

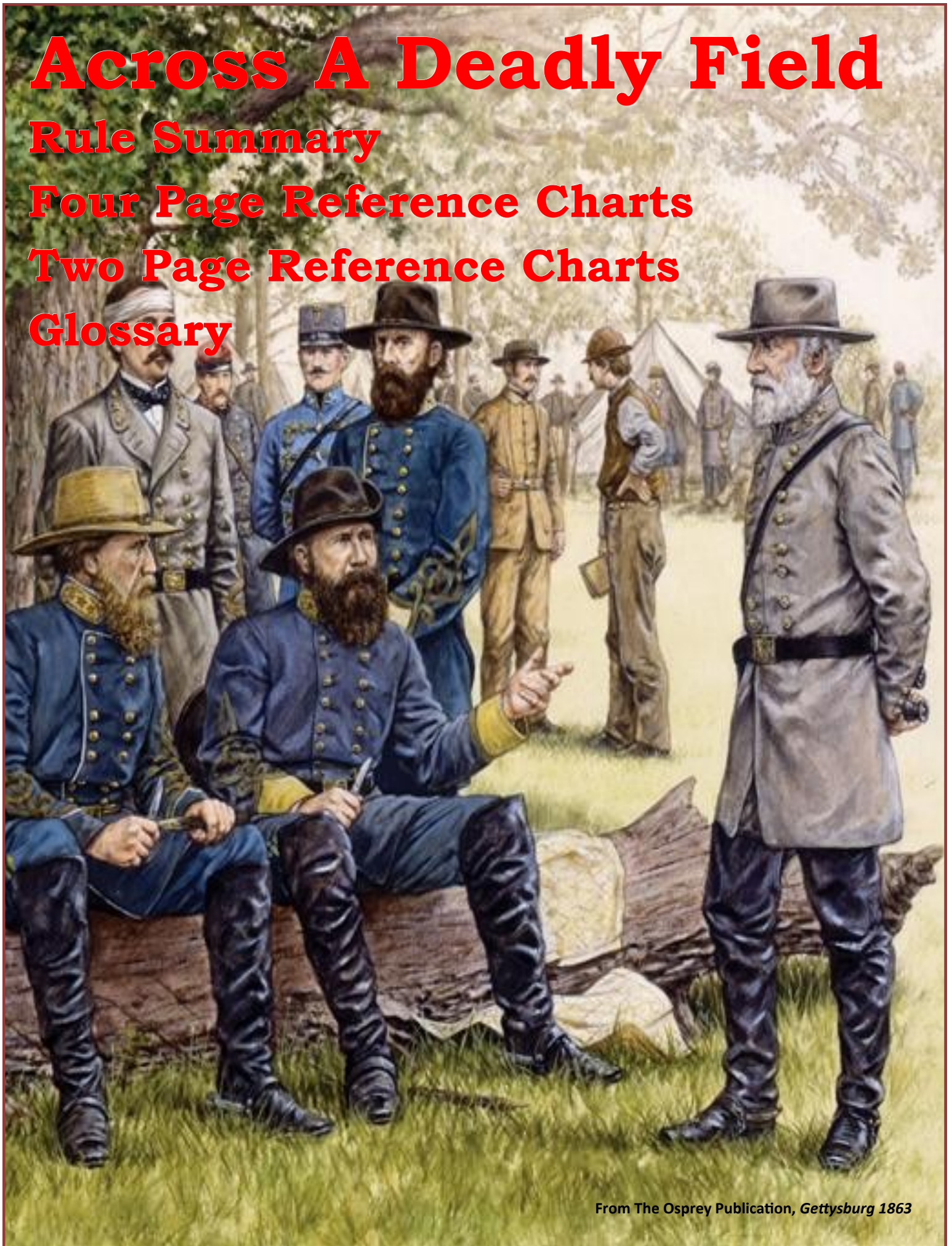
Across A Deadly Field

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 or trained troops and 1/2 of CB for elites or vets. Charge versus Charge meets halfway in overlap area.
 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 (**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.
 3. **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:
4. **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.*
 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 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).

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 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
 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 (N/A Green)
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 Rout - Even rout roll, the guns are abandoned - odd rout 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		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
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

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	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	10mm INFANTRY MOVEMENT							
	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 ARTILLERY TYPES	Arty NR	10mm ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery		Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
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

CAVALRY FORMATIONS	CMM		10mm CAVALRY MOVEMENT (mtd-dismtd)						
	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

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 FP's			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

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



8 - 7
USA - CSA
FP - FP

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

15mm ARTILLERY TYPES	Arty NR	ARTY FIREPOWER (FP) (US-CS)		
Smoothbore Battery	NR	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	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC
ARTILLERY FIRE		MC	MC	MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC
CAVALRY FIRE	1 FIG = 30 HORSEMEN							MC	MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC

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-Dmted)						
	Mntd	Dmted	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	

25 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 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 (N/A Green)
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
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

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 rout 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	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	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

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
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 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	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	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.

