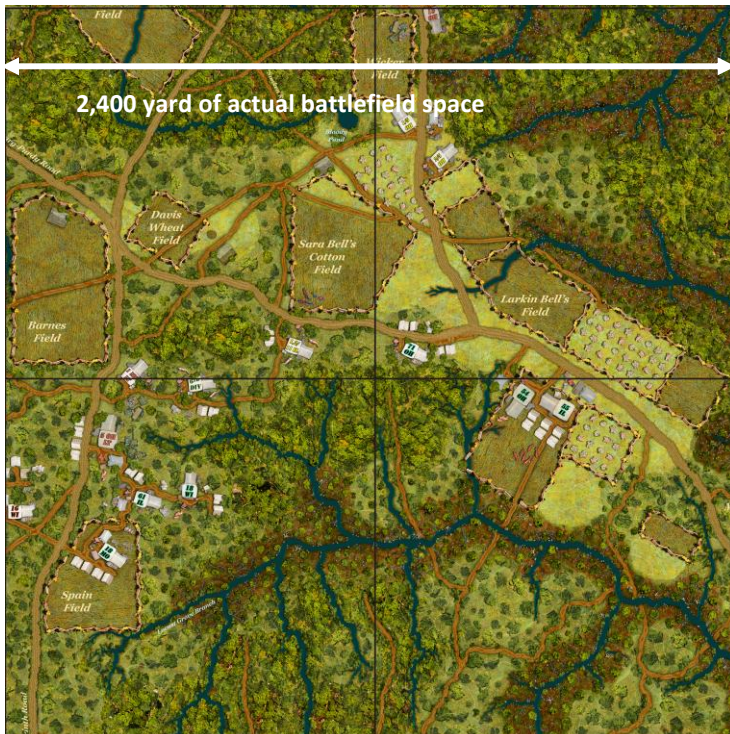


# Across a Deadly Field - Graphics

GRAPHIC 001 – A Typical Game Board



With 10mm or 15mm figures one inch equals 100 yards, so each square on this miniature battlefield would be 12 by 12 inches for a total playing area of 24 by 24 inches. Likewise, if 25mm figures are being used, at two inches per 100 yards, then each square is 2 feet by 2 feet for a total playing area of 48 inches by 48 inches.

GRAPHIC 002 – The Infantry Regiments

## Infantry Regiments for *Across a Deadly Field*



The 40th Illinois at Shiloh had 745 men and would be represented by 12 figures.



The 154th Tennessee at Shiloh had 620 men and would be represented by 10 figures.



The 24th Michigan of the Iron Brigade at Gettysburg had 496 men engaged for a total of 8 figures.



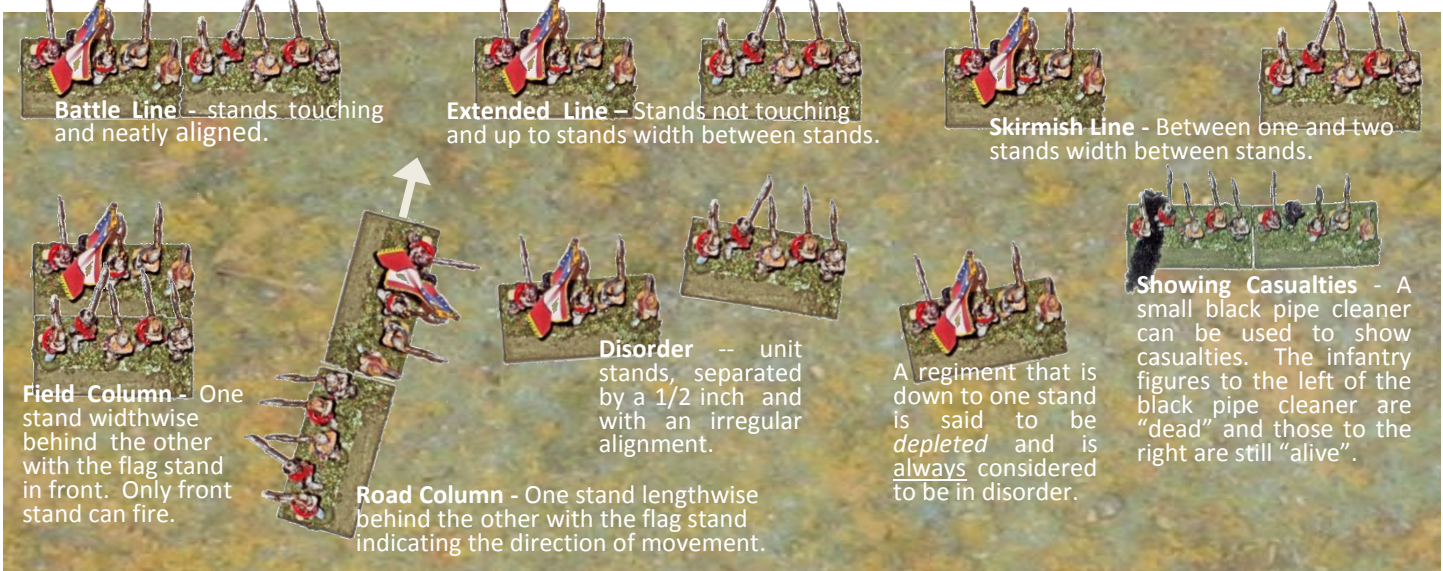
The 84th New York at the first day of Gettysburg had 344 men which would be represented by 6 figures.



