Across A Deadly Field - 25mm Regimental Game Scales

25 mm *Ground Scale* = one inch equals approximately 60 to 80 yards.
One Turn = 30 minutes, *One Infantry fig* = 60 men, *One Cavalry fig* = 30 men
One Gun = one battery with each crew figure equaling one section.

Across A Deadly Field - Game Turn Overview

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 <u>any two concurrent actions</u>. It can fire and/or move, fire twice, move twice, charge, reform from disorder, change formation, or attempt to rally. If routed, it <u>must</u> run and then try to rally.
2. The opposing *non-active units* may react ONCE to any fire or movement that <u>can be seen or is within 2 inches</u> 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.
3. After one side has completed all *actions,* the other side now is active with <u>two actions per unit</u>, with the previous active units now <u>reacting</u> as above.

Regt in Battle Line (Stands touching) / From one to two stands apart / Regiment as Skirmishers / Regt in Extended Line (up to one stand apart) / Regiment In Disorder / Regiment in Attack Column / Regiment with Rgt in Support / Regiment in Road Column One stand's distance between

The Basic Morale Point (BMP) and The Modified Morale Point (MMP)

Each unit has a **BMP** based on its training and combat experience as so:
BMP = 3, 4, 6   *Elite,* unit with a solid record of proven combat experience.
BMP = 4, 6, 8   *Veteran,* well trained unit with some combat experience.
BMP = 5, 7, 10 *Trained*, unit with some training, but no combat experience.
BMP = 6, 9, 12 *Green,* unit with minimal training and no combat experience.
Above **BMPs** are for: <u>No stand lost</u>   <u>One stand lost</u> (3 stand units)   <u>Last Stand</u>
Artillery batteries have their **BMP** increased by *"+3"* per section **previously lost**.

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</u> *morale checks* or *rally attempts*.

**MMP = BMP + unit morale level + <u>two best</u> & <u>two worst</u> situational modifiers
PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC).**

A unit's morale level is: *good order* (**+0**), *disorder*(**+2**), *shaken* (**+4**) or *routed* (**+6**)
<u>In any situation, a unit can never have an **MMP** better than "0" or worse than "12"</u>**.**

Good Situational Morale Modifiers To a Unit's MMP   *use the "best" two*

If unit is adjacent (1/2 inch) to a leader...leader's LB
Unit is behind: hasty works / light works / heavy works.............................. **-1/-2/-4**
Unit is 9 or more inches behind intervening friendly units......................................**- 6**
Unit is charging /mounted cavalry is charging...**-1 / -2**
Unit is in or directly behind *light/heavy* cover (*does not apply if charging*)..... **-1 /-2**
Unit is supported by adjacent *non-shaken* unit(s)...(**- 1** per unit) .... **- 2 max**
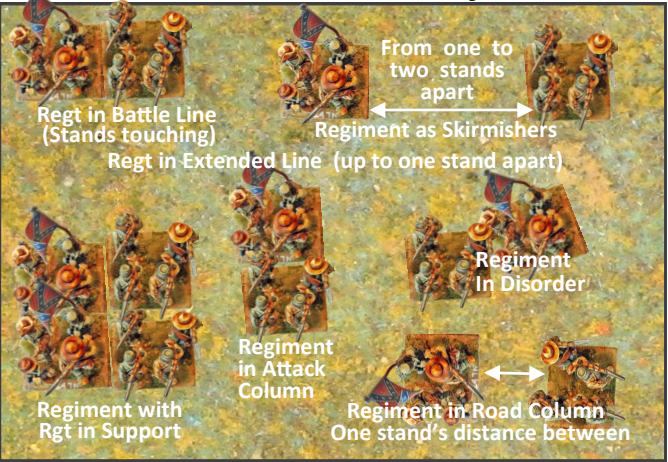
Bad Situational Morale Modifiers To a Unit's MMP   *use the "worst" two*

Enfilade Fire   **Morale Check from..... arty fire/other fire or rally attempts**
***Unlimbrd Arty** ....fire from side (**+2/+1**)...full flank (**+3/+2**)...rear (**+4/+3**)
***All colums & limbrd arty**....side fire (**+2/+1**)...front fire (**+3/+2**)...rear (**+4/+3**)
***All lines**.................from partial flank (**+2/+1**)...full flank (**+3/+2**)...rear (**+4/+3**)
 Unit is within <u>two inches</u> (6/*10mm figs, one inch*) of an enemy unit......... **+1**
 <u>Per each regiment or leader "eliminated" from the same brigade</u>......**+1 (max +2)**
 Regiment is a <u>merged regiment</u> (*Use original **BMP** of best unit)* with a.............. **+2**
 <u>Unit is charged by infantry/cavalry on partial flank</u> (**+2/+3**),full flank or rear (**+4/+6**)

