

Modifiers	Die Result	Disorder Effects	Good Order Effects
+1 For each detached Brigade or division leader within command radius (+2 if exceptional)	0 or Less	<b>Quits the Field</b> – the entire Regiment skedaddles and is removed from play.	<b>Retire</b> – Regiment retreats a full move.
+2 For each attached Brigade or division leader (+3 if exceptional)	1,2	<b>Broken</b> – Regiment retreats a full move in disorder and one stand skedaddles.	<b>Disengage</b> – Regiment retreats 12”.
+1 Exceptional Regimental commander	3,4	<b>Wavering</b> – Regiment holds ground in disorder.	<b>Hold Ground</b> – Regiment cannot move or change formation.
+1 In column formation	5,6	<b>Shaken</b> – Regiment rallies and holds ground.	<b>Tardy</b> – Regiment halves movement and cannot change formation.
+2 Fresh Troops			
-2 Spent Troops	7,8,9	<b>Rally</b> – Regiment rallies and may move half but cannot change formation.	<b>Well-handled</b> – Regiment conducts normal movement or change of formation.
	10 or more	<b>Rally with elan</b> – regiment rallies and may move and change formation normally.	

**Fallen Leader Table**

Die Result	Effects
1	<b>Felled by Sniper</b>
2	<b>Shot dead in the saddle</b>
3	<b>Mortally Stricken</b>
4	<b>Grievously wounded</b>
5	<b>Disabled</b>
	<i>Remove leader and replacement appears a full turn after.</i>
6	<b>Mere flesh wound</b>
7	<b>Coat pierced but unscathed</b>
8	<b>Horse shot out from under</b>
9	<b>Staff officer struck</b>
10	<b>Coolly ignores the fire</b>
	<i>No effect upon leader</i>

**Formation changes**

- Any formation to line or double line = full move.
- Any formation (except skirmishers) to field or march column = ½ move.
- Any formation (except single line) to skirmish formation = full move.
- Line to skirmish formation = ½ move.
- Skirmish line to any formation = full move.
- Cavalry mounting/dismounting = ½ move
- Passage of line = -3”
- Passage of line through or by skirmishers = -1”

**Play Sequence Chart**

**Union Player Turn**

**Manoeuvre (1<sup>st</sup>) Phase:** The Union players manoeuvre their regiments, sections and leaders.

- Replace fallen leaders, attach and detach leaders.
- Move regiments and artillery sections.
- Move detached leaders

**Musketry & Cannonade (2<sup>nd</sup>) Phase:** The Confederate player resolves his defensive fire and applies all combat effects. The Union player then resolves his offensive fire combat and applies the effects.

**Charge (3<sup>rd</sup>) Phase:** The Union and Confederate players simultaneously resolve combat for all charges made during the manoeuvre phase and breakthrough. All combat effects are simultaneously applies at the resolution of combat.

**Confederate Player Turn**

**Manoeuvre (1<sup>st</sup>) Phase:** The Confederate players manoeuvre their regiments, sections and leaders.

- Replace fallen leaders, attach and detach leaders.
- Move regiments and artillery sections.
- Move detached leaders

**Musketry & Cannonade (2<sup>nd</sup>) Phase:** The Union player resolves his defensive fire and applies all combat effects. The Confederate player then resolves his offensive fire combat and applies the effects.

**Movement Rates Chart**

	Basic	Road	Rough	Fording
Infantry	12”	X2	x½	-3”
Cavalry & Leaders	18”	X2	X1/3	-3”
Artillery				
- Foot	8”	X3	x¼	-4”
- Horse	12”	X3	x1/6	-6”

Units crossing walls, fences, hedges, ditches and fortifications treat these as a 1” ford and are disordered, skirmishers are not disordered.

	0 - 6"	8"	12"	16"	24"	36"	48"	60"	72"	
Obsolete rifles	1	-	-	-	-	-	-	-	-	Includes percussion/flintlock muskets and Enfield carbines.
2 <sup>nd</sup> rate rifles	1	1	-	-	-	-	-	-	-	Includes most Confederate standard issue rifled muskets.
1 <sup>st</sup> rate rifles	1	1	1	-	-	-	-	-	-	Includes most Federal standard issue rifled muskets
Breechloaders	2	2	2	1	-	-	-	-	-	Includes Springfield, Enfield and Sharps breechloaders.
Superior carbine	3	2	1	-	-	-	-	-	-	Includes Spencer and Sharps rifled repeating carbines.
Shotgun/Pistol	2 (2")	-	-	-	-	-	-	-	-	Dismounted cavalry, out to 2" maximum.
Artillery	*	*	*	*	*	*	*	*	*	
6lb. smoothbore	4	3	1.5	1.5	1	½		-	-	Smoothbore artillery up to 6#
12lb. smoothbore	5	4	2	2	2	1.5	1	-	-	Smoothbore artillery (including Napoleons) up to 12#
6lb. rifled	3	2	1.5	1.5	1.5	1	½	-	-	Rifled artillery up to 6#
12lb. rifled	4	3	2	2	2	1.5	1	-	-	Rifled artillery up to 12#
20lb. rifled	5	4	2.5	2.5	2.5	2	1.5	-	-	Rifled artillery up to 20#
30lb. rifled	5	4	2.5	2.5	2.5	2.5	2	1.5	-	Rifled artillery up to 30#
Whitworth 12#	4	3	2	2	2	2	1.5	1.5	1	Breech loading rifled artillery piece.
Howitzer 12#	5	4	1.5	1.5	1	½	-	-	-	Howitzers up to 12# including mountain howitzers.
Howitzer 24#	5	4	2	2	1.5	1	-	-	-	Howitzers up to 24#.