The "Louisiana Tigers" at First Bull Run was a small battalion of about 230 men, which would be 4 figures.

# Across a Deadly Field - Graphics

## GRAPHIC 003 – The Infantry Formations and Showing Casualties



## GRAPHIC 004: Infantry Capabilities

The *Inf Range (IR)* for each infantry weapon is given as a *normal range (NR)* in inches (100 yards). *Long range (LR)* is twice that of normal range and short range (*SR*) is half that. There is also a *point blank range (PBR)* of 1/2 inch which is the same for all weapons.

The *Firepower Points (FP)* value for a five figure stand, armed with rifle-muskets would be "5". So a ten figure unit, also with rifle-muskets, would have an *FP* value of "10". However, if that same 10 figure unit was armed with "old flintlocks" it would have an *FP* value of "6".

The *Formation Impact Value (FIV)* of an infantry formation is a relative evaluation of how well a specific formation would do in an impact or charge situation. Higher numbers are better and can translate into higher probability of success in initiating or resisting a charge.

The maximum move for an infantry unit in one *action* as a *Battle Line* would be 6 inches in open terrain, 4 inches in light woods, 3 in heavy woods and 2 inches in rough. *Battle Line*, movement along a road or trail is not applicable (*NA*). Terrain type would be defined by the scenario, whether it is open, broken or rough. For instance, a patch of woods could be either light or heavy depending on the type of woods or season.

INFRANTRY WEAPONS	Inf Range	Firepower Points (FP)								INFRANTRY FORMATIONS	INFRANTRY MOVEMENT						
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs	FIV		Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Rifle-Muskets (R/M)	2	2	3	4	5	6	7	8	Battle Line	4	NA	NA	5	4	3	2	1
Smoothbore Muskets*	1	2	3	4	5	6	7	7	Extended Line	3	NA	NA	6	5	4	3	1
Mixed Muskets	2	2	3	4	5	5	6	6	Skirmishers	1	NA	NA	7	6	5	3	2
Spncr/Hnry Rpt Rifles	3	3	4	6	7	9	10	11	Field Column	6	NA	NA	6	5	4	3	2
Colt Revolving Rifles	2	3	4	5	6	8	9	10	Road Column	2	9	8	7	6	5	3	2
Sharps B/L Rifles	4	3	4	5	6	7	8	9	Disorder	2	6	5	4	3	2	1	1
Remington Rifles	3	2	3	4	5	6	7	8	Shaken	1	5	4	3	3	2	1	1
Old Flintlocks	1	1	2	3	3	4	4	5	Routed	0	3D6	2D6	2D6	2D6	2D6	1D6	1D6