25 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
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 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	
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	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough	
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 FP				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	

Across A Deadly Field

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.

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 **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.
- 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.
- 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 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

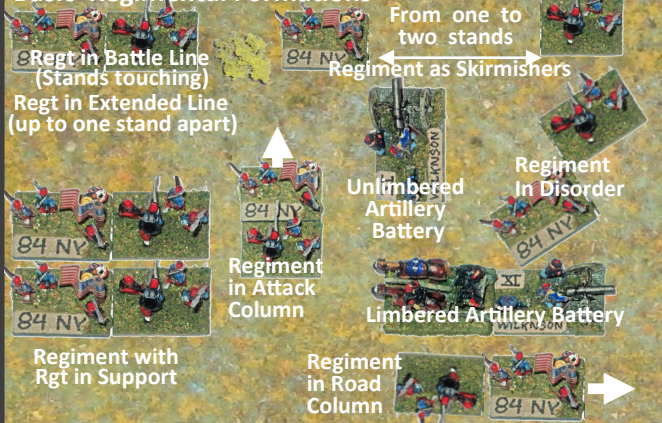
***Enfilade Fire** Morale Check from..... **arty fire/other fire or rally attempts**
 *Unlimbrd Artyfire from side (+2/+1)....full flank (+3/+2)....rear (+4/+3)
 *All columns & limbrd arty....side fire (+2/+1)....front fire (+3/+2)....rear (+4/+3)
 *All lines.....from partial flank (+2/+1)....full flank (+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)

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

- 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.
- 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.
- Defender's Pre-Impact Morale Check** -- When the charging unit is within one inch from the defender, he takes an immediate a **morale check**.
- Charge Impact Resolution** -- If the charging units have not been stopped by fire, proceed to **charge impact resolution**. Calculate the **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**.
- 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.

6mm/10mm Reference Chart

Basic Regimental Formations



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 dismtd cavalry fall back in inches by what it failed by, mounted cavalry twice that.**

Across A Deadly Field

6mm/10mm Reference Chart

10mm INFANTRY WEAPONS		Firepower Points (FP)								INFANTRY FORMATIONS		10mm INFANTRY MOVEMENT							
Inf	NR	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs		CMM	Road	Trail	Open	Broken	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		
Smoothbore 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	3	2	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										Detrimental Target DRMs									
Use The Best Two										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									

10mm ARTILLERY TYPES		ARTY FIREPOWER (FP) (US-CS)				10mm ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery	Arty NR	1 sec	2 secs	3 secs		Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough
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	Abandon

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 **Smb 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		Dismounted FP / Mounted FP (PBF only)								CAVALRY FORMATIONS		10mm CAVALRY MOVEMENT (mtd-dismtd)							
Cav	NR	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs		CMM	Mntd	Dmtd	Road	Trail	Open	Broken	LtWds	HvWds	Rough
R/M, or Mixd Weapns	2,1	1	2	3	4	5	6	7	Cavalry Line	-1	+1	NA	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 **dismtd** 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 1 die **PBF** (only for a charge) **Dismtd/Mtd Opening Volley** = +1 DRM/No DRM

Across A Deadly Field

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.

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 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 columns & 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)

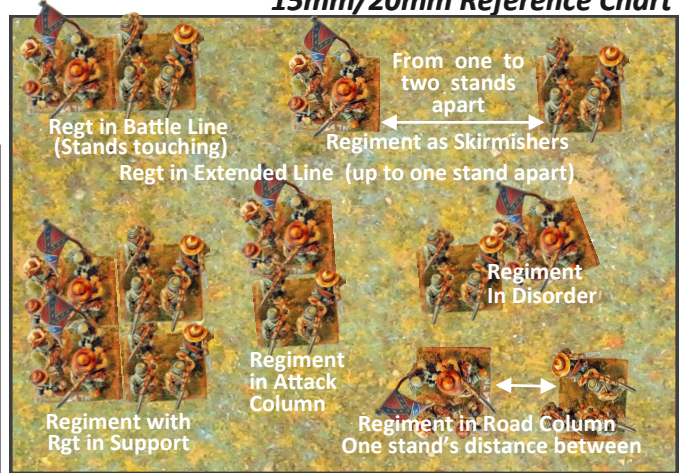
Regiment is a merged regiment (Use original **BMP** of best unit) with a..... +2

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

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 **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/20mm Reference Chart



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 dismntd cavalry fall back**

in inches by what it failed by, mounted cavalry twice that.

