Across A Deadly Field

2014 Rule Summary

Four Page Reference Charts

Two Page Reference Charts

Glossary

From The Osprey Publication, *Gettysburg 1863*

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.* The "initiative" is almost always defined by the scenario.

1. The *active units* or *designated unit groups* can perform any two concurrent actions. They can fire and/or move, fire twice, move twice, charge, reform from disorder, change formation, or attempt to rally. If routed, it must run with their first action and then try to rally with their second. *Elite* and *veteran* units may change formation by spending half of a movement. All other units take one action to change formation, limber/unlimber or mount or dismount.

2. An opposing *non-active unit or unit group* may react once to any fire or any enemy movement of an inch or more that can be seen by it or a leader within his reaction radius of the reacting unit **OR ANY** enemy action that occurs within 2 inches with a fire, a formation or facing change, reform from disorder, or a rally attempt, or a disengage. If charged, it may also do a countercharge. Only one unit or unit group can react per reaction trigger -- if the active unit moves another inch, another unit or unit group could react. After doing its one reaction, a unit may still do a *desperation fire* if a different enemy unit moves within one inch. But, a unit cannot do a reaction fire and desperation fire against the same unit.

3. During any portion of a player turn, all morale checks must be taken as soon as required and with immediate results.

4. If a leader was attached to a unit that took one or more hits, the leader immediately rolls a 1D6 for each hit on the unit he was attached to. If a "6" is rolled the leader has been killed. Any attached or adjacent unit must also check morale.

5. After one side has completed all *actions,* the other side now is active with two actions per unit or unit group with the previous active units now becoming the reacting units as detailed as above.

Active and Reactive Unit Groups

The active player can designate any adjacent and contiguous units, in the same formation as a unit group and by declaring both actions. A unit group does not have to be *permanently defined*; but, to function as a unit group for this specific player's active turn, the units must be of the same type, in the same formation, and must all do the same thing for each of their two concurrent declared actions. If enemy fire breaks up the contiguous unit group, the remaining members of the group will close up and continue the previously declared actions. If a leader is with an active moving unit group all members gain use his **LB** as extra movement; but, only the unit the leader is adjacent and attached is entitled to a morale benefit from the leader's **LB**.

The reacting player can declare any adjacent and contiguous unit that are in the same formation as a unit group for any one immediate specific reaction opportunity. It is not required that these unit be previously declared as a unit group.

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

1. **Declare Charge Target And 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/trained units; 1/2 of **CB** for elites/vets.

2. **Resolve any enemy reaction fire against the charging unit(s).--** As the charging units gets within range of any enemy unit(s), they may take one reaction fire with immediate results. Each defending units get one full reaction fire during the opposing side's *Active Turn*, with the exception of a 1D6 *desperation fire* (**DF**) against different units if and when they move into short range.

   Against a charge, if the defender wants to do his reaction fire as a point blank fire (**PBF**) or one inch canister fire he must first do the *defender's pre-impact "fear-of-charge" morale check when the attacking unit is within one inch.*

3. **Charge Impact Resolution (CIR)** Both sides roll a **single 1D6** – *modified by superior numbers, better morale, and more supporting units* and the side with the high final total wins as follows:

   -- If either side wins by one, loser fall backs one inch and both sides take a "no cost" disordered **PBF** fire at their current morale level.
   -- If one side wins by more than one, loser falls back that many inches and losses that many figures and drops one morale level.
   -- If and only if, the final modified total was a tie, go to melee (*see melee rules*).

   At the end of the charge resolution, all involved units are in disorder or worse. If the attacker was the winner, he may advance one less inch – *in disorder* -- than the defender retreated and impact another unit if desired. If the defender won, he holds his position.

4. The above die roll is modified in favor of the impact unit with *superior numbers* (*more figures*) as follows:
   +1...If one side's impact unit has slightly more figures (figure difference is 1 or 2)
   +2...If one side's impact unit has somewhat more figures (figure difference is 3 or 4)
   +3...If one side's impact unit has significantly more figures (figure difference is 5 or higher)
   Adjacent artillery batteries may count all their "crew figures" as "figures" up to a total of three batteries worth.
   An artillery battery supported by an infantry regiment counts both artillery crew figures and the infantry regiment's figures.

5. And, the above die roll is modified in favor of the impact unit with the *best "charge" modified morale point* (*charge MMP*) as so:
   +1...If one side's impact unit has slightly better morale (final **MMP** difference is 1 or 2)
   +2...If one side's impact unit has somewhat better morale (final **MMP** difference is 3 or 4)
   +3...If one side's impact unit has significantly better morale (final **MMP** difference is 5 or higher)

   When calculating the unit's final "*charge MMP*" for *Impact Resolution*, the following factors are taken into account:
   -- Its **BMP**: *elite*(**3**), *veteran*(**4**), *trained*(**5**), or *green*(**6**)
   -- Any applicable situational morale modifiers (*two best* & *two worst*) -- any one *leader benefit* (**LB**) is over and above the *best two*.
   -- Its *Charge Morale Modifier* (The unit's **CMM** for the formation and/or morale level it is at)
     CMM *Infantry* – Line: **NC**, Extended Line: **+1**, Skirmishers: **+6**, Attack Column: **-2**, Road Column: **+2**, Disorder: **+3**, Shaken: **+6.**
     CMM *Artillery* – If supported, use supporting unit's **CMM** or arty's own **BMP**. If it is unsupported, artillery has its **BMP** doubled.
     CMM *Cavalry* – Varies for mounted or dismounted cavalry, see Cavalry Rules or Reference Chart

6. The *number of supporting units* (In a charge situation, up to three for a maximum of -3 to the unit's **MMP**.)

Across A Deadly Field - Regimental Game Scales

10mm figure *Ground Scale* = one inch equals approximately 100 to 120 yards.
15mm figure *Ground Scale* = one inch equals approximately 80 to 100 yards.
25mm figure *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.

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: *No stand lost   One stand lost* (3 stand units) *Last Stand*
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 all *morale checks* or *rally attempts*.

   MMP = BMP + unit morale level + two best & two worst 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**)
In any situation, a unit can never have an **MMP** better than "0" or worse than "12"**.**

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

If unit is adjacent (with support distance) to a leader.....................................leader's **LB**
Unit is behind: hasty works / light works / heavy works................................ **-1/-2/-4**
Unit is 6 or more inches behind intervening friendly units..**- 6**
An infantry unit is charging / a mounted cavalry unit 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**
Any one **leader benefit** (**LB**)...(is applied over and above "best two")..............(**0, +1, +2**)

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 columns & limbered 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 two inches of non-shaken enemy infantry .... **+1**
   Per each regiment or leader "eliminated" from the same brigade.........**+1 (max +2)**

   Regiment is a merged regiment (*Use original BMP of best unit*) with a................ **+2**
   Unit is charged by infantry/cavalry on partial flank: (**+2/+3**)...full flank or rear: (**+4/+6**)

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" and a **1H** result requires a **+2MC** check.
-- If a unit was adjacent to another unit that was eliminated, a leader that was killed, or if a routing unit passes within the current "adjacent" distance.
-- If *defending* against a charge, prior to *Charge Impact Resolution* and as the attacker moves within an inch of the unit. **MC** must be done before any **PBF**

Morale Check and Rally Attempt Results

Unit rolls **2D6** attempting to match or roll higher than its current **MMP** with immediate results as detailed below -- same procedure for *rally attempts.*
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*****
Rolls exactly its **MMP** -- 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 and recover a figure or gun

*Unless routed...Infantry, artillery, and dismounted cavalry fall back in inches by what it failed by, while mounted cavalry falls back twice that.