Across A Deadly Field - Abbreviations

FP-*Firepower Points*. **FCR/MC**-*Fire Combat Results/Morale Check.*
BMP-*Basic Morale Point*. **MMP**-*Modified Morale Point.*
MC-*Morale Check.* **DRM**-*Die Roll Modifier* **LB**-*Leadership Benefit*
PBF, SR, NR, LR - *Point Blank, Short, Normal or Long Range Fire.*
MC-*Morale Check,* **CMM**-*Charge Morale Modifier,* **LOS**-*Line of Sight*
1MC or **2MC** - *Morale Checks* with **+1** or **+2**, to a unit's **MMP.**
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.

When a Unit is Required to take a Morale Check (MC)

-- When required by a **FCR/MC** as a (**MC**, **1MC** or **2MC**) *fire combat result,* or a figure loss with a **+MC** per each "hit".
-- If it was within one inch (100 yards) to a unit that was eliminated, a leader that was killed, or by a routing unit.
-- If *defending* against a charge prior to *Charge Impact Resolution* as the attacker moves within one inch.

Morale Check and Rally Attempt Results

Unit rolls **2D6** attempting to match or roll higher than its current **MMP** with immediate results as below -- same for *Rally*.
Rolls a natural "2" - Elites go *shaken*, all others are *routed*
Rolls a natural "3" - Elites go into *disorder*, all others *shaken*
Rolls 5 or more less than **MMP** -- Drop 2 morale levels*
Rolls 1 to 4 less than **MMP** -- Drop 1 morale Level*
<u>Rolls exactly its **MMP**</u> -- No morale change, unit stays same.
Rolls 1 to 4 higher than its **MMP** - Improve 1 morale level
Rolls 5 or higher than **MMP** -- Improve 2 morale levels
Rolls a natural "12"-- Good order <u>and</u> recover a figure or gun

*Unless routed, infantry, arty, and dismnted cavalry fall back in inches by what it failed by, mounted cavalry triple that.

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. Charge goes into disorder at 1/2 of total charge distance for *green* or *trained* troops and 1/2 of **CB** for *elites* or *vets*.
2. *Resolve any enemy reaction fire against the charging unit(s).* -- 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 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 *Step 3* 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 <u>within one inch</u> from the defender, he takes an immediate a *morale check*.
4. *Charge Impact Resolution* -- If the charging units have not been stopped by fire, proceed to *charge impact resolution*. Calculate the *Final Impact Values* (**FIV**) of the lead units in contact as shown below, <u>with</u> 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 + (*lead impact unit's # of figs*) - (*lead impact unit's* MMP)   High total FIV wins with the following results:
 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* figure 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 <u>reduce</u> fall back distance by one inch, reduce figure loss by one, and morale level drop is limited to *shaken.*
5. <u>All involved units are now in disorder.</u> *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. <u>If the attackers won</u>, 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.

Across A Deadly Field
Western Theater 25mm/28mm Reference Chart

25mm INFANTRY WEAPONS	Inf NR	Firepower Points (FP)						
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs
Rifle-Muskets (R/M)	4	2	3	4	5	6	7	8
Smoothbre Muskets*	3	2	3	4	5	6	7	7
Mixed Muskets (MM)	4	2	3	4	5	5	6	6
Spncr/Hnry Rpt Rifles	5	3	4	6	7	9	10	11
Colt Revolving Rifles	4	3	4	5	6	8	9	10
Sharps B/L Rifles	5	3	4	5	6	7	8	9
Sharpshooter R/Ms	4	2	3	4	5	6	7	8
Mixed/Rifle Flintlocks	4	1	2	3	4	5	5	6
Smoothbre Flintlocks*	3	1	2	3	3	4	4	5

INFANTRY FORMATIONS	25mm INFANTRY MOVEMENT							
	CMM	Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Battle Line	NC	NA	NA	8	7	5	3	2
Extended Line	+1	NA	NA	9	8	6	4	2
Skirmishers	+6	NA	NA	11	9	7	5	3
Attack Column	-2	NA	NA	9	8	6	4	2
Road Column	+2	15	13	12	9	7	5	2
Disorde	+3	8	7	6	5	4	2	1
Disengage	+4	16	14	12	10	8	4	2
Shaken	+6	7	6	5	4	3	2	1
CB1/2 - Routed	SR	3D6	3D6	3D6	2D6	1D6	1D6	1D6