Across A Deadly Field

15mm/20mm Reference Chart

15mm INFANTRY WEAPONS	Inf NR	Firepower Points (FP)								INFANTRY FORMATIONS	15mm INFANTRY MOVEMENT							
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs			CMM	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
Smoothbore Muskets*	2	2	3	4	5	6	7	7		Extended Line	+1	NA	NA	7	6	5	3	1
Mixed Muskets (MM)	3	2	3	4	5	5	6	6		Skirmishers	+6	NA	NA	9	7	6	4	3
Spncr/Hnrv Rpt Rifles	5	3	4	6	7	9	10	11		Attack Column	-2	NA	NA	7	6	5	3	2
Colt Revolving Rifles	3	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 charges (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/-1 DRM **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										Detrimental Target DRMs									
Use The Best Two										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									

15mm ARTILLERY TYPES					15mm ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery	Arty 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	Abandon

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 **Smbtr 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/-1 DRM **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	Dismounted FP - Mounted FP (PBF only)							CAVALRY FORMATIONS	CMM		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 1 die **PBF**(only for a charge) **Dismtd/Mtd Opening Volley** = +1 DRM/No DRM

Across A Deadly Field

Across A Deadly Field - 25mm Regimental Game Scales

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

Across A Deadly Field - Game Turn Overview

In one turn, each side will have an Active and a Reactive portion of the turn. The side with the "initiative" will be active first with the other side reacting.

1. The **active units** can perform 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 (for 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 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

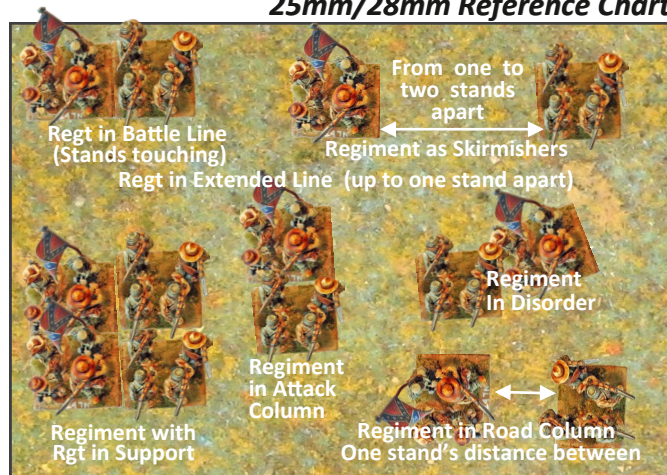
Bad Situational Morale Modifiers To a Unit's MMP use the "worst" two

***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)

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/28mm Reference Chart



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/artillery 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 dismntd cavalry fall back in inches by what it failed by, mounted cavalry triple that.**

