-18"
Rifled Musket (RM)	1	1	1/2	1/2
Breachloading Rifles (BR)	2	2	1	1/2
Repeating Rifles (RR)	3	2	2	1
Early or Imported Rifles (ER/IR)	1	1	1/2	
Breachloading Carbines (BC)	2	1	1/2	
Repeating Carbines (RC)	3	2	1	
Smoothbore Musket (SM)	1	1/2		
Carbines (C)	1			
Shotguns (S)	2			

-1	2 pts
0	3, 4 or 5 pts
+1	6, 7 or 8 pts
+2	9, 10 or 11 pts
+3	12, 13 or 14 pts
+4	15, 16 or 17 pts
+5	18, 19 or 20 pts
+6	21 or more pts
+1	First volley
+1	marksmen
-1	Poorly drilled

HEAVY ARTILLERY									
	0"-3"	3.1"-6"	6.1"-12"	12.1"-24"	24.1"-36"	36.1"-48"	48.1"-60"	60.1"-72"	72.1"-96"
24 pdr Smoothbore (24S)	9	7	5	4	3	2	1	1/2	
18 pdr Smoothbore (18S)	8	6	4	3	2	1	1/2	1/2	
8 in Howitzer (8H)	12	10	7	5	4	3	2	1	
32 pdr Howitzer (32H)	10	8	6	4	3	2	1		
5.5 in or 24 pdr Howitzer (5.5H 24H)	9	7	5	3	2	1			

DIE ROLL MODIFIERS to Targets	
-1	Extended line or unlimbered gun
+1	Target is disordered
+1	Mounted cavalry, limbered gun, 3-rank line or moving by the flank
+2	Target is mounted cavalry and fired on by any artillery, RM, BR, RR, BC, RC
+2	March column or field column
+1	Enfilading a line, extended line or unlimbered gun

MEDIUM ARTILLERY									
12 pdr Withworth (12W)				3	2	1	1	1	1/2
20 pdr Parrott (20P)	5	5	4	3	3	2	1	1	
10 pdr Parrott (10P)	4	4	3	3	2	1	1	1/2	
3 in Rifle (3R)	5	4	3	3	2	1	1/2	1/2	
12 pdr Smoothbore (12S)	7	5	4	3	2	1	1/2		
4.5 in or 12 pdr Howitzer (4.5H 12H)	7	5	4	2	1				

Troops or gun in light cover	
-1	Woods, brush, orchard, fence, hedgerow or wooden buildings
0	Cover negated if fired on by artillery

LIGHT ARTILLERY									
8 or 9 pdr Smoothbore (8S 9S)	6	5	3	2	1	1/2	1/2		
6 pdr Smoothbore (6S)	5	4	3	2	1	1/2			
3 or 4 pdr Smoothbore (3S 4S)	4	3	2	2	1				

Troops or gun in medium cover	
-2	Ditch, wall, embankment, breastwork or stone building
-1	Cover reduce if fired on by medium or heavy artillery

Troops or gun in hard cover	
-3	Entrenchment of fortified building
-2	Cover reduce if fired on by heavy artillery
-1	Rain, fog, twilight
-2	night

Fire & Fury Regimentale II

MUSKETRY & CANNONADE					
TARGET'S EXPERIENCE RATING				EFFECTS	
CRACK	VETERAN	TRAINED	GREEN		
MODIFIED DIE RESULT	15+	15+	15+	15+	WITHERING FIRE Troops disordered and remove three figures. All gun silenced and one gun section wrecked. Support disordered and remove one figure. Charging unit checked
	12	12	12	12	TELLING FIRE Troops disordered and remove two figures. All gun silenced and one gun section is damaged. Support disordered and remove one figure. Charging unit checked
	8-11	8-11	8-11	8-11	GALLING FIRE Troops disordered and remove one figure. One gun section silenced and damaged. Support disordered
	-	11	10,11	9,10,11	Charging unit checked
	8-11	8,9,10	8,9	8	Charging unit close
	7	6,7	5,6,7	4-7	HARASSING FIRE Troop disordered. One gun section silenced. Charging unit close
	6 or -	5 or -	4 or -	3 or -	DESULTORY FIRE Troops, gun and support no effect. Charging unit close
	CHECKED Charging infantry halts 2 inches from enemy. Charging cavalry retreat one full move and halts facing enemy				

MUSKETRY & CANNONADE		
MODIFIED DIE RESULT	EFFECTS	
	Troops & Guns in Good Order	Disordered Troops & Silenced Guns
10+	Quick Time. Unit moves full at 1.5 its movement rate	Rally with Elen. Reform broken troops and reman
7,8,9	Well Handled. Unit moves full	
4,5,6	Tardy. Unit moves one-half	
2,3	Stand Fast. Unit cannot move. Disengage if outflanked by a formed enemy unit within 6" and LOS	
0,1	Disengaged. Troops retreat one half move. Guns limber and retreat one half move. Abandon immobile guns	
-1 or less	Panic. Troops retreat full move disordered. Guns limber and retreat one half move. Abandon immobile guns	