Abbreviations and Definitions

1D6, 2D6, 3D6...Number of 6 sided dice
Adj - Adjacent - 1 inch in open, 1/2 inch in broken or light woods, units touching in heavy woods or rough terrain.
BMP - Basic Morale Point
BL or **B/L** - Breechloading
BLC - Breechloading Carbines
CB - Charge Bonus (1/2 routed move)
CMM - Charge Morale Modifier
CR - Canister Range
CRR - Colt Revolving Rifles
C & C - Command& Control
CML - Current Morale Level
DF - Desperation Fire (FP + 1D6)
Dis -Disengage (2x disorder move)
DP - Disorder Point in a charge
    1/2 **CB** for *veterans* and *elites*
    1/2 total charge distance all others
DRM - Die Roll Modifier
EF - Enfilade Fire (*see rules*)
FIV - Final Impact Value
FCR - Fire Combat Results
FCRT - Fire Combat Results Table
FP - Firepower Points
FA - Fire Arc
H - A hit, Lose a figure(s) with a (+)MC
    1H - One Hit - Lose 1 figure, +2 MC
    2H - Two Hits - Lose 2 figure, +2 MC
    3H - Three Hits - Lose 3 figures, +3 MC
    4H - Four Hits - Lose 4 figures, +4 MC
IV - Impact value (see also **UIV**)
LB - Leadership Benefit
LCR - Leader's Command Radius
    4x leader's **LB** in inches
LRR - Leader's Reaction Radius
    2x leader's **LB** in inches
LOS - Line of Sight
LR - Long Range
MC - Morale Check
    1MC - MC with +1 to MMP
    2MC - MC with +2 to MMP
ML - Muzzle Loading
MLC - Muzzle Loading Carbine
MM - Mixed Muskets
MMP - Modified Morale Point
MW - Mixed Weapons
NR - Normal Range
PZ - Primary Zone
PBF - Point Blank Fire
R/M - Rifle-Musket
RR - Remington Rifles
SBM - Smoothbore Muskets
Skrmsh - Skirmishers (1/2FP & 1 less die)
Skrmsh/SS - Skirmishing sharpshooters
    (1/2 FP) (if also *elite*: +1 DRM)
SMM - Situational Morale Modifier
SRDR - Surrender
SR - Short Range
SS - Sharpshooters
UIV - Unit Impact Value
Vet - Veteran Unit

10 MM FIRE TABLES

Combine Fire - up to 16 figs/18 FP
Long Range - 2x normal range
Long Range - FP plus 1D6
Normal Range - as noted
Normal Range - FP plus 2D6
Short Range - Under one inch
Short Range - FP plus 3D6
Point Blank Fire - Against charge
Point Blank Fire (PBF) - FP + 4D6
Firer in Disorder - 1/2FP
Firer is Shaken - 1/2FP & 1 less die
Firer is Skrmsh - 1/2FP & 1 less die
Smoothbre Mskts - At PBF, +1 DRM
Firer is Elite/Green - +1/-1 DRM
Opening Volley = +2 DRM
Desperation Fire (DF) = FP + 1D6

10mm 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)	2	2	3	4	5	6	7	8
Smoothbre Muskets*	1	2	3	4	5	6	7	7
Mixed Muskets (MM)	2	2	3	4	5	5	6	6
Spncr/Hnry Rpt Rifles	3	3	4	6	7	9	10	11
Colt Revolving Rifles	2	3	4	5	6	8	9	10
Sharps B/L Rifles	3	3	4	5	6	7	8	9
Sharpshooter R/Ms	3	2	3	4	5	6	7	8
Old Flintlocks	1	1	2	3	3	4	4	5

Deliberate Fire +2 DRM, costs 2 actions
Combine Fire - up to 6 secs/18 FP
Long Range - 2x normal range
Long Range - FP plus 1D6
Normal Range - as noted
Normal Range - FP plus 2D6
Short Range - 1/2 normal range
Short Range - FP plus 3D6
Canister Range - 2 inches/1 inch PBF
Smoothbore Canistr - FP + 4D6/5D6
Rifled Arty Canister - FP + 3D6/4D6
Arty in Disorder - 1/2FP
Arty is Shaken - 1/2FP & 1 less die
Arty is Elite/Green - +1/-1 DRM
Arty Routs - Even rout roll, the guns are abandoned - odd roll guns leave

8 - 7
USA - CSA
FP - FP

One battery with three sections.
Impact Value (IV) = 1 per section
Elite/Vet- 1/2 move limber/unlimber

10mm ARTILLERY TYPES	Arty NR	ARTY FIREPOWER (FP) (US-CS)		
Smoothbore Battery	NR	1 sec	2 secs	3 secs
6 pounder gun	7	2 - 2	3 - 3	5 - 4
12 pounder Napoleon	8	3 - 3	5 - 4	8 - 7
12 pounder howitzer	6	3 - 3	5 - 4	8 - 7
24 pounder howitzer	7	4 - 4	7 - 6	11 - 10
Rifled Battery	NR	1 sec	2 secs	3 secs
10 pounder Parrott Rifle	13	3 - 3	5 - 4	8 - 7
3" Ordnance Rifle	12	3 - 3	6 - 5	9 - 8
14 pounder James Rifle	11	3 - 3	6 - 5	9 - 8
BL Whitworth Rifle	18	3 - 3	5 - 5	8 - 8
6 pounder, Wiard Rifle	11	2 - 2	4 - 4	6 - 5
20 pounder Parrott Rifle	14	4 - 4	7 - 6	11 - 10
30 pounder Parrott Rifle	16	5 - 5	8 - 7	12 - 11
Mixed Gun Battery	10	3 - 3	5 - 4	8 - 7
All Routed Artillery*	None	None	None	None

Combine Fire - up to 12 figs/14 FP
LR / NR / SR / DF - same as infantry
Shaken, Disorder, Skirmish - as inf

PBF = (only in charge or melee)
PBF = (FP plus pistol FP) + 4D6

If cavalry is *Elite / Trained / Green*
Then firer DRM is +2 / -1 / -2

Elite/Vet -1/2 move to mnt/dismnt
Trained/Green - 1 action mnt/dismnt

Dismounted opening volley +1 DRM
No mounted opening volley DRM

Cav Impact Value = 1 per figure

10mm 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	2,1	1	2	3	4	5	6	7
Shotguns (PBF only)	1/2	2	3	4	5	6	7	8
Repeating Carbines	1	3	4	5	6	7	8	9
Sharps BL Carbines	2	2	3	4	5	6	7	7
Other BL Carbines	1	2	3	4	5	5	6	6
ML Carbines	1	1	2	3	4	4	5	5
Pistols* (PBF only)	1/2	1	1	2	3	4	5	6

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	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.   **All Melees - FP + 5D6**

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.*

10 MM MOVEMENT TABLES

INFANTRY FORMATIONS	CMM	Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Battle Line	NC	NA	NA	5	4	3	2	1
Extended Line	+1	NA	NA	6	5	4	3	1
Skirmishers	+6	NA	NA	7	6	5	3	2
Attack Column	-2	NA	NA	6	5	4	3	2
Road Column	+2	10	8	7	6	5	3	2
Dis(2X) Disorder	+3	6	5	4	3	2	1	1
Shaken	+6	5	4	3	3	2	1	1
CB or Routed	SR	2D6	2D6	2D6	2D6	1D6	1D6	1D6

10mm INFANTRY MOVEMENT

10mm ARTILLERY TYPES	Arty NR	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
Smoothbore Battery	**NR**							
6 pounder gun	7	13 - 3	10 - 2	8 - 2	7 - 2	4 - 2	3 - 1	2 - 1
12 pounder Napoleon	8	12 - 2	8 - 2	7 - 2	6- 2	3 - 2	2 - 1	1 - 1
12 pounder howitzer	6	12 - 3	9 - 2	8 - 2	7 - 1	3 - 2	2 - 1	1 - 1
24 pounder howitzer	7	11 - 2	7 - 1	6 - 1	5 - 1	3 - 2	2 - 1	1 - 1
Rifled Battery	**NR**	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
10 pounder Parrott Rifle	13	13 - 3	10 - 2	8 - 2	7 - 2	3 - 2	2 - 1	1 - 1
3" Ordnance Rifle	12	13 - 3	10 - 2	8 - 2	7 - 2	4 - 2	3 - 1	2 - 1
14 pounder James Rifle	11	13 - 2	8 - 2	7 - 2	6 - 2	3 - 2	2 - 1	1 - 1
BL Whitworth Rifle	18	12 - 3	9 - 2	8 - 2	7 - 2	3 - 2	2 - 1	1 - 1
6 pounder, Wiard Rifle	11	13 - 3	10 - 2	8 - 2	7 - 2	3 - 2	2 - 1	1 - 1
20 pounder Parrott Rifle	14	11 - 2	7 - 1	6 - 1	5 - 1	3 - 2	2 - 1	1 - 1
30 pounder Parrott Rifle	16	9 - 1	6 - 1	5 - 1	4 -1	2 - 2	2 - 1	0 - 0
Mixed Gun Battery	10	13 - 2	8 - 2	7 - 2	6 - 2	3 - 2	2 - 1	1 - 1
All Routed Artillery*	None	3D6	2D6	2D6	2D6	1D6	2 inches	Abandn

10mm ARTILLERY MOVEMENT, limbered - unlimbered

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

10mm CAVALRY MOVEMENT (mtd-dismtd)

Beneficial Target DRMs	Use The Best Two From arty fire/other fire	Detrimental Target DRMs	Use The Worst Two From arty fire/other fire
*No fire/morale cover benefits if charging		* Enfilade Fires	
*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	

15 MM FIRE TABLES

15mm 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)	3	2	3	4	5	6	7	8
Smoothbre Muskets*	2	2	3	4	5	6	7	7
Mixed Muskets (MM)	3	2	3	4	5	5	6	6
Spncr/Hnry Rpt Rifles	5	3	4	6	7	9	10	11
Colt Revolving Rifles	3	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
Old Flintlocks	2	1	2	3	3	4	4	5