Infantry Fire - Unit's FP and add dice and DRMs as indicated. Three good order adjacent units can combine up to **16 figs/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)
LR or **Desperation Fire** (**DF**) = FP + 1D6   **NR** Firing = FP + 2D6   **SR** Firing = FP + 3D6   **Firer in Extended Line** = FP with (- 1 DRM)
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
*Smoothbore Weapons = +1 DRM at **PBF**   Firer is Elite/Green = +1 DRM/-1DRM   Inf Opening Volley = +2 DRM **Firer Modifiers Are Cumulative**

FIRE COMBAT RESULTS TABLE

FP + DIE ROLL	9	10	11	12	13	14	15	16	17	18	19	20	22	24	26	28	30	32+
INFANTRY FIRE 1 FIG = 60 MEN			MC	MC	MC	1MC	2MC	2MC+	1H	1H	1H	2H	2H	2H	3H	3H	4H	4H
ARTILLERY FIRE		MC	MC	MC	1MC	1MC	1MC	2MC	2MC	2MC+	1H	1H	1H	2H	2H	3H	3H	4H
CAVALRY FIRE 1 FIG = 30 HORSEMEN								MC	MC	1MC	1MC	2MC	2MC+	1H	2H	2H	3H	4H

Fire Combat Results (FCR): MC is a *Morale Check.* A **1MC or 2MC** is a *morale check,* with a **+1 or +2** to the unit's **MMP.**
1H equals one hit -- *lose a figure or a gun section* -- _in addition_ to the **2MC** result as noted above.
2H, 3H, or 4H equals that number of *hits --that many figs or gun sections lost--* and a **+2, +3,** or **+4MC** per the number of hits.
Pass Through Fire - Extends **1 inch** for infantry fire, **2 inches** for artillery. *Roll again with one die less for each successive target.*

Beneficial Target DRMs	Use The Best Two	Detrimental Target DRMs	Use The Worst Two
	From arty fire/other fire	*Enfilade Fires	From arty fire/other fire
*No fire/morale cover benefits if charging			
*Target is in light woods or orchards.....................................0/-1 DRM		*All Road Columns from.......side fire (+2/+1)....front/rear fire (+3/+2) DRM	
*Target is in heavy woods.......................................-1/-2 DRM		*All Attack Columns from......side fire (+2/+1)...front/rear fire (+3/+2) DRM	
*Target is in hasty/light/heavy works from **all fire**...........-2/-3/-4 DRM		*All Lines from.................partial flank (+2/+1).....full flank fire (+3/+2) DRM	
Target is behind wood fence, stone wall........................0/-1,-2*DRM		*Limbered Arty from...............side fire (+2/+1)....front/rear fire (+3/+2) DRM	
*Target is in farms or villages (no other "good" DRMs).......-1/-3 DRM		*Unlimbered Arty from... partial flank (+2/+1).....full flank fire (+3/+2) DRM	
When firing out of farms or villages, fire out with 1/2 FPs		*No enfilade or flank fire DRMs at long range or from or at skirmishers*	
Target is unlimbered artillery................................-3/-3 DRM		*Unlimbered arty target benefits not applicable against any enfilade fire*	
Target is infantry in extended line............................ -2/-1 DRM		Target is any artillery, fired on by rifled artillery.............................. +1 DRM	
Target is infantry skirmishers...or 2+ inches behind ..-5/-3..-3/-2 DRM		Target in Disorder (no enfilade fire against disorder)..................+3/+2 DRM	
Target is elite unit ....- 1/-1 DRM		Target is a trained unit...green unit................................+1/+0....+2/+1 DRM	
Target is dismounted cavalry..in line..skirmishers..-1/NC..-4/-2 DRM		Mounted Cavalry...not charging ...charging ....+5/+4....+4/+3 DRM	

25mm ARTILLERY TYPES	Arty NR	ARTY FIREPOWER (FP) (US-CS)			25mm ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery	NR	1 sec	2 secs	3 secs	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
6 pounder gun	13	2 - 2	3 - 3	5 - 4	20 - 5	17 - 4	14 - 4	12 - 3	8 - 2	5 - 1	3 - 1
12 pounder Napoleon	17	3 - 3	5 - 4	8 - 7	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	2 - 1
12 pounder howitzer	13	3 - 3	5 - 4	8 - 7	19 - 3	16 - 3	13 - 3	11 - 2	8 - 2	5 - 1	3 - 1
24 pounder howitzer	15	4 - 4	7 - 6	11 - 10	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1
Rifled Battery	**NR**	1 sec	2 secs	3 secs	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
10 pounder Parrott Rifle	23	3 - 3	5 - 4	8 - 7	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1
3" Ordnance Rifle	22	3 - 3	6 - 5	9 - 8	19 - 4	14 - 3	14 - 3	12 - 2	8 - 2	5 - 1	2 - 1
Any 12-14 pounder Rifle	21	3 - 3	6 - 5	9 - 8	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1
BL Whitworth Rifle	34	3 - 3	5 - 5	8 - 8	19 - 4	14 - 3	14 - 3	12 - 2	8 - 2	5 - 1	2 - 1
Any 6 pounder Rifle	18	2 - 2	4 - 4	6 - 5	20 - 5	17 - 3	10 - 2	7 - 2	6 - 2	4 - 1	2 - 1
20 pounder Parrott Rifle	26	4 - 4	7 - 6	11 - 10	17 - 3	10 - 2	7 - 2	6 - 2	4 - 2	2 - 1	1 - 0
30 pounder Parrott Rifle	28	5 - 5	8 - 7	12 - 11	13 - 3	12 - 2	10 - 2	7 - 2	4 - 1	2 - 1	0 - 0
Mixed Guns (1862)	15	2 - 2	4 - 3	7 - 6	19 - 4	14 - 4	13 - 3	11 - 3	8 - 2	5 - 1	3 - 1
Mixed Guns (1863)	18	3 - 3	5 - 4	8 - 7	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1
All Routed Artillery*	**None**	None	None	None	4D6	3D6	3D6	2D6	2D6	3 inches	Abandn

