

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 by a different unit.
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 (*one inch in open terrain*) to a leader.....leader's **LB**
 Unit is behind: *hasty works / light "generic" works / heavy works*..... -1/-2/- 4
 Unit is 6 or more inches behind intervening friendly units.....- 6
 Unit is charging /mounted cavalry is charging.....-1 /-2
 Unit is in or directly behind *light/heavy cover* (*does not apply if charging*)..... -1 /-2
 Unit is supported by adjacent *non-shaken* unit(s)...(- 1 per unit)... - 2 max, -3 in charge

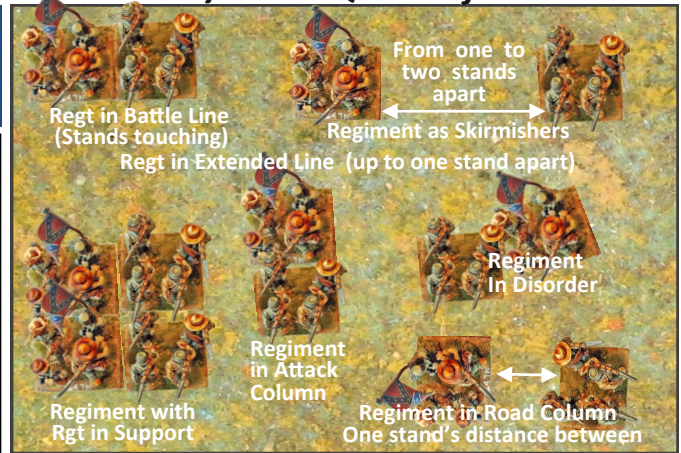
Bad Situational Morale Modifiers To a Unit's MMP use the "worst" two

***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 *one inch* from a non-shaken/non-skirmishing 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. *Green unit* charges are all in disorder; *trained units* go disorder at 1/2 of total charge distance; *elites and vets* disorder at 1/2 of **CB**.
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 impact unit(s) counts all adjacent units for support (-3 max to **MMP**).
FIV = 2D6 + (lead impact unit's # of figs...1/2 figs for cav) - (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 Quick 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/artly sections lost and +MC.
1D6, 2D6, 3D6, etc. - Number of six sided dice (D6) to be rolled.

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

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

Morale Check and Rally Attempt Results

Unit rolls **2D6** attempting to match or roll higher than its **current MMP** with immediate results as below -- same for **Rally**.
 Rolls a natural "2" - *Elites* go *shaken*, all others are *routed*
 Rolls a natural "3" - *Elites* go into *disorder*, all others *shaken*
 Rolls 5 or more less than **MMP** -- Drop 2 morale levels*
 Rolls 1 to 4 less than **MMP** -- Drop 1 morale Level*
 Rolls **exactly its MMP** -- No morale change, unit stays same.
 Rolls 1 to 4 higher than its **MMP** - Improve 1 morale level
 Rolls 5 or higher than **MMP** -- Improve 2 morale levels
 Rolls a natural "12" -- Good order **and** recover a figure or gun
***Unless routed, infantry, arty, and dismnted cavalry fall back in inches by what it failed by, mounted cavalry twice that.**

Across A Deadly Field

15mm/20mm Quick 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/Hnry Rpt Rifles	4	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	4	3	4	5	6	7	8	9	Disorder	+3	6	5	4	3	2	1	1
Sharpshooter R/Ms	4	2	3	4	5	6	7	8	Disengagement	+4	12	10	8	6	4	3	2
Mixed/Rifle Flintlocks	3	1	2	3	4	5	5	6	Shaken	+6	5	4	3	3	2	1	1
Smoothbore Flintlocks*	2	1	2	3	3	4	4	5	CB1/2 - Routed	SR	2D6	2D6	2D6	2D6	1D6	1D6	1D6

Infantry Fire - Unit's FP and add dice and DRMs as indicated. Three good order adjacent units can combine up to 16 figs/18 FPs for one fire.
 Long Range (LR) = 2x NR Normal Range (NR) as noted Short Range (SR) = under 1 inch Point Blank Fire (PBF) only against charge (FP+4D6)
 LR or Desperation Fire (DF) = FP + 1D6 NR Firing = FP + 2D6 SR Firing = FP + 3D6 Firer in Extended Line = FP with (- 1 DRM)
 Firer in disorder = 1/2 FP, Firer is shaken = 1/2 FP and lose a die, Firer is in a column = no fire, Firer is Skirmishers = 1/2 FP and lose one die
 *Smoothbore Muskets = +1 DRM at PBF Firer is Elite/Green = +1 DRM/-1DRM Inf Opening Volley = +2 DRM Firer modifiers are cumulative

FIRE COMBAT RESULTS TABLE

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

Fire Combat Results (FCR): MC is a Morale Check. A 1MC or 2MC is a morale check, with a +1 or +2 to the unit's MMP.

1H equals one hit -- lose a figure or a gun section -- in addition to the 2MC result as noted above.

2H, 3H, or 4H equals that number of hits -- that many figs or gun sections lost -- and a +2, +3, or +4MC per the number of hits.

Pass Through Fire - Extends 1 inch for infantry fire, 2 inches for artillery. Roll again with one die less for each successive target.

Beneficial Target DRMs	Use The Best Two	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

15mm ARTILLERY TYPES	Arty NR	ARTY FIREPOWER (FP) (US-CS)			15mm ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery		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
Any 12-14 pounder 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
Any 6 pounder 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 Guns (1862)	12	2-2	4-3	7-6	15-3	11-4	10-3	9-3	6-2	4-1	2-1
Mixed Guns (1863)	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 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 cavalry 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	15mm CAVALRY MOVEMENT (Mntd-Dmtd)								
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs		CMM	Mntd	Dmtd	Road	Trail	Open	Brokn	LtWds	HvWds
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 dismounted adjacent units can combine up to 12 figs/14 FPs for one fire.

Long Range (LR) = 2x NR Normal Range (NR) on chart Short Range (SR) = 1 in Cav Firer is Elite/Vet/Trained/Green = +2/NC/-1 /-2 DRM

LR Firing = FP+1D6 NR Firing = FP+2D6 SR Firing = FP+3D6, *PBF (in charge) = FP+Pistol FP+4D6 Firer is skirmishers, column = fire as infantry

Firer is in disorder = 1/2 FP Firer is shaken = 1/2 FP and lose 1 die PBF (only for a charge) Dismountd/Mountd Opening Volley = +1 DRM/No DRM