15mm ARTILLERY TYPES	Arty NR	ARTY FIREPOWER (FP) (US-CS)		
Smoothbore Battery		1 sec	2 secs	3 secs
6 pounder gun	10	2 - 2	3 - 3	5 - 4
12 pounder Napoleon	13	3 - 3	5 - 4	8 - 7
12 pounder howitzer	10	3 - 3	5 - 4	8 - 7
24 pounder howitzer	12	4 - 4	7 - 6	11 - 10
Rifled Battery	NR	1 sec	2 secs	3 secs
10 pounder Parrott Rifle	18	3 - 3	5 - 4	8 - 7
3" Ordnance Rifle	17	3 - 3	6 - 5	9 - 8
14 pounder James Rifle	16	3 - 3	6 - 5	9 - 8
BL Whitworth Rifle	26	3 - 3	5 - 5	8 - 8
6 pounder, Wiard Rifle	14	2 - 2	4 - 4	6 - 5
20 pounder Parrott Rifle	20	4 - 4	7 - 6	11 - 10
30 pounder Parrott Rifle	22	5 - 5	8 - 7	12 - 11
Mixed Gun Battery	14	3 - 3	5 - 4	8 - 7
All Routed Artillery*	None	None	None	None

15mm 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	3,2	1	2	3	4	5	6	7
Shotguns (PBF only)	1	2	3	4	5	6	7	8
Repeating Carbines	2	3	4	5	6	7	8	9
Sharps BL Carbines	3	2	3	4	5	6	7	7
Other BL Carbines	2	2	3	4	5	5	6	6
ML Carbines	1	1	2	3	4	4	5	5
Pistols*(PBF only)	1/2	1	1	2	3	4	5	6

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	1MC	2MC	2MC✚	1H	1H	1H	2H	2H	2H	3H	3H	4H	4H
ARTILLERY FIRE		MC	MC	MC	1MC	1MC	1MC	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.   **All Melees - FP + 5D6**

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.*

15 MM MOVEMENT TABLES

INFANTRY FORMATIONS	CMM	15mm INFANTRY MOVEMENT						
		Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Battle Line	NC	NA	NA	6	5	4	2	1
Extended Line	+1	NA	NA	7	6	5	3	1
Skirmishers	+6	NA	NA	9	7	6	4	3
Attack Column	-2	NA	NA	7	6	5	3	2
Road Column	+2	13	11	9	7	6	4	2
Dis(2X) Disorder	+3	6	5	4	3	2	1	1
Shaken	+6	5	4	3	3	2	1	1
CB1/2 - Routed	SR	2D6	2D6	2D6	2D6	1D6	1D6	1D6

15mm ARTILLERY TYPES	15mm ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
6 pounder gun	16 - 4	13 - 3	11 - 3	9 - 3	6 - 2	4 - 1	2 - 1
12 pounder Napoleon	14 - 3	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
12 pounder howitzer	15 - 3	12 - 2	10 - 2	8 - 1	6 - 1	4 - 1	3 - 1
24 pounder howitzer	14 - 2	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
Rifled Battery	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
10 pounder Parrott Rifle	14 - 3	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
3" Ordnance Rifle	15 - 4	11 - 3	11 - 2	9 - 2	6 - 2	4 - 1	2 - 1
14 pounder James Rifle	14 - 2	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
BL Whitworth Rifle	15 - 4	11 - 2	11 - 2	9 - 2	6 - 2	4 - 1	2 - 1
6 pounder, Wiard Rifle	16 - 4	13 - 3	11 - 3	9 - 3	6 - 2	4 - 1	2 - 1
20 pounder Parrott Rifle	13 - 2	10 - 1	7 - 1	6 - 1	4 - 1	2 - 1	1 - 0
30 pounder Parrott Rifle	10 - 1	7 - 1	5 - 1	4 -1	3 - 1	1 - 0	0 - 0
Mixed Gun Battery	14 - 2	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
All Routed Artillery*	3D6	2D6	2D6	2D6	1D6	2 inches	Abandn

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

Beneficial Target DRMs	Use The Best Two	Detrimental Target DRMs	Use The Worst Two
*No fire/morale cover benefits if charging	From arty fire/other fire	* Enfilade Fires	From arty fire/other fire
*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	

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25 MM FIRE TABLES

Infantry Fire Notes

Combine Fire - up to 16 figs/18 FP
Long Range - 2x normal range
Long Range - FP plus 1D6
Normal Range - as noted
Normal Range - FP plus 2D6
Short Range - Under two inches
Short Range - FP plus 3D6
Point Blank Fire - Against charge
Point Blank Fire (PBF) - FP + 4D6
Firer in Disorder - 1/2FP
Firer is Shaken - 1/2FP & 1 less die
Firer is Skrmsh - 1/2FP & 1 less die
Smoothbre Mskts - At PBF, +1 DRM
Firer is Elite/Green - +1/-1 DRM
Opening Volley = +2 DRM
Desperation Fire (DF) = FP + 1D6

25mm INFANTRY WEAPONS	Inf NR	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	6	3	4	6	7	9	10	11
Colt Revolving Rifles	4	3	4	5	6	8	9	10
Sharps B/L Rifles	7	3	4	5	6	7	8	9
Sharpshooter R/Ms	5	2	3	4	5	6	7	8
Old Flintlocks	3	1	2	3	3	4	4	5

Artillery Fire Notes

Deliberate Fire +2 DRM, costs 2 actions
Combine Fire - up to 6 secs/18 FP
Long Range - 2x normal range
Long Range - FP plus 1D6
Normal Range - as noted
Normal Range - FP plus 2D6
Short Range - 1/2 normal range
Short Range - FP plus 3D6
Canister Range - 4 inches/1 inch PBF
Smoothbore Canistr - FP + 4D6/5D6
Rifled Arty Canister - FP + 3D6/4D6
Arty in Disorder - 1/2FP
Arty is Shaken - 1/2FP & 1 less die
Arty is Elite/Green - +1/-1 DRM
Arty Routs - Even rout roll, the guns are abandoned - odd roll guns leave

8 - 7
USA - CSA
FP - FP

One battery with three sections.
Impact Value (IV) = 1 per section
Elite/Vet- 1/2 move limber/unlimber

25mm ARTILLERY TYPES	Arty NR	1 sec	2 secs	3 secs
Smoothbore Battery		ARTY FIREPOWER (FP) (US-CS)		
6 pounder gun	13	2 - 2	3 - 3	5 - 4
12 pounder Napoleon	17	3 - 3	5 - 4	8 - 7
12 pounder howitzer	13	3 - 3	5 - 4	8 - 7
24 pounder howitzer	15	4 - 4	7 - 6	11 - 10
Rifled Battery	NR	1 sec	2 secs	3 secs
10 pounder Parrott Rifle	23	3 - 3	5 - 4	8 - 7
3" Ordnance Rifle	22	3 - 3	6 - 5	9 - 8
14 pounder James Rifle	21	3 - 3	6 - 5	9 - 8
BL Whitworth Rifle	34	3 - 3	5 - 5	8 - 8
6 pounder, Wiard Rifle	18	2 - 2	4 - 4	6 - 5
20 pounder Parrott Rifle	26	4 - 4	7 - 6	11 - 10
30 pounder Parrott Rifle	28	5 - 5	8 - 7	12 - 11
Mixed Gun Battery	18	3 - 3	5 - 4	8 - 7
All Routed Artillery*	None	None	None	None

Cavalry Fire Notes

Combine Fire - up to 12 figs/14 FP
LR / NR / SR / DF - same as infantry
Shaken, Disorder, Skirmish - as inf

PBF = (only in charge or melee)
PBF = (FP plus pistol FP) + 4D6

If cavalry is *Elite / Trained / Green*
Then firer DRM is +2 / -1 / -2

Elite/Vet -1/2 move to mnt/dismnt
Trained/Green - 1 action mnt/dismnt

Dismounted opening volley +1 DRM
No mounted opening volley DRM

Cav Impact Value = 1 per figure

25mm CAVALRY WEAPONS	Cav NR	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs
		Dismounted FP / Mounted FP (PBF only)						
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	4	5	5
Pistols*(PBF only)	1	1	1	2	3	4	5	6

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	1MC	2MC	2MC+	1H	1H	1H	2H	2H	2H	3H	3H	4H	4H
ARTILLERY FIRE		MC	MC	MC	1MC	1MC	1MC	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.   **All Melees - FP + 5D6**

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.*

25 MM MOVEMENT TABLES

INFANTRY FORMATIONS	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
Dis(2X) Disorder	+3	8	7	6	5	4	2	1
Shaken	+6	7	6	5	4	3	2	1
CB1/2 - Routed	SR	2D6	2D6	2D6	2D6	1D6	1D6	1D6