Artillery Fire - Use arty **FPs** and add dice as indicated. Up to three good order adjacent batteries can combine up to six sections for one fire.
Artillery Deliberate Fire - Artillery at long or normal range, may spend 2 actions for one fire with (+2 DRM) - Not allowed (NA) for reaction fire
Long Range (**LR**) = 2x NR   Normal Range (**NR**) = As Noted   Short Range (**SR**) = 1/2 NR   Canister Range (**CR**) = 3 inches/1 inch (**PBF** only)
LR or Desperation Firing (**DF**) = FP + 1D6   **NR** Firing = FP + 2D6   **SR** Firing = FP + 3D6   Smbr Canister Firing (**CR**) = FP + 4D6/5D6
Arty in disorder = 1/2 FPs   **Arty is Shaken** = 1/2 FPs & lose 1 die   **Arty is Elite/Green** =+1 DRM/-1DRM   Rifle Canister Firing (**CR**)=FP+3D6/4D6
If arty routs with an even die roll, the guns are gone. If the rout roll was odd, the guns limber and rout as above. **Batt/Bn IV : "1" Per gun section**

25mm CAVALRY WEAPONS	Cav NR	Dismounted FP / Mounted FP (PBF only)						
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs
R/M, or Mixd Weapns	4,3	1	2	3	4	5	6	7
Shotguns (PBF only)	1	2	3	4	5	6	7	8
Repeating Carbines	3	3	4	5	6	7	8	9
Sharps BL Carbines	4	2	3	4	5	6	7	7
Other BL Carbines	3	2	3	4	5	5	6	6
ML Carbines	2	1	2	3	4	5	5	5
Pistols*(PBF only)	1	1	1	2	3	4	5	6

CAVALRY FORMATIONS	CMM		25mm CAVALRY MOVEMENT (mtd-dismtd)						
	Mntd	Dmtd	Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Cavalry Line	-1	+1	NA	NA	12 - 9	10 - 8	8 - 6	5 - 4	2 - 2
Skirmishing	+5	+6	NA	NA	15-11	12 - 9	9 - 7	7 - 5	3 - 3
Double Line	-2	NC	NA	NA	11 - 9	9 - 8	5 - 6	4 - 4	2 - 2
Ldr, Rd Column	+1	+3	19 -14	16-12	13 -11	10 - 9	8 - 6	5 - 4	2 - 2
Dis(2X) Disorder	+2	+4	12 - 8	10 - 7	8 - 6	6 - 4	5 - 3	4 - 3	3 - 2
Shaken	+5	+6	10 - 7	9 - 6	8 - 5	7 - 3	5 - 2	3 - 1	2 - 1
CB1/2 - Routed	SR	SR	3D6	3D6	3D6	3D6	2D6	1D6	1D6

Cavalry Fire - Use Unit's **FP** and add dice as indicated. Three good order **dismounted** adjacent units can combine up to **12 figs/14 FPs** for one fire.
Long Range (**LR**) = 2x NR   Normal Range(**NR**)on chart   Short Range(**SR**)= 1 inc   Cav Firer is Elite/Vet/Trained/Green = +2 /NC/-1 /-2 DRM
LR Firing = FP+1D6   **NR** Firing = FP+2D6   **SR** Firing = FP+3D6,   *PBF (in charge) = FP+Pistol FP+4D6   Firer is skirmishers, column = fire as infantry
Firer is in disorder =1/2 FP   **Firer is shaken** =1/2 FP and lose 1 die   **PBF** (only for a charge)   Dismountd/Mountd Opening Volley = +1 DRM/No DRM