

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, Elite, unit with a solid record of proven combat experience.
BMP = 4, Veteran, well trained unit with some combat experience.
BMP = 5, Trained, unit with some training, but no combat experience.
BMP = 6, Green, unit with minimal training and no combat experience.
 If an inf or cav unit is depleted -- only one stand left-- its BMP is double the above.
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

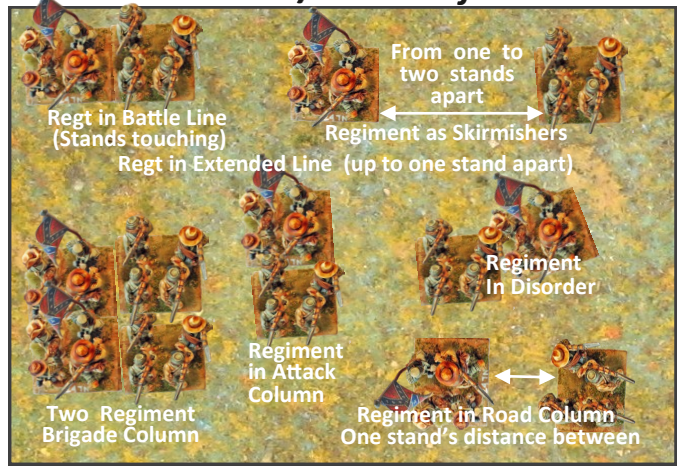
- If unit is adjacent (1/2 inch) to a leader.....leader's **LB**
- Unit is behind: hasty works / light works / heavy works..... -1/-2/-4
- Unit is 6 or more inches behind intervening friendly units..... -6
- An infantry unit is charging / a cavalry unit is charging.....-1 /-2
- Unit is in or directly 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 colums & limbrd arty....side fire (+2/+1)...front fire (+3/+2)...rear (+4/+3)
- *All lines.....from partial flank (+2/+1)...full flank (+3/+2)...rear (+4/+3)
- Unit is within two inches (6/10mm figs, one inch) from an enemy unit..... +1
- Per each regiment or leader "eliminated" from the same brigade.....+1 (max +2)
- Regiment is a merged regiment (Use original BMP of best unit) with a..... +2
- Unit is charged by infantry/cavalry on partial flank: (+2/+3)...full flank or rear: (+4/+6)

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

1. Declare Charge Target/Advance Charging Units -- A charging unit(s) uses one action and has a required charge bonus (CB) roll of half its routed movement. Charge goes into disorder at 1/2 of total charge distance for green or trained troops and 1/2 of **CB** for elites or vets.
 2. Resolve any enemy reaction fire against the charging unit(s) -- As the charging units gets within range of any enemy unit(s), those unit(s) may take one reaction fire with immediate results, including morale checks. Defending units get only one full reaction fire during the opposing side's Active Turn, with the exception of a **1D6 desperation fire (DF)** if different units move into short range. Do note that against a charge, IF the defender wants to do his reaction fire as a point blank fire or close canister fire he must first do Step 3 the defender's pre-impact morale check -- likewise, for any **DF**. A defender can only fire once -- reaction fire or **DF** -- against any one unit.
 3. Defender's Pre-Impact Morale Check -- When the charging unit is within one inch from the defender, he takes an immediate a morale check.
 4. Charge Impact Resolution -- If the charging units have not been stopped by fire, proceed to charge impact resolution. Calculate the Final Impact Values (FIV) of the lead units in contact as shown below, with the opposing lead unit's **MMP** modified by its **CMM** and any Good/Bad Situational Morale Modifiers as below. **FIV only** - lead charging unit counts all contiguous units for support (-2 max to **MMP**).
FIV = 2D6 + (lead impact unit's # of figs) - (lead impact unit's MMP) **High total FIV wins with the following results:**
Equal FIV: Infantry melee - Assume both sides are in contact and do a simultaneous "melee fire" using (FPs + 5D6) see rules.
Win by 1: Attacker stops short. Roll **1D6** for distance in half inches. Both sides fire a "no action cost" volley at that range.
Win by 2 through 4: All losing units fall back that many inches* and all losing units lose one* figure and are in disorder.
Win by 5 through 7: All losing units fall back that many inches* and all losing units lose two* figures and are shaken.
Win by 8 through 11: All losing units fall back that many inches* and all losing units lose three* figures and are routed.
Win by 12: All losing units -- attacker or defender -- surrender and are removed from the game.
 *If "loser" was attacking infantry reduce fall back distance by one inch, reduce figure loss, 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.



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 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	3	2	3	4	5	5	6	6	Skirmishers	+6	NA	NA	9	7	6	4	3
Spncr/Hnry Rpt Rifles	5	3	4	6	7	9	10	11	Attack Column	-2	NA	NA	7	6	5	3	2
Colt Revolving Rifles	3	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
Remington Rifles	4	2	3	4	5	6	7	8	Shaken	+6	5	4	3	3	2	1	1
Old Flintlocks	2	1	2	3	3	4	4	5	CB1/2 - Routed	SR	2D6	2D6	2D6	2D6	1D6	1D6	1D6

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

FIRE COMBAT RESULTS TABLE

FP + DIE ROLL	9	10	11	12	13	14	15	16	17	18	19	20	22	24	26	28	30	32+
INFANTRY FIRE	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	2H	2H	3H	3H	4H	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
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 **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**

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	2	3	4	5	6	7	8	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 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