**Infantry Combat** - Unit's FPs and add dice as indicated. Up to two good order adjacent units can combine up to **12 FPs** for fire.  
*Long Range (LR)* = 2x NR    *Normal Range (NR)* as noted    *Short Range (SR)* = 1/2 NR    **Close Range Fire (CR)** (under an inch) = FP + 4D6  
**LR or Desperation Fire (DF)** = FPs + 1D6    **NR Firing** = FPs + 2D6    **SR Firing** = FPs + 3D6    **Firer in Extended Line** = FPs with (-3 DRM)  
**Firer in disorder** = 1/2 FPs, **Firer is shaken** = 1/2 FPs and lose a die, **Firer is in a column** = no fire, **Firer is Skirmishers** = FPs with (-6 DRM)  
 \*Smoothbore Muskets get +2 DRM at CR    **Firer is Elite/Green** = +1 DRM/-1 DRM    **FIV** = Formation Impact Value

Should a regiment have more than 8 figures, simply add the two values together. For example, the 40th Illinois at Shiloh had 745 men armed with rifle-muskets and would be represented by 12 figures - six on a stand. So, to calculate its *FP*, simply double the value of 6 figures or in the case of an 11 figure regiment, combine the values of 6 and 5 figures together for a net total of 11 *FP*. After a unit takes casualties -- *tracked as figure losses* -- recalculate its *FP* before its next firing.

If a unit is *shaken* or *routed* it is also considered to be in *disorder* and once a regiment is down to only one stand it also is considered to be in *disorder*.

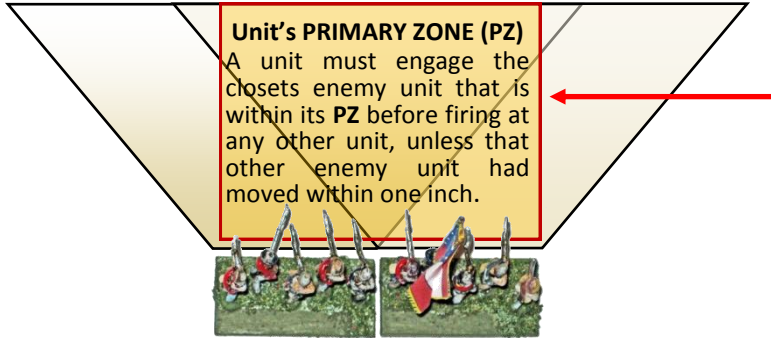
The movement for *disordered* and *routed* infantry is determined by the roll of 1, 2 or 3 six sided (D6) dice, depending on the terrain move into or through. Routed infantry must roll separately for each action and must make their rout move directly away from the enemy.

**Optional Movement Rule:** To reflect the better drill and confidence of an elite unit add one inch to all their movement. Likewise to show the greater hesitation of a green unit, reduce all their movement by one inch. However, any unit can always move one inch.

# Across a Deadly Field - Graphics

## GRAPHIC 005 – Infantry Unit’s Arc of Fire and Primary Zone

A stand’s **FIRE ARC** is a 45 degree arc measured from the front of the unit. For both stands to be counted in a unit’s fire the target unit must be, at least partially, within the fire arc of each stand.

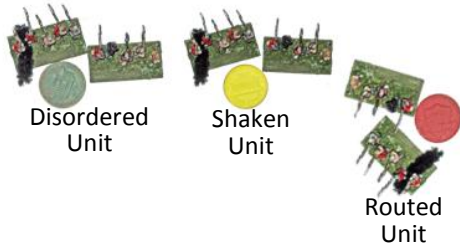


If a stand has at least half its figures with a 45 degree firing arc of the target, then all the figures on the stand can be counted for the unit's fire.

A unit's *primary zone (PZ)* extends out to its full weapon's range and represents a unit's primary attention area. A unit must fire first at the closest enemy unit in its *primary zone*, unless a different enemy unit – *which may be outside of its primary zone* – has moved within one inch (100 yards) of the firing unit.

Normally a unit can only charge during the active portion of its turn. But, should an active enemy unit move or charge into a non-active unit's primary zone, then the non-active unit may choose to react with a *disordered* reactive charge or countercharge without any charge movement bonus.

## GRAPHIC 006 – Indicating Morale



Put a green painted penny beside a unit to indicate that it is in *disorder*, such as the unit on the left and a yellow painted penny on the center unit to indicate that it is *shaken*. Finally, use a red painted penny, as shown on the unit on the right, to indicate that the unit is *routed* and that has turned away from the enemy and is now fleeing the battlefield. It will remain routed until rallied and every turn that it does not rally -- at least, to *shaken* – it will lose an additional figure.

## GRAPHIC 007 -