25mm INFANTRY MOVEMENT

25mm ARTILLERY TYPES	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
Smoothbore Battery							
6 pounder gun	20 - 5	17 - 4	14 - 4	12 - 3	8 - 2	5 - 1	3 - 1
12 pounder Napoleon	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	2 - 1
12 pounder howitzer	19 - 3	16 - 3	13 - 3	11 - 2	8 - 2	5 - 1	3 - 1
24 pounder howitzer	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1
Rifled Battery							
10 pounder Parrott Rifle	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1
3" Ordnance Rifle	19 - 4	14 - 3	14 - 3	12 - 2	8 - 2	5 - 1	2 - 1
14 pounder James Rifle	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1
BL Whitworth Rifle	19 - 4	14 - 3	14 - 3	12 - 2	8 - 2	5 - 1	2 - 1
6 pounder, Wiard Rifle	20 - 5	17 - 3	10 - 2	7 - 2	6 - 2	4 - 1	2 - 1
20 pounder Parrott Rifle	17 - 3	10 - 2	7 - 2	6 - 2	4 - 2	2 - 1	1 - 0
30 pounder Parrott Rifle	13 - 3	12 - 2	10 - 2	7 - 2	4 - 1	2 - 1	0 - 0
Mixed Gun Battery	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1
All Routed Artillery*	4D6	3D6	3D6	2D6	2D6	3 inches	Abandn

25mm ARTILLERY MOVEMENT, limbered - unlimbered

CAVALRY FORMATIONS	CMM Mntd	CMM 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

25mm CAVALRY MOVEMENT (mtd-dismtd)

Beneficial Target DRMs	Use The Best Two From arty fire/other fire
*No fire/morale cover benefits if charging	
*Target is in light woods or orchards	0/-1 DRM
*Target is in heavy woods	-1/-2 DRM
*Target is in hasty/light/heavy works from **all fire**	-2/-3/-4 DRM
Target is behind wood fence, stone wall	0/-1,-2*DRM
*Target is in farms or villages (no other "good" **DRMs**)	-1/-3 DRM
When firing out of farms or villages, fire out with 1/2 FPs	
Target is unlimbered artillery	-3/-3 DRM
Target is infantry in extended line	-2/-1 DRM
Target is infantry skirmishers...*or 2+ inches behind*	-5/-3..-3/-2 DRM
Target is elite unit	- 1/-1 DRM
Target is dismounted cavalry..in line..skirmishers	-1/NC..-4/-2 DRM

Detrimental Target DRMs	Use The Worst Two From arty fire/other fire
* *Enfilade Fires*	
*All *Road* Columns from.......side fire (+2/+1)....front/rear fire (+3/+2) DRM
*All *Attack* Columns from......side fire (+2/+1)...front/rear fire (+3/+2) DRM
*All *Lines* from................partial flank (+2/+1).....full flank fire (+3/+2) DRM
Limbered Arty from..............side fire (+2/+1)...front/rear fire (+3/+2) DRM
Unlimbered Arty from... partial flank (+2/+1).....full flank fire (+3/+2) DRM
*No enfilade or flank fire **DRMs** at long range or from or at skirmishers*
Unlimbered arty target benefits not applicable against any enfilade fire
Target is any artillery, fired *on* by rifled artillery	+1 DRM
Target in *Disorder* (no enfilade fire against *disorder*)	+3/+2 DRM
Target is a *trained* unit...*green* unit	+1/+0....+2/+1 DRM
Mounted Cavalry...*not charging* ...*charging*	+5/+4....+4/+3 DRM

Across A Deadly Field - 10mm Regimental Game Scales

10mm *Ground Scale* = one inch equals approximately 100 to 120 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.

Basic Regimental Formations

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 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.
3. After one side has completed all *actions*, the other side now is active with two actions per unit, with the previous active units now reacting as above.

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: *No stand lost* *One stand lost* (3 stand units) *Last Stand*
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 all *morale checks* or *rally attempts*.
MMP = BMP + unit morale level + two best & two worst 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)
In any situation, a unit can never have an **MMP** better than "0" or worse than "12"

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 6 or more inches behind intervening friendly units...................................- 6
An infantry unit is charging / a mounted cavalry unit 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*
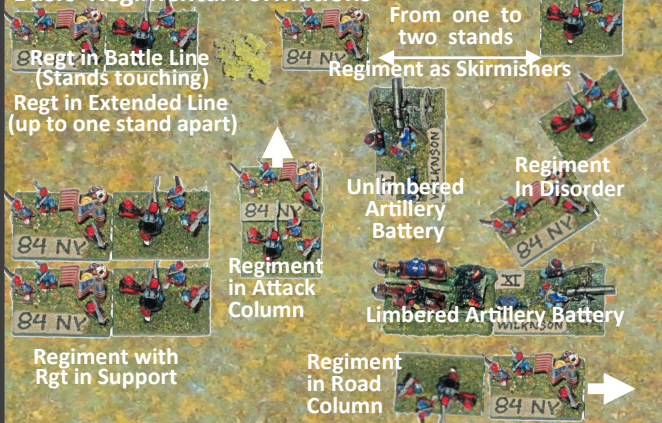
*Enfilade Fire   Morale Check from..... arty fire/other fire or rally attempts
*Unlimbrd Arty ....fire from side (**+2/+1**)...full flank (**+3/+2**)...rear (**+4/+3**)
*All colums & limbrd arty....side fire (**+2/+1**)...front fire (**+3/+2**)...rear (**+4/+3**)
*All lines.................from partial flank (**+2/+1**)...full flank (**+3/+2**)...rear (**+4/+3**)
  Unit is within *two inches* (*6/10mm figs, one inch*) of an enemy unit.......... **+1**
  Per each regiment or leader "eliminated" from the same brigade......**+1 (max +2)**
  Regiment is a *merged regiment* (*Use original* **BMP** *of best unit*) with a.............. **+2**
  Unit is charged by infantry/cavalry on partial flank: (**+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*****
Rolls exactly its **MMP** -- 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 and recover a figure or gun

*Unless routed, infantry, arty, and dismnted cavalry fall back in inches by what it failed by, mounted cavalry twice 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 immediate 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, IF 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 within one inch 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, 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 all 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**) *see rules*
   Win by 1: Attacker stops short. Roll **1D6** for distance in *half inches*. 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 reduce fall back distance by one inch, reduce figure loss by one, and morale level drop is limited to *shaken*.
5. 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.

10mm INFANTRY WEAPONS	Inf NR	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs	INFANTRY FORMATIONS	CMM	Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Rifle-Muskets (R/M)	2	2	3	4	5	6	7	8	Battle Line	NC	NA	NA	5	4	3	2	1
Smoothbre Muskets*	1	2	3	4	5	6	7	7	Extended Line	+1	NA	NA	6	5	4	3	1
Mixed Muskets (MM)	2	2	3	4	5	5	6	6	Skirmishers	+6	NA	NA	7	6	5	3	2
Spncr/Hnry Rpt Rifles	3	3	4	6	7	9	10	11	Attack Column	-2	NA	NA	6	5	4	3	2
Colt Revolving Rifles	2	3	4	5	6	8	9	10	Road Column	+2	10	8	7	6	5	3	2
Sharps B/L Rifles	3	3	4	5	6	7	8	9	Dis(2X) Disorder	+3	6	5	4	3	2	1	1
Sharpshooter R/Ms	3	2	3	4	5	6	7	8	Shaken	+6	5	4	3	2	1	1	1
Old Flintlocks	1	1	2	3	3	4	4	5	CB or Routed	SR	2D6	2D6	2D6	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 Muskets = +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	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* -- <u>in addition</u> 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 — From arty fire/other fire
No fire/morale cover benefits if charging
*Target is in light woods or orchards......................................**0/-1 DRM**
*Target is in heavy woods...-1/-2 DRM
*Target is in hasty/light/heavy works from *all fire*..........-2/-3/-4 DRM
Target is behind wood fence, stone wall.........................0/-1,-2*DRM
*Target is in farms or villages (<u>no other "good" DRMs</u>)......-1/-3 DRM
When firing out of farms or villages, fire out with 1/2 FPs
Target is unlimbered artillery..-3/-3 DRM
Target is infantry in extended line...................................... -2/-1 DRM
Target is infantry skirmishers...or 2+ inches behind ..-5/-3..-3/-2 DRM
Target is elite unit ....- 1/-1 DRM
Target is dismounted cavalry..in line..skirmishers..-1/NC..-4/-2 DRM