Visibility into or through woods or built up areas is now 4".

**Fire Modifiers**

X1/2 fire points for skirmishers and dismounted cavalry.

X1/2 fire points for infantry and dismounted cavalry stands marked disordered or low on ammunition.

X 1/2 fire points for each artillery stand marked damaged or low on ammunition.

X 2 fire points for each stand firing from enfilade.

+1 to die result when firing at a target that is: limbered, in column, mounted cavalry, changing formation or movement mode, or about facing.

-1 from die result when firing at a target in cover: woods, broken ground or behind hedges or fences.

-2 from die result when firing at a target in cover: town, sunken road or behind breastworks or stonewall.

-2 from die result when firing at dismounted cavalry or skirmishers

**Desultory fire** – no effect.

**Lively Fire** – troops disordered or artillery section silenced.

**Telling fire** – troops disordered and lose 1 stand, or damage and silence an artillery section.

**Deadly fire** – troops disordered and lose 2 stands or artillery section wrecked.

**Withering fire** – troops disordered and lose 3 stands and artillery section wrecked.

**FIRE POSITION TABLE**

½	9 or less	10,11	-	-	-
1	8 or less	9,10,11	-	-	-
2	7 or less	8,9,10	11	-	-
3	7 or less	8,9	10,11	-	-
4	6 or less	7,8,9,	10,11	-	-
5	5 or less	6,7,8	9,10,11	-	-
6,7	4 or less	5,6,7	8,9,10	11	-
8,9	4 or less	5,6,7,	8,9	10,11	-
10,11	3 or less	4,5,6,	7,8,9	10,11	-
12 to 14	2 or less	3,4,5	6,7,8	9,10,11	
15 to 19	1 or less	2,3,4	5,6,7	8,9,10	11
20 to 24	0 or less	1,2,3	4,5,6	7,8,9	10,11
25 to 29	-1	0,1,2	3,4,5	6,7,8	9,10,11
30 to 34	-	-1,0,1	2,3,4	5,6,7	8+
35 to 39	-	-1,0	1,2,3	4,5,6	7+
40 to 44	-	-1	0,1,2	3,4,5	6+
45 to 49	-	-1	0,1	2,3,4	5+
50+	-	-1	0,1	2,3	4+

**Modifiers**

- +1 Attached leaders, or exceptional Regiment commander
- +2 Fresh troops
- 2 Spent Troops
- +1 Confederate Infantry charging.
- +1 Armed with shotgun/pistol.
- +1 Supported
- +1 Breakthrough charge
- 1 Outnumbered by 3:2 or
- 2 by 2:1 or
- 3 by 3:1 or greater
- 1 Disordered
- 1 Low on Ammunition
- 1 Each stand lost in during current fire phase
- +1 Defending hilltop or behind ford, hedge or fence
- +2 Defending woods or breastworks
- +1 Defending sunken road or stone wall
- +3 Defending trenches
- 3 Defender outflanked

Die Result Difference	Effects
<b>7 or more</b>	<b>Swept from the field</b> – defenders retreat a full move disordered/silenced. One troop stand is captured and one troop stand skeddadles. A leader and a artillery section, if present are captured. An additional troop stand is captured for each die result point difference over 10. Attackers breakthrough and must continue to charge a half move towards the nearest enemy with the breakthrough charge modifier.
<b>4,5,6</b>	<b>Driven back</b> – defenders retreat disordered/silenced 10”. One troop stand skeddadles. Part of a artillery section, if present, is captured(mark one gun as damaged). Attackers either carry the position, or may continue to charge a half move toward the nearest enemy with the breakthrough charge modifier.
<b>1,2,3</b>	<b>Hard Pressed</b> – defending regiments are disordered and retreat until 2” from enemy. Artillery sections are silenced and retreat 10”.Attackers carry the position.
<b>0</b>	<b>A desperate struggle</b> – both sides are disordered and lose one stand of troops or guns. Continue charge combat and roll again with adjusted modifiers.
<b>-1,-2,-3</b>	<b>Assault checked</b> – attackers are disordered and retreat 2” from the enemy.
<b>-4,-5,-6</b>	<b>Attackers falter</b> – attacker retreat in disorder 10” and one stand skeddadles.
<b>-7 or more</b>	<b>Charge repulsed</b> – attackers retreat a full move in disorder and one stand skeddadles. One leader, if present, and a stand of troops are captured. An additional troop stand is captured for each die result point difference over 10.

