Across A Deadly Field

25mm/28mm Quick Reference Chart Across A Deadly Field - 25mm Regimental Game Scales 25 mm Ground Scale = one inch equals approximately 60 to 80 yards. From one to two stands One Turn = 30 minutes, One Infantry fig = 60 men, One Cavalry fig = 30 men apart One Gun = one battery with each crew figure equaling one section. gt in Battle Line tands touching) Regiment as Skirmish <u> Across A Deadly Field - Game Turn Overview</u> Regt in Extended Line (up to one stan In one turn, each side will have an Active and a Reactive portion of the turn. The side with the *"initiative"* will be active first with the other side reacting. 1. The active units can perform any two concurrent actions. It can fire and/or move, fire twice, move twice, charge, reform from disorder, change formation, or attempt to rally. If routed, it must run and then try to rally. 2. The opposing non-active units may react ONCE to any fire or movement that can be seen or is within 2 inches with a fire, a formation or facing change, reform, a rally attempt or countercharge or disengage. After doing its one reaction, a unit may still do desperation fire if charged by a different unit. 3. After one side has completed all actions, the other side now is active with Regiment in Road Colu One stand's distance be two actions per unit, with the previous active units now reacting as above. in Suppo The Basic Morale Point (BMP) and The Modified Morale Point (MMP Across A Deadly Field - Abbreviations Each unit has a BMP based on its training and combat experience as so: FP-Firepower Points. FCR/MC-Fire Combat Results/Morale Check. BMP = 3, 4, 6Elite, unit with a solid record of proven combat experience.BMP = 4, 6, 8Veteran, well trained unit with some combat experience. BMP-Basic Morale Point. MMP-Modified Morale Point. MC-Morale Check. DRM-Die Roll Modifier LB-Leadership Benefit BMP = 5, 7, 10 Trained, unit with some training, but no combat experience. PBF, SR, NR, LR - Point Blank, Short, Normal or Long Range Fire. BMP = 6, 9, 12 Green, unit with minimal training and no combat experience. MC-Morale Check, CMM-Charge Morale Modifier, LOS-Line of Sight Above BMPs are for: No stand lost One stand lost (3 stand units) Last Stand **1MC** or **2MC** - Morale Checks with +1 or +2, to a unit's **MMP**. Artillery batteries have their BMP increased by "+3" per section previously lost. **1H, 2H, 3H** ... number of hits = figs/arty sections lost and **+MC**. 1D6, 2D6, 3D6, etc. - Number of six sided dice (D6) to be rolled. Modified Morale Point (MMP) -- When a unit's BMP is modified by its situation it becomes its **MMP**, which is then used for <u>all morale checks</u> or rally attempts. When a Unit is Required to take a Morale Check (MC) MMP = BMP + unit morale level + two best & two worst situational modifiers When required by a FCR/MC as a (MC, 1MC or 2MC) fire PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC). combat result, or a figure loss with a +MC per each "hit". A <u>unit's morale level</u> is: <u>good order</u> (+0), <u>disorder</u>(+2), <u>shaken (</u>+4) or <u>routed</u> (+6) If it was within one inch (100 yards) to a unit that was In any situation, a unit can never have an MMP better than "0" or worse than "12". eliminated, a leader that was killed, or by a routing unit. Good Situational Morale Modifiers To a Unit's MMP use the "best" two If *defending* against a charge prior to *Charge Impact* Resolution as the attacker moves within one inch. If unit is adjacent (one inch in open terrain) to a leader.....leader's LB Morale Check and Rally Attempt Results Unit is charging /mounted cavalry is charging.....-1/-2 Unit rolls 2D6 attempting to match or roll higher than its cur-Unit is in or directly behind light/heavy cover (does not apply if charging)..... -1 /-2 rent MMP with immediate results as below -- same for Rally. Rolls a natural "2" - <u>Elites</u> go *shaken*, all others are <u>routed</u> Rolls a natural "3" - <u>Elites</u> go into *disorder*, all others <u>shaken</u> Unit is supported by adjacent non-shaken unit(s)...(-1 per unit)... - 2 max, -3 in charge Bad Situational Morale Modifiers To a Unit's MMP use the "worst" two Rolls 5 or more less than **MMP** -- Drop 2 morale levels* Morale Check from..... arty fire/other fire or rally attempts *Enfilade Fire Rolls 1 to 4 less than MMP -- Drop 1 morale Level* *Unlimbrd Artyfire from side (+2/+1)...full flank (+3/+2)...rear (+4/+3) Rolls exactly its MMP -- No morale change, unit stays same. *All colums & limbrd arty....side fire (+2/+1)...front fire (+3/+2)...rear (+4/+3) Rolls 1 to 4 higher than its MMP - Improve 1 morale level [•]<u>All lines</u>.....from partial flank (**+2/+1**)...full flank (+3/+2)...rear (+4/+3) Rolls 5 or higher than MMP -- Improve 2 morale levels Unit is within two inches of a non-shaken/non-skirmishing enemy unit.... +1 Rolls a natural "12"-- Good order and recover a figure or gun Per each regiment or leader "eliminated" from the same brigade.....+1 (max +2) ^tUnless routed, infantry, arty, and dismnted cavalry fall back Regiment is a merged regiment (Use original BMP of best unit) with a......+2 in inches by what it failed by, mounted cavalry triple that. Unit is charged by infantry/cavalry on partial flank (+2/+3), full flank or rear (+4/+6)