Detrimental Target DRMs — Use The Worst Two — From arty fire/other fire
Enfilade Fires
*All Road Columns from.......side fire (+2/+1)....front/rear fire (+3/+2) DRM
*All Attack Columns from......side fire (+2/+1)...front/rear fire (+3/+2) DRM
*All Lines from.................partial flank (+2/+1).....full flank fire (+3/+2) DRM
*Limbered Arty from...............side fire (+2/+1)...front/rear fire (+3/+2) DRM
*Unlimbered Arty from… partial flank (+2/+1).....full flank fire (+3/+2) DRM
No enfilade or flank fire DRMs at long range or from or at skirmishers
Unlimbered arty target benefits not applicable against any enfilade fire
Target is any artillery, fired <u>on</u> by rifled artillery................................+1 DRM
Target in Disorder (<u>no enfilade fire</u> against *disorder*)..................+3/+2 DRM
Target is a *trained* unit...*green* unit...............................+1/+0....+2/+1 DRM
Mounted Cavalry...not charging ...charging ....+5/+4....+4/+3 DRM

10mm ARTILLERY TYPES	Arty NR	1 sec	2 secs	3 secs	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
Smoothbore Battery											
6 pounder gun	7	2 - 2	3 - 3	5 - 4	13 - 3	10 - 2	8 - 2	7 - 2	4 - 2	3 - 1	2 - 1
12 pounder Napoleon	8	3 - 3	5 - 4	8 - 7	12 - 2	8 - 2	7 - 2	6- 2	3 - 2	2 - 1	1 - 1
12 pounder howitzer	6	3 - 3	5 - 4	8 - 7	12 - 3	9 - 2	8 - 2	7 - 1	3 - 2	2 - 1	1 - 1
24 pounder howitzer	7	4 - 4	7 - 6	11 - 10	11 - 2	7 - 1	6 - 1	5 - 1	3 - 2	2 - 1	1 - 1
Rifled Battery	NR	1 sec	2 secs	3 secs	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
10 pounder Parrott Rifle	13	3 - 3	5 - 4	8 - 7	13 - 3	10 - 2	8 - 2	7 - 2	3 - 2	2 - 1	1 - 1
3" Ordnance Rifle	12	3 - 3	6 - 5	9 - 8	13 - 3	10 - 2	8 - 2	7 - 2	4 - 2	3 - 1	2 - 1
14 pounder James Rifle	11	3 - 3	6 - 5	9 - 8	13 - 2	8 - 2	7 - 2	6 - 2	3 - 2	2 - 1	1 - 1
BL Whitworth Rifle	18	3 - 3	5 - 5	8 - 8	12 - 3	9 - 2	8 - 2	7 - 2	3 - 2	2 - 1	1 - 1
6 pounder, Wiard Rifle	11	2 - 2	4 - 4	6 - 5	13 - 3	10 - 2	8 - 2	7 - 2	3 - 2	2 - 1	1 - 1
20 pounder Parrott Rifle	14	4 - 4	7 - 6	11 - 10	11 - 2	7 - 1	6 - 1	5 - 1	3 - 2	2 - 1	1 - 1
30 pounder Parrott Rifle	16	5 - 5	8 - 7	12 - 11	9 - 1	6 - 1	5 - 1	4 -1	2 - 2	2 - 1	0 - 0
Mixed Gun Battery	10	3 - 3	5 - 4	8 - 7	13 - 2	8 - 2	7 - 2	6 - 2	3 - 2	2 - 1	1 - 1
All Routed Artillery*	None	None	None	None	3D6	2D6	2D6	2D6	1D6	2 inches	Abandn

Artillery Fire - Use arty **FPs** and add dice as indicated. Up to 3 good order adjacent batteries can combine up to **6 sections/18 FPs** 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**

10mm CAVALRY WEAPONS	Cav NR	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs	CAVALRY FORMATIONS	Mntd	Dmtd	Road	Trail	Open	Brokn	LtWds	HvWds	Rough
R/M, or Mixd Weapns	2,1	1	2	3	4	5	6	7	Cavalry Line	-1	+1	NA	NA	8 - 5	6 - 4	4 - 3	2 - 2	1 - 1
Shotguns (**PBF only**)	1/2	2	3	4	5	6	7	8	Skirmishing	+5	+6	NA	NA	10 - 7	9 - 6	7 - 5	5 - 3	3 - 2
Repeating Carbines	1	3	4	5	6	7	8	9	Double Line	-2	NC	NA	NA	9 - 5	7 - 4	5 - 3	3 - 2	1 - 1
Sharps BL Carbines	2	2	3	4	5	6	7	7	Ldr, Rd Column	+1	+3	14-9	12-8	10 - 7	8 - 5	6 - 4	4 - 3	2 - 2
Other BL Carbines	1	2	3	4	5	5	6	6	Dis(2X) Disorder	+2	+4	9 - 6	7 - 5	6 - 4	5 - 3	4 - 2	3 - 2	2 - 1
ML Carbines	1	1	2	3	4	4	5	5	Shaken	+5	+6	7 - 5	6 - 4	5 - 3	4 - 2	3 - 2	2 - 1	1 - 1
Pistols*(**PBF only**)	1/2	1	1	2	3	4	5	6	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 **dismnted** 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 inch   **Firer is Elite/Trained/Green** = +2 /-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** = as infantry
Firer in disorder =1/2 FP   **Firer is shaken** =1/2 FP and lose a die   PBF(only for a charge)   **Dismtd/Mtd Opening Volley** = +1 DRM/No DRM

Across A Deadly Field - 15mm Regimental Game Scales

15mm *Ground Scale* = one inch equals approximately 80 to 100 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.

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

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 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.
3. After one side has completed all *actions,* the other side now is active with two actions per unit, with the previous active units now reacting as above.

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: *No stand lost One stand lost (3 stand units) Last Stand*
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 all *morale checks* or *rally attempts.*
MMP = BMP + unit morale level + two best & two worst 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**)
In any situation, a unit can never have an **MMP** better than "0" or worse than "12"

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 6 or more inches behind intervening friendly units.................................**- 6**
An infantry unit is charging / a mounted cavalry unit 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 two inches (*6/10mm figs, one inch*) from an enemy unit..... **+1**
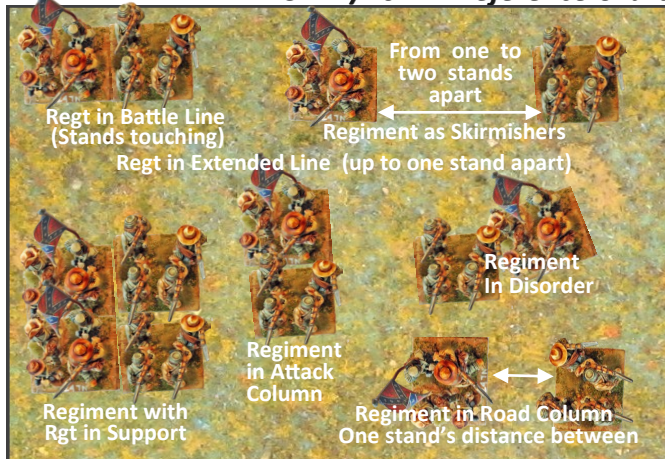 Per each regiment or leader "eliminated" from the same brigade......**+1 (max +2)**
 Regiment is a merged regiment (*Use original BMP of best unit)* with a.............. **+2**
 Unit is charged by infantry/cavalry on partial flank: (**+2/+3**)...full flank or rear: (**+4/+6**)

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*
Rolls exactly its **MMP** -- 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 and recover a figure or gun

*Unless routed, infantry, arty, and dismnted cavalry fall back in inches by what it failed by, mounted cavalry twice 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 immediate 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, IF 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 within one inch 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, 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 all 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**) *see rules.*
   Win by 1: Attacker stops short. Roll **1D6** for distance in *half inches.* 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 reduce fall back distance by one inch, reduce figure loss by one, and morale level drop is limited to *shaken.*
5. 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.

