

15 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 (N/A Green)
 Desperation Fire (DF) = FP + 1D6

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

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 - 3 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

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

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 / Vet / Trained / Green
 Then firer DRM is +2 / NC / -1 / -2
 Elite/Vet -1/2 move to mount/dismnt
 Trained/Green - 1 action mount/dismnt
 Dismounted opening volley = +1 DRM
 No mounted opening volley benefit
 Cav Impact Value = 1 per figure

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	2MG	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	15mm INFANTRY MOVEMENT							
	CMM	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

RULES SUMMARY - TURN OVERVIEW AND CHARGE ALL SCALES

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.

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

- 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. *Green units* make the whole charge in disorder; *trained units* disorder at 1/2 of total charge distance; *vets and elites* disorder at 1/2 of **CB**. *Charge versus Charge* meets halfway.
- 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 (**PBF**) or one inch 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.
- Defender's Pre-Impact Morale Check** -- When the charging unit is within one inch of the defender, he takes an immediate morale check. This must be done prior to any point blank fire (**PBF**) or Desperation Fire (**DF**)
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. For **FIV** calculations as shown below, the lead charging unit may count up to two 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 below results:
- Equal FIV: Infantry melee** - 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 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 attacker reduce fall back distance by one inch, reduce loss by one figure and morale level drop is limited to shaken.*
- All involved units are now in disorder.** If the attackers were the winners, they may advance in disorder, generally following the defender at up to one inch less than he fell back. If the attackers won, they may advance and impact a new enemy unit if desired, repeating the *Charge Impact Procedure*. However, if the defender was the winner, he does not advance, but continues to hold his position.

RULES SUMMARY - SCALE, MORALE & ABBREVIATIONS ALL SCALES

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).

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 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, -3 in charge
 Any applicable **leader benefit** - is over and above the "best two" restriction.....(**LB**)

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 1 inch (2 inches for 25mm) 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

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**

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
Skrms - Skirmishers (1/2FP & 1 less die)
Skrms/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