Infantry Charge Procedure and Charge Impact Resolution -- Active Player Chooses Order of Resolution

- 1. Declare Charge Target/Advance Charging Units -- A charging unit(s) uses one action and has a required charge bonus (CB) roll of half its routed movement. Green units charge all in disorder; trained units disorder at 1/2 of total charge distance; elites and vets disorder at 1/2 of CB.
- <u>Resolve any enemy reaction fire against the charging unit(s)</u>.-- As the charging units gets within range of any enemy unit(s), those unit(s) may take one reaction fire with <u>immediate</u> results, including morale checks. Defending units get only one full reaction fire during the opposing side's Active Turn, with the exception of a **1D6** desperation fire (**DF**) if different units move into short range. Do note that 2. against a charge, <u>IF</u> the defender wants to do his *reaction fire* as a *point blank fire* or *close canister fire* he must first do <u>Step 3</u> the *defender's pre-impact morale check* -- likewise, for any **DF**. A defender can only fire once -- *reaction fire* or **DF** -- against any one unit.

3 Defender's Pre-Impact Morale Check -- When the charging unit is within one inch from the defender, he takes an immediate a morale check.

- Charge Impact Resolution -- If the charging units have not been stopped by fire, proceed to charge impact resolution. Calculate the 4. Final Impact Values (FIV) of the lead units in contact as shown below, with the opposing lead unit's MMP modified by its CMM and any <u>Final Impact Values</u> (FIV) of the lead units in contact as shown below, with the opposing lead unit's MMP modified by its CMM and any Good/Bad Situational Morale Modifiers as below. FIV only - lead charging unit counts <u>all</u> contiguous units for support (-2 max to MMP). FIV = 2D6 + (<u>lead impact unit's # of figs...1/2 figs if cav</u>) - (<u>lead impact unit's MMP</u>) <u>High total FIV wins with the following results:</u> Equal FIV: Infantry melee - Assume both sides are in contact and do a simultaneous "melee fire" using (FPs + 5D6) <u>see rules</u> Win by 1: Attacker stops short. Roll 1D6 for <u>distance in full inches</u>. Both sides fire a "no action cost" volley at that range. Win by 2 through 4: All losing units fall back that many inches* and all losing units lose one* figures and are in *disorder*. Win by 5 through 7: All losing units fall back that many inches* and all losing units lose two* figures and are shaken. Win by 8 through 11: All losing units fall back that many inches* and all losing units lose three* figures and are routed. Win by 12: All losing units -- attacker or defender -- surrender and are removed from the game. *If "loser" was attacking infantry reduce fall back distance by one inch, reduce figure loss by one, and morale level drop is limited to shaken.
- All involved units are now in disorder. If the attackers were the winners, they may advance in disorder, generally following the defender at up to one inch less than he fell back. If the attackers won, they may advance and impact a new enemy unit if desired, repeating the Charge Procedure. However, if the defender was the winner, he does not advance, but continues to hold his position. 5.

Across A Deadly Field

25mm/28mm Quick Reference Chart

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| Infantry Fire - Unit's FP and add dice and DRMs as indicated. Three good order adjacent units can combine up to 16 fias/18 FPs for one fire.
Long Range (LR) = 2x NR Normal Range (NR) as noted Short Range (SR) = under 1 inch Point Blank Fire (PBF) only against charge (FP+4D6)
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| LR or Desperation Fire (DF) = $FP + 1D6$ NR Firing = $FP + 2D6$ SR Firing = $FP + 3D6$ Firer in Extended Line = FP with (-1 DRM)
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| Firer in disorder = 1/2 FP, Firer is shaken = 1/2 FP and lose a die, Firer is in a column = no fire, Firer is Skirmishers = 1/2 FP and lose one die
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| *Smoothbore Weapons = +1 DRM at PBF Firer is Elite/Green = +1 DRM/-1DRM Inf Opening Volley = +2 DRM Firer Modifiers Are Cumulative
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| <u>Fire Combat Results (FCR)</u> : MC is a <i>Morale Check.</i> A 1MC or 2MC is a <i>morale check,</i> with a +1 or +2 to the unit's MMP .
1H equals one hit <i>lose a figure or a gun section in addition</i> to the 2MC result as noted above.
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| Target is dismounted 25mm ARTILLERY TY Smoothbore Batter 6 pounder 12 pounder Napor 12 pounder Napor 12 pounder how 24 pounder how 24 pounder how 24 pounder how 37 Ordnance Any 12-14 pounder BL Whitworth Any 6 pounder 20 pounder Parrott 30 pounder Parrott 30 pounder Parrott Mixed Guns (18 All Routed Artiller Artillery Fire - Use art Artillery Fire - Use art Artillery Deliberate Fi Long Range (LR) = 2x LR or Desperation Firi Arty in disorder = 1/2 *If arty routs with an extiller Shotguns (PBF only) Repeating Carbines Sharps BL Carbines Other BL Carbines Other BL Carbines Pistols*(PBF only) Cavalry Fire - Use Unit Long Range (LR) = 2x N
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