15mm INFANTRY WEAPONS	Inf NR	\multicolumn{7}{c}{Firepower Points (FP)}	INFANTRY FORMATIONS	CMM	\multicolumn{7}{c}{15mm INFANTRY MOVEMENT}
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs			Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Rifle-Muskets (R/M)	3	2	3	4	5	6	7	8	Battle Line	NC	NA	NA	6	5	4	2	1
Smoothbre Muskets*	2	2	3	4	5	6	7	7	Extended Line	+1	NA	NA	7	6	5	3	1
Mixed Muskets (MM)	2	2	3	4	5	5	6	6	Skirmishers	+6	NA	NA	9	7	6	4	3
Spncr/Hnry Rpt Rifles	5	3	4	6	7	9	10	11	Attack Column	-2	NA	NA	7	6	5	3	2
Colt Revolving Rifles	3	4	5	6	8	9	10	Road Column	+2	13	11	9	7	6	4	2
Sharps B/L Rifles	5	3	4	5	6	7	8	9	Dis(2X) Disorder	+3	6	5	4	3	2	1	1
Sharpshooter R/Ms	4	2	3	4	5	6	7	8	Shaken	+6	5	4	3	3	2	1	1
Old Flintlocks	2	1	2	3	3	4	4	5	CB1/2 - Routed	SR	2D6	2D6	2D6	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 Muskets** = +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	\multicolumn{3}{l}{1 FIG = 60 MEN}		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	\multicolumn{3}{l}{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* -- <u>in addition</u> 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 From arty fire/other fire	Detrimental Target DRMs	Use The Worst Two From arty fire/other fire
*No fire/morale cover benefits if charging		* *Enfilade Fires*	
*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	

15mm ARTILLERY TYPES	Arty NR	\multicolumn{3}{c}{ARTY FIREPOWER (FP) (US-CS)}	\multicolumn{7}{c}{15mm 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	10	2 - 2	3 - 3	5 - 4	16 - 4	13 - 3	11 - 3	9 - 3	6 - 2	4 - 1	2 - 1
12 pounder Napoleon	13	3 - 3	5 - 4	8 - 7	14 - 3	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
12 pounder howitzer	10	3 - 3	5 - 4	8 - 7	15 - 3	12 - 2	10 - 2	8 - 1	6 - 1	4 - 1	3 - 1
24 pounder howitzer	12	4 - 4	7 - 6	11 - 10	14 - 2	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
Rifled Battery	**NR**	1 sec	2 secs	3 secs	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
10 pounder Parrott Rifle	18	3 - 3	5 - 4	8 - 7	14 - 3	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
3" Ordnance Rifle	17	3 - 3	6 - 5	9 - 8	15 - 4	11 - 3	11 - 2	9 - 2	6 - 2	4 - 1	2 - 1
14 pounder James Rifle	16	3 - 3	6 - 5	9 - 8	14 - 2	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
BL Whitworth Rifle	26	3 - 3	5 - 5	8 - 8	15 - 4	11 - 2	11 - 2	9 - 2	6 - 2	4 - 1	2 - 1
6 pounder, Wiard Rifle	14	2 - 2	4 - 4	6 - 5	16 - 4	13 - 3	11 - 3	9 - 3	6 - 2	4 - 1	2 - 1
20 pounder Parrott Rifle	20	4 - 4	7 - 6	11 - 10	13 - 2	10 - 1	7 - 1	6 - 1	4 - 1	2 - 1	1 - 0
30 pounder Parrott Rifle	22	5 - 5	8 - 7	12 - 11	10 - 1	7 - 1	5 - 1	4 - 1	3 - 1	1 - 0	0 - 0
Mixed Gun Battery	14	3 - 3	5 - 4	8 - 7	14 - 2	10 - 3	9 - 2	8 - 2	5 - 1	3 - 1	2 - 1
All Routed Artillery*	**None**	None	None	None	3D6	2D6	2D6	2D6	1D6	2 inches	Abandn

Artillery Fire - Use arty **FPs** and add dice as indicated. Up to 3 good order adjacent batteries can combine up to **6 sections/18 FPs** 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/I 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**

15mm CAVALRY WEAPONS	Cav NR	\multicolumn{7}{c}{Dismounted FP - Mounted FP (PBF only)}	CAVALRY FORMATIONS	\multicolumn{2}{c}{CMM}	\multicolumn{7}{c}{15mm CAVALRY MOVEMENT (Mntd-Dmtd)}
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs		Mntd	Dmtd	Road	Trail	Open	Brokn	LtWds	HvWds	Rough
R/M, or Mixd Weapns	3,2	1	2	3	4	5	6	7	Cavalry Line	-1	+1	NA	NA	10 - 6	8 - 5	6 - 4	4 - 3	1 - 1
Shotguns (**PBF only**)	1	2	3	4	5	6	7	8	Skirmishing	+5	+6	NA	NA	14 - 8	12 - 6	9 - 6	7 - 4	3 - 2
Repeating Carbines	2	3	4	5	6	7	8	9	Double Line	-2	NC	NA	NA	11 - 7	9 - 6	5 - 4	4 - 3	1 - 1
Sharps BL Carbines	3	2	3	4	5	6	7	7	Ldr, Rd Column	+1	+3	16 -7	13-6	10 - 5	8 - 5	6 - 4	4 - 3	2 - 2
Other BL Carbines	2	2	3	4	5	5	6	6	Dis(2X) Disorder	+2	+4	10 - 6	8 - 5	6 - 4	5 - 3	4 - 2	3 - 2	2 - 1
ML Carbines	1	1	2	3	4	4	5	5	Shaken	+5	+6	8 - 5	6 - 4	5 - 3	4 - 2	3 - 2	2 - 1	1 - 1
Pistols*(**PBF only**)	1/2	1	1	2	3	4	5	6	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 *dismnted* 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 inch   **Firer is Elite/Trained/Green = +2 /-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** = as infantry
Firer in disorder =1/2 FP   **Firer is shaken** =1/2 FP and lose a die   **PBF** *(only for a charge)*   **Dismtd/Mtd Opening Volley** = +1 DRM/No DRM

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.

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

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 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.
3. After one side has completed all *actions,* the other side now is active with two actions per unit, with the previous active units now reacting as above.

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: *No stand lost   One stand lost* (3 stand units)   *Last Stand*
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 all *morale checks* or *rally attempts*.
MMP = BMP + unit morale level + two best & two worst 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**)
In any situation, a unit can never have an **MMP** better than "0" or worse than "12"

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

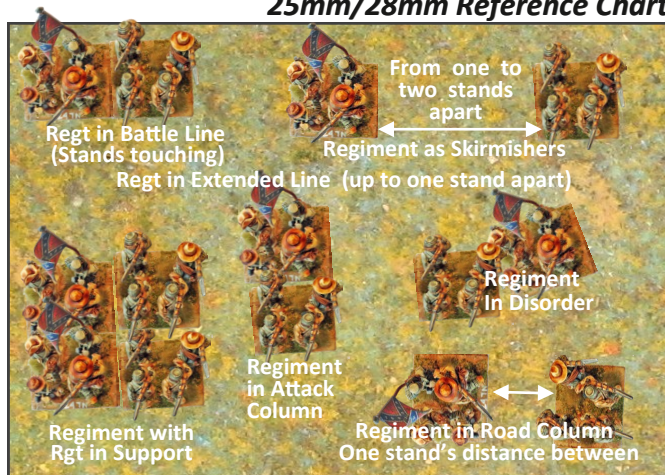|	
If unit is adjacent (1/2 inch) to a leader	leader's **LB**
Unit is behind: hasty works / light works / heavy works	**-1/-2/-4**
Unit is 9 or more inches behind intervening friendly units	**- 6**
An infantry unit is charging / a mounted cavalry unit is charging	**-1 / -2**
Unit is in or directly behind *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 two inches (6/*10mm figs, one inch*) of an enemy unit	**+1**
Per each regiment or leader "eliminated" from the same brigade	**+1 (max +2)**
Regiment is a merged regiment (*Use original **BMP** of best unit*) with a	**+2**
Unit is charged by infantry/cavalry on partial flank (**+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*
Rolls exactly its **MMP** -- 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 and 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 immediate 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, IF 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 within one inch 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, 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 all 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**) *see rules*
   Win by 1: Attacker stops short. Roll **1D6** for distance in *full inches*. 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 reduce fall back distance by one inch, reduce figure loss by one, and morale level drop is limited to *shaken.*

5. 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.

25mm Infantry Weapons — Firepower Points (FP)

25mm INFANTRY WEAPONS	Inf NR	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
Smoothbore Muskets*	3	2	3	4	5	6	7	7
Mixed Muskets (MM)	4	2	3	4	5	5	6	6
Spncr/Hnry Rpt Rifles	6	3	4	6	7	9	10	11
Colt Revolving Rifles	4	3	4	5	6	8	9	10
Sharps B/L Rifles	7	3	4	5	6	7	8	9
Sharpshooter R/Ms	5	2	3	4	5	6	7	8
Old Flintlocks	3	1	2	3	3	4	4	5

25mm Infantry Movement

INFANTRY FORMATIONS	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
Dis(2X) Disorder	+3	8	7	6	5	4	2	1
Shaken	+6	7	6	5	4	3	2	1
CB1/2 - Routed	SR	2D6	2D6	2D6	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 Muskets = +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	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 (From arty fire/other fire)

*No fire/morale cover benefits if charging
*Target is in light woods or orchards....................................0/-1 DRM
*Target is in heavy woods..-1/-2 DRM
*Target is in hasty/light/heavy works from all fire..........-2/-3/-4 DRM
Target is behind wood fence, stone wall.......................0/-1,-2*DRM
*Target is in farms or villages (no other "good" DRMs).......-1/-3 DRM
    When firing out of farms or villages, fire out with 1/2 FPs
Target is unlimbered artillery...-3/-3 DRM
Target is infantry in extended line .... -2/-1 DRM
Target is infantry skirmishers...or 2+ inches behind ..-5/-3..-3/-2 DRM
Target is elite unit ....- 1/-1 DRM
Target is dismounted cavalry..in line..skirmishers..-1/NC..-4/-2 DRM