**Special rules regarding skirmishers and dismounted cavalry in charge situations.**

- A.** Skirmishers that are charged may elect to fall back 1D10 inches directly away from the attacker, facing away and are disordered.
- B.** Dismounted cavalry that are charged may elect to remount and fall back 1D10 inches directly away from the attacker, facing away and are disordered.
- C.** Dismounted cavalry and skirmishers count half of their stands for purposes of outnumbering in charge combat, rounded up. This is due to the fact they represent half as many men as an infantry stand per given area.
- D.** Mounted cavalry that are charged may elect to fall back 2D10 inches directly away from the attacker, facing away and are disordered.
- E.** Mounted cavalry count their stands as per the Fire and Fury rules, counting all stands if in line formation.
- F.** The “armed with shotgun/pistol” charge modifier applies to both mounted and dismounted cavalry so armed.
- G.** The cavalry charging modifier has been removed due to counting all cavalry stands in charge combat even though they represent 20 less men than infantry stands per given area.
- H.** All charge and combat modifiers are cumulative for skirmishers and dismounted cavalry.

**Infantry in skirmish formation and dismounted cavalry may only charge another unit if one or more of the below applies.**

1. Skirmishers or dismounted cavalry will outflank the defender.
2. Defender is disordered.
3. Defender is dismounted cavalry.
4. Defender is in column or road column.
5. Defending regiment is smaller than attacker.
6. Defending regiment is in skirmish order.
7. Defender is artillery.

## Regimental Fury 2.8

Fire and Fury designed by Rich Hasenauer. The “Fire and Fury” Maneuver chart is the greatest gaming tool since dice in my humble opinion.

Regimental Fury supplement designed by John Werle.

Many thanks to the F&F Yahoo group for the feedback, suggestions and use of their documents.

These playsheets incorporate a group of amendments and adjustments to allow for the play of Fire and Fury at the regimental level. All “Fire and Fury” rules apply unless stated otherwise below.

Simply put, brigades and artillery batteries are now replaced by regiments and artillery sections throughout the F&F rules. Regiments are now the primary maneuver element, rolling on the maneuver table as individual units and becoming worn or spent as they suffer casualties.

You will need a copy of “Fire and Fury” to play these rules and if you don’t have one shame on you!

The core idea of this supplement is to take the level of command and the smallest maneuver element down a level. Below is a guide to apply while using this supplement in regards to the “Fire and Fury” rulebook.

- A. Corp and Army commanders should now be read as Division commanders.
- B. Division commanders should now be read as Brigade commanders.
- C. Exceptional Brigade commanders should now be read as exceptional Regiment commanders.
- D. Brigades should now be read as Regiments.
- E. Artillery batteries should now be read as artillery sections.

### Adjustments to ground scale unit size and formations.

- 1. Each stand of infantry now represents 60 men.
- 2. Each stand of cavalry now represents 40 men when mounted and 30 men when dismounted plus horse holders.
- 3. Each stand of artillery now represents a section of 2 like guns.
- 4. Each inch on the game table now represents 45 yards.
- 5. The only new formation is the Skirmish line, which acts in all respects as a line formation except for the adjustments mentioned in this supplement. A skirmish line is the “Line of Battle” formation with each stand spaced one base width apart (a one inch gap between each stand at the 15mm scale).
- 6. One turn now represents about 15 minutes but is really just an average and is only mentioned to help with arrival times in a given scenario.
- 7. Musketry range on the Charge Table is defined as 10”.

### Design notes

I put this rules supplement together with three main goals in mind.

- 1. The rules needed to be FUN! That means lots of action quickly to me. I kept the F&F ground scale of 45 yards to the inch while reducing the number of men per inch, maintaining the integrity of the rules. The weapon ranges are the short effective kinds of ranges designed into the original rules, and historically used. After some reading of engagements and other rule sets the ratio of men to base per inch (60 infantry/40 cavalry per 45 yards) holds up pretty good. Besides given the turn structure, A moves B shoots then A shoots then a possible melee, movement and weapon ranges are less important than in some other rules. It’s the effect of the weapons and when they fire that is important. That is why I tinkered with the fire points only minimally.
- 2. The rules needed to be easy. That meant keeping the adjustments and changes to a minimum. The beauty of “Fire and Fury” is its ease of play. It also meant keeping the amendments simple and strait forward as per the original rules.
- 3. The rules needed to provide historical outcomes using historical tactics. They seem to work out well after several playtest.

Go ahead and charge an artillery battery, if you don’t believe me!

I’m always seeking feedback and suggestions. Please feel free to E-mail me at [Coyote120258@yahoo.com](mailto:Coyote120258@yahoo.com)