Across A Deadly Field

25mm/28mm Reference Chart

25mm INFANTRY WEAPONS	Inf NR	Firepower Points (FP)								INFANTRY FORMATIONS	25mm INFANTRY MOVEMENT							
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs			CMM	Road	Trail	Open	Broken	LtWds	HvWds	Rough
Rifle-Muskets (R/M)	4	2	3	4	5	6	7	8		Battle Line	NC	NA	NA	8	7	5	3	2
Smoothbore Muskets*	3	2	3	4	5	6	7	7		Extended Line	+1	NA	NA	9	8	6	4	2
Mixed Muskets (MM)	4	2	3	4	5	5	6	6		Skirmishers	+6	NA	NA	11	9	7	5	3
Spncr/Hnry Rpt Rifles	6	3	4	6	7	9	10	11		Attack Column	-2	NA	NA	9	8	6	4	2
Colt Revolving Rifles	4	3	4	5	6	8	9	10		Road Column	+2	15	13	12	9	7	5	2
Sharps B/L Rifles	7	3	4	5	6	7	8	9		Dis(2X) Disorder	+3	8	7	6	5	4	2	1
Sharpshooter R/Ms	5	2	3	4	5	6	7	8		Shaken	+6	7	6	5	4	3	2	1
Old Flintlocks	3	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 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										Detrimental Target DRMs									
Use The Best Two										Use The Worst Two									
<i>*No fire/morale cover benefits if charging</i>										<i>*Enfilade Fires</i>									
From arty fire /other fire										From arty fire /other fire									
*Target is in light woods or orchards.....										*All Road Columns from.....side fire (+2/+1)....front/rear fire (+3/+2) DRM									
.....0/-1 DRM										*All Attack Columns from.....side fire (+2/+1)....front/rear fire (+3/+2) DRM									
*Target is in heavy woods.....										*All Lines from.....partial flank (+2/+1)....full flank fire (+3/+2) DRM									
.....-1/-2 DRM										*Limbered Arty from.....side fire (+2/+1)....front/rear fire (+3/+2) DRM									
*Target is in hasty/light/heavy works from all fire.....										*Unlimbered Arty from... partial flank (+2/+1)....full flank fire (+3/+2) DRM									
.....-2/-3/-4 DRM										No enfilade or flank fire DRMs at long range or from or at skirmishers									
Target is behind wood fence, stone wall.....										Unlimbered arty target benefits not applicable against any enfilade fire									
.....0/-1,-2*DRM										Target is any artillery, fired <u>on</u> by rifled artillery.....									
*Target is in farms or villages (no other "good" DRMs).....									+1 DRM									
.....-1/-3 DRM										Target in Disorder (no enfilade fire against disorder).....									
When firing out of farms or villages, fire out with 1/2 FPs									+3/+2 DRM									
Target is unlimbered artillery.....										Target is a trained unit...green unit.....									
.....-3/-3 DRM									+1/+0.....+2/+1 DRM									
Target is infantry in extended line.....										Mounted Cavalry...not charging...charging.....									
.....-2/-1 DRM									+5/+4.....+4/+3 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																			

25mm ARTILLERY TYPES						25mm ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery	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	Abandon

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

25mm CAVALRY WEAPONS										CAVALRY FORMATIONS									
Cav NR										CMM									
Dismounted FP / Mounted FP (PBF only)										25mm CAVALRY MOVEMENT (mtd-dismtd)									
2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs				Mntd	Dmtd	Road	Trail	Open	Broken	LtWds	HvWds	Rough	
R/M, or Mixd Weapns	4,3	1	2	3	4	5	6	7		Cavalry Line	-1	+1	NA	NA	12 - 9	10 - 8	8 - 6	5 - 4	2 - 2
Shotguns (PBF only)	1	2	3	4	5	6	7	8		Skirmishing	+5	+6	NA	NA	15-11	12 - 9	9 - 7	7 - 5	3 - 3
Repeating Carbines	3	3	4	5	6	7	8	9		Double Line	-2	NC	NA	NA	11 - 9	9 - 8	5 - 6	4 - 4	2 - 2
Sharps BL Carbines	4	2	3	4	5	6	7	7		Ldr, Rd Column	+1	+3	19-14	16-12	13 - 11	10 - 9	8 - 6	5 - 4	2 - 2
Other BL Carbines	3	2	3	4	5	5	6	6		Dis(2X) Disorder	+2	+4	12 - 8	10 - 7	8 - 6	6 - 4	5 - 3	4 - 3	3 - 2
ML Carbines	2	1	2	3	4	4	5	5		Shaken	+5	+6	10 - 7	9 - 6	8 - 5	7 - 3	5 - 2	3 - 1	2 - 1
Pistols*(PBF only)	1	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 1 die **PBF** (only for a charge) **Dismtd/Mtd Opening Volley** = +1 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 unit’s 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 - After all defensive fires are completed, resolve final impact with a **2D6** “dice down”. Both the attacker’s and defender’s *Unit Impact Value* are added to a **2D6** die roll to determine the *Final Impact Value* and charge winner (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 preceded 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 than each successive target unit in front of it.

Pre-Impact Morale Check - The required morale check a unit defending against a charge must take *prior* to doing a point blank fire, close canister fire and *charge impact resolution*. This morale check uses all **MMP** modifiers including 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 reaction fire* 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 *one reaction* they can do following certain actions by the active player. The defending units may react *immediately after* a visible enemy fire or *any time after* an active visible enemy unit has moved *one inch* with regular movement, a disengagement or a charge OR *any enemy action* 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 to 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 loses 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. *Shaken* or *routed* units cannot provide support; but, *disordered* units 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 for one or two consecutive actions or one reaction. 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 artillery 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* against a charge and *only after* the battery has taken its *pre-impact morale check*.

Weapon Ranges - All infantry and cavalry 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 *only after* 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 as part of a charge action as all charges must go straight ahead.