Detrimental Target DRMs — Use The Worst Two (From arty fire/other fire)

* *Enfilade Fires*
*All Road Columns from.......side fire (+2/+1)....front/rear fire (+3/+2) DRM
*All Attack Columns from......side fire (+2/+1)...front/rear fire (+3/+2) DRM
*All Lines from................partial flank (+2/+1).....full flank fire (+3/+2) DRM
*Limbered Arty from..............side fire (+2/+1)....front/rear fire (+3/+2) DRM
*Unlimbered Arty from... partial flank (+2/+1).....full flank fire (+3/+2) DRM
    *No enfilade or flank fire **DRMs** at long range or from or at skirmishers*
    Unlimbered arty target benefits not applicable against any enfilade fire
Target is any artillery, fired on by rifled artillery................................+1 DRM
Target in Disorder (no enfilade fire against disorder)................... +3/+2 DRM
Target is a trained unit...green unit..............................+1/+0....+2/+1 DRM
Mounted Cavalry...not charging...charging ....+5/+4....+4/+3 DRM

25mm Artillery Types — Arty Firepower (FP) (US-CS) & Movement (limbered - unlimbered)

25mm ARTILLERY TYPES	Arty 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
14 pounder James 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
6 pounder, Wiard 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 Gun Battery	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/I 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 — Dismounted FP / Mounted FP (PBF only)

25mm CAVALRY WEAPONS	Cav NR	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	4	5	5
Pistols*(PBF only)	1	1	1	2	3	4	5	6

25mm Cavalry Movement (mtd-dismtd)

CAVALRY FORMATIONS	Mntd CMM	Dmtd CMM	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 **dismnted** 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 inch   Firer is Elite/Trained/Green = +2 /-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 = as infantry
Firer in disorder =1/2 FP   **Firer is shaken** =1/2 FP and lose a die   PBF (only for a charge)   Dismtd/Mtd Opening Volley = +1 DRM/No DRM

GLOSSARY & CLARIFICATIONS

1D6, 2D6, 3D6 etc. – Number of six sided dice to be rolled.

Active Player- In one game turn, the player who currently is "active" and moving with 2 actions per unit or unit group per turn.

Adjacent – Supporting units or leaders are adjacent and may confer benefits if within a supporting distance of each other. "Adjacent" distance varies with terrain (*see rules*). A continuous chain of units, all within support of each other would be *contiguously adjacent*.

Attached Unit - A depleted unit "attached" to a full two stand unit. Its figures count for fire and impact value without the disorder penalty unless the two stand unit is itself disordered. The attached unit takes losses first. For any morale checks use the **MMP** of the two stand unit. Only one unit can be attached to a two stand unit and once attached a unit cannot be "detached."

Basic Morale Point (**BMP**) - A unit's morale with no situational modification. A unit can be *Elite* (**BMP=3**), *Veteran* (**BMP=4**), *Trained* (**BMP=5**), *Green* (**BMP=6**. A depleted, one stand unit has its **BMP** doubled. Artillery battery **BMP** is modified for each section loss with a **+3** per section lost.

Charge Bonus (**CB**) – Is a required charge movement bonus equal to half of a units routed move for the specific terrain. All charges eventually in disorder. *Elite* and *Veteran* units go into disorder at half of the **CB**. *Trained* and *Green* units go into disorder at half of the total charge distance (normal move plus **CB**)

Charge Impact Resolution (**CIR**) - After all defensive fires are completed, resolve final impact with a competitive **1D6** "dice down". After modification for number, morale, formation and support, high final total win (*See Final Impact Value* and *Charge Resolution).*

Charge Morale Modifier (**CMM**) - A formation specific morale modifier used for a defender's *pre-impact morale check* and as an **MMP** modifier for both the attacker and defender's **MMP** in the "dice down" for *Charge Impact Resolution*. The *net CMM* is the **CMM** difference between two opposing units in a charge or impact situation and is used for a defender's *pre-impact morale check.*

Command & Control (**C&C**) – Is determined at the start of the active turn for all units, *for that entire player turn*. If leaders are being used, C&C is determined immediately after leader movement. If a unit is outside any of its leader's command radius, it is defined as being out of C&C. However, a unit is not out of C&C if it is contiguously adjacent to a unit in its brigade that is in C&C. A unit out of C&C uses two actions for a movement or charge. All other actions, including fire, rallying and reforming still only cost a single action or reaction to perform.

Current Morale Level (**CML**): A unit's current morale. A unit can be in *good order*, *disorder*, *shaken* or *routed* (for details see rules).

Die Roll Modifier (**DRM**) - A modifier to a die roll, to improve or degrade a fire or morale die roll (see **DRM** – *Firer* and *Target*)

Deliberate Fire - Only for field artillery at normal or long range and costs the active battery or gun battalion two actions for a single fire with a firer benefit of **+2 DRM**. May not be used for a reaction fire.

Depleted Unit – Is a unit that is down to one stand and has its **BMP** doubled and is always in disorder. Artillery batteries do not become depleted, but have their **BMP** increased by **+3** for each section eliminated. Depleted units do not suffer the additional **+2 MMP** penalty, for being disordered.

Desperation Fire (**DF**) - A **1D6** fire done by an inactive "holding" unit that has already done its reaction for this turn and can only be done immediately after an enemy unit comes within one inch of it. If a six is rolled for the **DF**, the defender gets to roll a second **1D6** and adds that to the total. If different units come within one inch of that defender, the defender gets a **DF** against each of them. A unit cannot more than one **DF** against any one unit and a unit cannot do a **DF** against a unit that it has already "reaction fired" against.

Disengage (**Dis**) - To run away from the enemy with double a normal *disorder* move, either as an action or reaction and ends with the unit in one morale level worse than when they began. *All fires against a disengaging unit lose one die.*

Disorder - The unit has lost its internal cohesion and may be starting to waver. It has a target **DRM** detriment of **+3/+2** and morale level detriment of **+2,** takes an action or reaction to automatically reform and fires with **1/2 FPs**.

Disorder Point - In a charge, that point at which a unit goes into disorder, half the charge bonus for *elites* and *vets* and half the total charge distance for *trained* and *green*.

DRM – Firer – A **DRM** that is specific to the firer. All firer **DRMs** are cumulative. (*see appropriate unit chart for specifics.*)

DRM- Target – Target **DRMs** for the target can be beneficial or detrimental, with most of the detrimental effects being from *enfilade fire*. In any case, only the two best "beneficial" and the two worst "detrimental" applicable **target DRMs** are applied to the fire. Beyond the two best and two worst-- target **DRMs** are not cumulative. Target **DRMs** are often shown as from: **artillery fire** / **infantry fire.**

Eliminated Element – This is a regiment or leader that has been totally lost due to casualties or surrender. It worsens all the remaining regiments of that brigade by a **+1** to their **MMP** (max detriment of **+2** to **MMP** for elements eliminated). Merged or attached regiments are not considered to be eliminated until they are gone.

Enfilade Fire (**EF**) - Is fire delivered into the flank of a unit, down a line or through a column. Fire can be either partial or full enfilade, with full enfilade having highest casualties and worst morale penalties. There is no enfilade fire at long ranges or by or at skirmishers.

Fall Back – Is to move directly away from the enemy.

Final Impact Value (**FIV**) – Is the final "impact" total to see which side prevails in a *Charge Resolution* and is calculated as so:

FIV = **2D6** + (impact unit's # of figs) - (impacting unit's **MMP**)

The impact unit's **MMP** is modified by its **CMM** and any *Good/Bad Situational Morale Modifiers*. High *final impact value* total wins. A unit's **FIV** can never be less than zero.

Fire Combat Results (**FCR**) – Is the results of fire by a unit. It can be nothing, an morale check (**MC**, **1MC** or **2MC**) or a number of hits (**1H, 2H**, **3H**, or **4H)** which equals the number of figures or arty sections lost with a morale check with a, "+1, +2, +3, or +4" to its **MMP** equal to the number of hits – figures or sections lost.

Firepower Points (**FP**) – Is a relative rating of regiment's men and weapons in terms of combat firepower, the higher the **FP** the better. For most civil war rifle-musket regiments, one figure equals one **FP**.

Frontal or Fire Arc (**FA**) - A 45 degree area in front of a unit defining where a unit can fire and move. Movement outside of an infantry unit's *frontal arc* is always done completely in disorder unless proceeded by a wheel movement (costs half a movement action)

Holding Unit – Is a inactive unit waiting for a reaction opportunity.

