

ACROSS A DEADLY FIELD

25/28 mm FIRE TABLES

Combine Fire - up to 16 figures/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 Skirmish - 1/2FP & 1 less die
 Smoothbore 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	Firepower Points (FP)						
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs
Rifle-Muskets (R/M)	4	2	3	4	5	6	7	8
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	5	3	4	6	7	9	10	11
Colt Revolving Rifles	4	3	4	5	6	8	9	10
Sharps B/L Rifles	5	3	4	5	6	7	8	9
Sharpshooter R/Ms	5	2	3	4	5	6	7	8
Mixed/Rifle Flintlocks	4	1	2	3	4	5	5	6
Smoothbore Flintlocks*	3	1	2	3	3	4	4	5

Combine Fire - up to 6 sections/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 Canister - 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 - rout roll guns leave.



USA CSA
 FP FP
 8 - 7

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

25mm ARTILLERY TYPES	Arty NR	ARTY FIREPOWER (FP) (US-CS)		
Smoothbore Battery		1 sec	2 secs	3 secs
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		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
Any 12-14 pounder Rifle	21	3 - 3	6 - 5	9 - 8
BL Whitworth Rifle	34	3 - 3	5 - 5	8 - 8
Any 6 pounder 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 Guns (1862)	15	2 - 2	4 - 3	7 - 6
Mixed Guns (1863)	18	3 - 3	5 - 4	8 - 7
All Routed Artillery*	None	None	None	None

Combine Fire - up to 12 figures/14 FP
 LR / NR / SR / DF - as infantry
 Shaken, Disorder, Skirmish - as inf
 PBF = (only in charge or melee)
 PBF = (FP+4D6) OR (Pistol FP+5D6)
 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	Dismounted FP / Mounted FP (PBF only)						
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs
R/M, or Mixd Weapns	4,3	1	2	3	4	5	6	7
Shotguns (PBF only)	1	2	3	4	5	6	7	8
Repeating Carbines	3	2	3	4	5	6	7	8
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	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	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.

ACROSS A DEADLY FIELD

25/28 mm MOVEMENT TABLES

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

25mm ARTILLERY TYPES	25mm ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
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	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
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
Any 12-14 pounder 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
Any 6 pounder 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 Guns (1862)	19 - 4	14 - 4	13 - 3	11 - 3	8 - 2	5 - 1	3 - 1
Mixed Guns (1863)	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

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

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	

ADF - RULES SUMMARY - TURN OVERVIEW AND CHARGE

FOR 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.

1. **Both sides move leaders** and declare if any leaders are being attached to a unit. Check units for *Command & Control* distances.
2. **The active units** or designated active unit groups can perform any two consecutive actions. They can fire and/or move, fire twice, move twice, charge, reform from disorder, change formation, or attempt to rally. If routed, they must run with their first action and then try to rally with their second. *Elite*, *veteran* or *trained units* may change formation by using half of their movement. *Green units* take one full action or full reaction to change formation, limber/unlimber or mount/dismount.
3. 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, a unit 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.
4. During any portion of a player turn, all morale checks must be taken as soon as required and with immediate results.
5. *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. If he is killed, any attached or adjacent unit must also check morale.
6. 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 with the same active options as detailed as above.

Active and Reactive Unit Groups

The active player can designate any adjacent and/or contiguous units, in the same formation as a *unit group* and declare 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 consecutive declared actions. If enemy fire breaks up the declared *unit group*, the remaining members of the group will close up and continue the previously declared actions. If a leader is attached to a moving *unit group* all members may use his **LB** as extra movement. However, only the specific units that the leader is actually adjacent to are entitled to a morale benefit from the leader's **LB**.

