

## 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 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 ..... -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

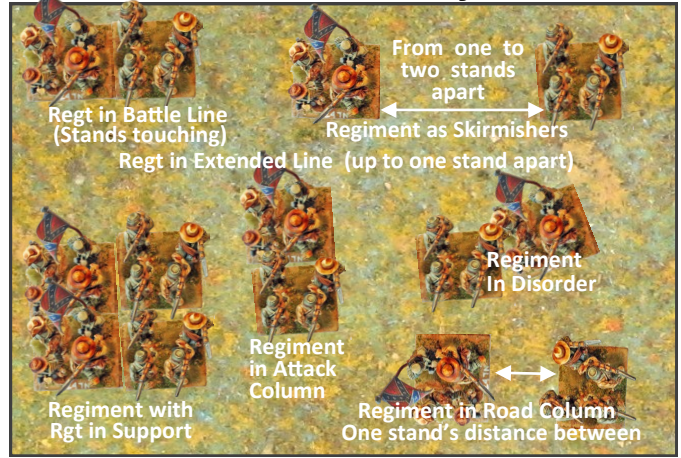
### Bad Situational Morale Modifiers To a Unit's MMP use the "worst" two

**\*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 *two inches* of 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 units* charge all in disorder; *trained units* 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 morale check*.
  4. **Charge Impact Resolution** -- If the charging units have not been stopped by fire, proceed to *charge impact resolution*. Calculate the **Final FIV 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...1/2 figs if 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 *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 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/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 triple that.**

# Across A Deadly Field

# 25mm/28mm Quick 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	Brokn	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	5	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	5	3	4	5	6	7	8	9	Disorde	+3	8	7	6	5	4	2	1	
Sharpshooter R/Ms	5	2	3	4	5	6	7	8	Disengage	+4	16	14	12	10	8	4	2	
Mixed/Rifle Flintlocks	4	1	2	3	4	5	5	6	Shaken	+6	7	6	5	4	3	2	1	
Smoothbore Flintlocks*	3	1	2	3	3	4	4	5	<b>CB1/2 - Routed</b>	SR	3D6	3D6	3D6	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 Firing (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 Weapons = +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+	
<b>INFANTRY FIRE</b>	1 FIG = 60 MEN			MC	MC	1MC	2MC	2MC	1H	1H	1H	2H	2H	2H	3H	3H	4H	4H	
<b>ARTILLERY FIRE</b>	MC			MC	MC	1MC	1MC	1MC	2MC	2MC	2MC	1H	1H	1H	2H	2H	3H	3H	4H
<b>CAVALRY FIRE</b>	1 FIG = 30 HORSEMEN							MC	MC	1MC	1MC	2MC	2MC	1H	2H	2H	3H	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			

25mm ARTILLERY TYPES	Arty NR	ARTY FIREPOWER (FP) (US-CS)			25mm ARTILLERY MOVEMENT, limbered - unlimbered													
		1 sec	2 secs	3 secs	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough							
<b>Smoothbore Battery</b>																		
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							
<b>Rifled Battery</b>																		
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							
Any 12-14 pounder 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							
Any 6 pounder 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 Guns (1862)	15	2-2	4-3	7-6	19-4	14-4	13-3	11-3	8-2	5-1	3-1							
Mixed Guns (1863)	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	Abandn							

**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 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/-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**

25mm CAVALRY WEAPONS	Cav NR	Dismounted FP / Mounted FP (PBF only)								CAVALRY FORMATIONS	CMM		25mm CAVALRY MOVEMENT (mtd-dismtd)							
		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	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	<b>CB1/2 - Routed</b>	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 inc 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