Impact Value (**UIV or IV**) - See *Unit Impact Value*.

Interpenetration - To "move through" a friendly unit without disordering it, costing the moving unit one inch of movement.

Leadership Benefit (**LB**) – Is a relative rating of a commander's leadership ability from a "0" to a "+2". His **LBs** help movement and morale (but, not fire) for any unit he is attached to. A leader's **LB** morale benefit is over and above "best two" MMP benefits.

Leader Command Radius (**LCR**) – Is Four times a leader's **LB** in inches. A unit within one of its **LCRs** is in *command & control* (**C&C**) and one that is beyond it, is out of **C&C.**

Leader Reaction Radius (**LRR**) – Is twice a leader's **LB** in inches. Used for possible triggering a reaction of a "holding" or "non-active" unit that has no **LOS** on an active unit; but, is within a the **LRR** of a leader that does have an **LOS** on the *active unit*.

GLOSSARY & CLARIFICATIONS

Line of Sight (**LOS**) - Determines which units can see which units.

Melee - A rare instance of very intense hand-to-hand fighting following a charge impact that only occurs if the _Final Impact Value_ (**FIV**) is exactly equal for two opposing units or unit groups in _charge impact resolution._ In a melee, each side uses **FP + 5D6** and cavalry gets to add in their _pistol_ **FPs.**

Merged Unit - A two stand regiment made up of two depleted, one stand regiments of the same brigade. Consolidate losses on one stand. A merged unit may use all the infantry formations; but, suffers an additional **+2** penalty to its **MMP** for all morale checks or rally attempts. Once merged, units cannot be "unmerged".

Modified Morale Point (**MMP**) – Is when a unit's **BMP** is increased by its current _morale level – good order, disorder, shaken or routed – and its_ current tactical situation, both good or bad. To _pass_ a morale check, and not get any worse, a unit must roll equal to its **MMP.** To improve its morale, a unit must roll higher than its **MMP** during a _morale check_ or _rally attempt._

Morale Check (**MC**) - Also referred to as a **1MC** or **2MC.** To pass a morale check and not get any worse, a unit must roll with **2D6** equal or higher than its current **MMP**. A **1MC** or **2MC** is the same except with the **MMP** increased by +1 or +2 for this particular **MC** (_see also Rally Attempt_).

Morale Level - See "Current Morale level"

Muster Points (**MP**) - **ADF'**s point system for unit generation.

Net Charge Morale Modifier (_net_ **CMM**) - See **CMM**

Normal Range (**NR**) – Is the normal range of a unit's weapons, for more information (_see weapon ranges_).

Opening Volley (**OV**) -- Is an infantry or dismounted cavalry unit's first fire -- _one action or reaction_ -- of the game. Infantry gets **+2 DRM**, and dismounted cavalry gets a **+1 DRM.** There is no opening volley benefit for artillery or mounted cavalry.

Pass Through Fire - Area behind a target unit where a second or even a third unit can be hit. This is one inch for infantry or cavalry fire and two inches for artillery fire. _Pass through fire_ is resolved with one less dice then each successive target unit in front of it.

Pre-Impact Morale Check – The required morale check a unit defending against a charge must take <u>prior</u> to doing a point blank fire, close canister fire and _charge impact resolution_. This morale check uses all **MMP** modifiers <u>including</u> a unit's formation specific **CMM.**

Primary Zone - (**PZ**) Is the area directly in front of a firing unit. A unit must engage the closest unit in its **PZ** rather than firing on or charging a different unit. The **PZ** for all unit types **PZ** extends for 6", 9" or 12" with 10mm, 15mm, or 25mm figures respectively.

Point Blank Fire (**PBF**) – Is the most effective fire, almost always delivered by a "holding" unit at less than 50 yards or in a melee. _Point blank fire <u>reaction fire</u> against a charge can only be done after the defending unit has taken its pre-impact morale check._

Rally Attempt – Is an attempt to improve a _shaken_ or _routed_ unit's morale level. Costs one action or reaction and unit must roll higher than its **MMP** with **2D6** to improve -- if roll is equal to **MMP** there is no change. If a unit rolls less than the unit's **MMP,** that unit gets worse as with **MC.** For details consult _Morale Rules._

Reactive Player – The "non-active" player, also referred to as the "holding" player who is defending or simply "holding" his position waiting to for an opportunity to react or not, which is his choice after an active unit has fired or moved at least one inch.

Reaction – Is when the reactive player chooses to respond to an action from the active player. All _reacting, non-active_ or _holding_ units have <u>one</u> _reaction_ they can do following certain actions by the active player. The defending units may react _immediately_ <u>after</u> a visible enemy fire or <u>any time after</u> an active visible enemy unit has moved <u>one inch</u> with regular movement, a disengagement or a charge OR <u>any enemy action</u> within two inches.

Reforming – Is to reform from disorder and costs an _action_ or _reaction_, but does not require a _rally attempt_ die roll.

Routed -- The unit is in total panic and is fleeing the battlefield. It has a morale level detriment **+6** to its **MMP** and must roll equal or higher than its **MMP** to rally. If, for a rally attempt it rolls exactly its MMP, it gets neither better or worse. If it rolls less than its **MMP**, it losses a figure or, if artillery, a gun section.

Shaken -- The unit is in disorder and has lost internal cohesion as it becomes unsteady and is on the verge of routing. A shaken unit has a morale level detriment of **+4** and the unit must roll higher than its **MMP** to rally; if it rolls equal to its **MMP** it stays the same. A shaken unit cannot advance against the enemy or charge.

Situational Morale Modifier - A modifier to a unit's **MMP** due to its tactical situation. Use up to "_two best_" and "_two worst_" of each.

Skirmishers - A two stand infantry or cavalry unit separated by one to two stands distance. Skirmisher fire is with one less die and 1/2 figures and cannot cause enfilades. Skirmishers cannot be enfiladed. Skirmishers cannot charge, except against other skirmishers.

Supporting Units – For morale purposes, a unit is supported if it has one or more "adjacent" friendly units S_haken_ or _routed_ units cannot provide support; but, <u>disordered units</u> can. For each adjacent supporting unit a unit receives a **-1** to its **MMP,** up to a total maximum cumulative benefit of "-2" for being supported.

Surrender (**SRDR**) – If a routed it is impacted by a non-routed enemy unit, it surrenders and is removed from the game.

Tactical Competence Roll (**TCR**) - To roll with a **1D6** equal or higher than a unit's **BMP** to see if they accomplish a certain task.

Total Charge Distance - Normal movement plus charge bonus.

Unit Disintegration - When a _routed_ unit rolls a natural "2" it is assumed to have disintegrated and is removed from the game.

Unit Impact Value (**UIV or IV**) - A single _unit's impact value_ in charge resolution and is usually one figure or gun section equals "1" **UIV** or **IV**, with the **Final Impact Value** being the total **IVs** of the units in contact minus their **MMP**. No matter how bad the situation or its **MMP**, a unit's **FIV** may never be less than "0" (_Final Impact Value)._

Unit Group - A designated contiguous group of adjacent units of the same type that begins in the same formation and are all doing the same thing <u>for one or two consecutive actions or one reaction</u>. A holding unit may not react against a moving group until the whole group has moved one inch or completed one action.

Unit Morale Levels - A unit's _current morale_ condition and the attendant morale modifier to the unit's **BMP.** The four morale levels and their attendant "fear factor" are: _good order_ (**+0**), _disorder_ (**+1**), _shaken_ (**+2**), and _routed_ (**+4**).

Unit Quality - A unit can be _elite, veteran, trained_ or _green_ and is represented by the unit's **BMP** (see _Morale Levels_).

Weapon Ranges – All <u>artillery</u> batteries have a _normal range_ (**NR**) as noted on their chart, a _long range_ (**LR**) which is twice normal range, a _short range_ (**SR**) which is half normal range and both a long and short _canister range_ (**CR**). Long and short canister ranges are defined by the figure scale being used. Short canister range fire can only be done by a battery doing _reaction fire_ <u>against</u> a charge and <u>only after</u> the battery has taken its _pre-impact morale check._

Weapon Ranges – All <u>infantry and cavalry</u> weapons have a _normal range_ (**NR**) as noted on their chart, a _long range_ (**LR**) which is twice _normal range_, a _short range_ (**SR**) which is always under an inch. _Point blank fire_ (**PBF**) can _only_ be done as a _reaction fire_ against a charge and <u>only after</u> the defending unit has taken its _pre-impact morale check_. Cavalry **PBF** will also include pistol fire.

Wheel - Where one stand of a regiment pivots and the other stand moves to stay adjacent with it. A wheel is measured along the outside arc of the wheel. A wheel movement cannot only be done at as part of a charge action as all charges must go straight ahead.