The reacting player can declare any adjacent and/or contiguous units 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) use one action and has a required *charge bonus* (**CB**) roll of half of a routed movement. *Green units* do the whole charge in disorder. *Trained and veteran units* go into disorder at half of their total charge distance. *Elites* units go into disorder at half of their **CB**. Countercharges meet in overlap area.
2. **Resolve any enemy reaction fire against the charging units** -- 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 charged by different units. Note that only against a charge, if the defender wants to do his *reaction fire* as a *point blank fire* (**PBF**) or one inch artillery *close canister fire* he must first do **Step 3**, the *defender's pre-impact "fear-of-charge" morale check* -- likewise, for any **DF** against a new unit. A defender can only fire once -- *reaction fire* or **DF** -- against any one unit.
3. **Defender's pre-impact "fear of charge" morale check** -- When the charging unit is within one inch of the defender, he takes an immediate “*fear-of-charge*” morale check. This is done prior to any *point blank fire* (**PBF**) or *desperation fire* (**DF**)
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. For **FIV** calculations as shown below, both lead charging units may count up to three contiguous and/or adjacent units for support (*up -3 max to MMP in a charge*).
5. **FIV = 2D6 + (lead impact unit's # of figs) - (lead impact unit's MMP)** **High total FIV wins with below results:**
6. **Equal FIV: Infantry melee** - Both sides are in contact and do a simultaneous “melee fire” using (**FPs + 5D6**) see rules.
Either Side Wins by 1: Attacker stops short. Roll 1D6 for distance in half inches. Both sides fire a “no cost” volley at that range.
Wins by 2 through 4: All losing units fall back that many inches* and all losing units lose one* figure and are in *disorder*.
Wins by 5 through 7: All losing units fall back that many inches* and all losing units lose two* figures and are *shaken*.
Wins by 8 through 11: All losing units fall back that many inches* and all losing units lose three* figures and are *routed*.
Wins 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.*
7. **Immediately following charge resolution, all involved attacking or defending 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 *in disorder* 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 original position.

ADF - RULES SUMMARY - SCALE, MORALE & ABBREVIATIONS

FOR 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 Figure* = 60 men, *One Cavalry Figure* = 30 men
One Gun = one battery with each crew figure equaling one section of artillery.

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 of Unit*
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), *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 or units are adjacent (*within supporting 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

Non-moving unit is directly behind wood fence /stone wall ...(*N/A from artillery fire*)..... -1

Unit is supported by adjacent *non-shaken* unit(s).....(- 1 per unit).... - 2 max, -3 max in charge

Any applicable leader benefit (**LB**) *is over and above the “best two” restriction*.....(Leader's **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*

***Unlimbered Arty**.....fire from side (+2/+1).....full flank (+3/+2)....from rear (+4/+3)

***All columns & limbered arty**...side fire (+2/+1)....front fire (+3/+2)....from rear (+4/+3)

***All lines**.....from partial flank (+2/+1).....full flank (+3/+2)....from rear (+4/+3)

Unit is within 1 inch of non-shaken, non-skirmishing 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 the best unit*) +2

Unit is charged by *infantry/mntd cavalry* on *partial flank*: (+2/+3)....on *full flank or rear*: (+4/+6)

When Is 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 that 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, “*fear if charge*” check prior to *Impact Resolution* 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 and result 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”-- Go to *Good Order* and recover a figure or gun

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

Tactical Competence Test - To pass, roll **1D6**, must equal or be higher than current BMP.

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 rifle or carbine

BLC - Breechloading Carbines

CB - Charge Bonus (1/2 of routed move)

CMM - Charge Morale Modifier

CR - Canister Range (3 inches/1 inch **PBF**)

CRR - Colt Revolving Rifles

C & C - Command& Control

CML - Current Morale Level

DF - Desperation Fire (**FP** + 1D6) *see rules*

Dis - Disengage (2x disorder move)

DP - Disorder Point in a charge

Elites and Vets - 1/2 of the rolled **CB**

Trained Units - 1/2 total charge distance

Green units -- whole charge in disorder.

DRM - Die Roll Modifier

EF - Enfilade Fire (*see rules*)

FIV - Final Impact Value (*see impact rules*)

FCR - Fire Combat Results

FCR/MC - FCR/Morale Check

FCRT - Fire Combat Results Table

FP - Firepower Points (If **R/M**, 1 fig is 1 **FP**)

FA - Fire Arc (45 degrees off front)

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 (6x for 25mm)

LRR - Leader's Reaction Radius

2x leader's **LB** in inches (3x for 25mm)

LOS - Line of Sight

LR - Long Range (2X *normal range*)

MC - Morale Check

1MC is a **MC** with +1 to **MMP**

2MC is a **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 (*directly in unit's front*)

PBF - Point Blank Fire (*only against charge*)

R/M - Rifle-Musket (1 fig equals 1 **FP**)

SS R/M - Sharpshooter Rifle-Musket

SBM - Smoothbore Muskets (+1 at **PBF**)

SkrmsH - Skirmishers (1/2**FP** & 1 less die)

SkrmsH/SS - Skirmishing sharpshooters

(1/2 **FP**) (if also *elite*: +1 **DRM**)

SMM - Situational Morale Modifier

SRDR - Surrender (*Unit is removed*)

SR - Short Range (*one inch for infantry*)

SS - Sharpshooters

TCT - Tactical Competence Test (1D6)

Trn - Trained Unit

UIV - Unit Impact Value

Vet - Veteran Unit