

Across A Deadly Field - Regimental Game Scales

6mm / 10mm / 15mm *Ground Scale* = one inch equals 100 yards
 20mm / 25mm / 28mm *Ground Scale* = two inches equal 100 yards
 One Turn = 30 minutes One Infantry/Cavalry Figure = 60 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, change formation, or try to rally.
2. The opposing **non-active units** may react 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. Units get one reaction per enemy turn.
3. After doing its one reaction, a unit may still do *desperation fire* if charged.
4. 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 = 2, Elite, unit with a solid record of proven combat experience.
BMP = 3, Veteran, well trained unit with some combat experience.
BMP = 4, Trained, unit with some training, but no combat experience.
BMP = 5, 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 the used for all morale checks or rally attempts.

MMP = BMP + unit morale level + one best & one worst situational modifier PLUS any applicable CMM or FCR/MC with a 1MC through 4MC result.
 A unit's morale level is: *good order* (+0), *disorder* (+1), *shaken* (+2) or *routed* (+4).
Shaken units cannot advance. *Routed* units get no reaction and must flee.

Good Situational Morale Modifiers To a Unit's MMP use the "best" one

- Unit is in or directly behind applicable cover (does not apply if charging).....-1
- Unit is supported: has adjacent (1/2 inch) non-shaken, routed units..... -1 per, -2 max
- Unit is in hasty works / in light works / in 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
- Any leader benefit (LB) for adjacent leader **PLUS: if in a charge, the unit's CMM.**

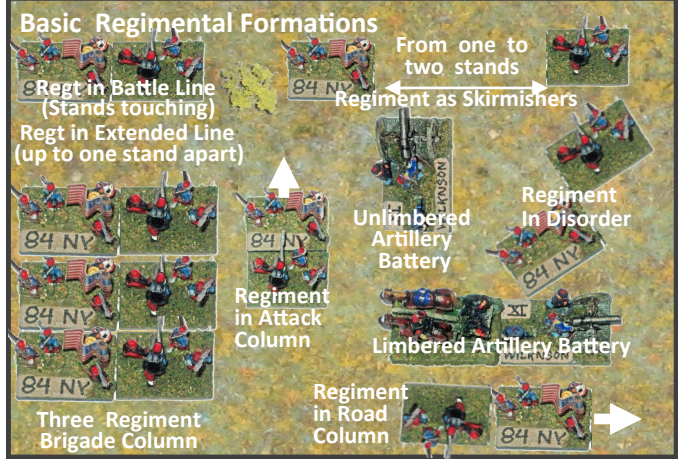
Bad Situational Morale Modifiers To a Unit's MMP use the "worst" one

- *Enfilade Fire** Morale Check from..... **arty fire/other fire or rally attempts**
- *Artillery Batteries, fire from side, partial enfilade(+2/+1), full enfilade fire (+4 /+2)
- *All columns.....fire from side (+2/+1)..fire from front (+4/+2)...rear (+5/+3)
- *All lines..fire from partial flank (+2/+1)..from full flank (+4/+2)...rear (+5/+3)
- Unit is within one inch of an enemy units..... +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) and a..... +2
- Unit is charged by infantry/cavalry on...partial flank (+2/+3)...full flank/rear (+4/+6)

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

1. **Declare Charge Target/Advance Charging Units** -- The charging unit(s) use one action and have a required 1D6 charge bonus roll for all terrain. If 1D6 roll is *odd* charge bonus is in *good order*; if 1D6 roll is *even*, the *charge bonus* is made in *disorder*.
2. **Resolve any enemy reaction fire against the charging unit(s).** -- As the charging units get within range of any enemy unit, that unit may take one reaction fire during the rest of the charge movement 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 *one die desperation fire* if the charging unit(s) move closer than one inch. Note that in a charge, **Step 3**, comes before *desperation fire* or 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 *pre-impact MC*.
3. **Defender's Pre-Impact Morale Check** -- Once the charging unit is at 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 *combined unit's Final Impact Values (FIV)* of all the involved units as indicated below:

$$FIV = 2D6 + (impact\ unit's\ \#\ of\ figs) + any\ leader\ benefit\ (LB) - (impact\ unit's\ MMP)$$
 The *impact unit's MMP* is modified by its *CMM*, *Good/Bad Situational Morale Modifiers*, and number of units in support as so:
 For each unit in support in *good order/disorder* add +2/+1 up to a max of +5. Each side rolls 2D6, and high total wins as so:
 5. **Equal or win by 1:** Attacker stops short. Roll 1D6 for *distance in half inches*. Both sides fire one, "no action cost" volley.
 - Win by 2, 3 or 4:** All losing units fall back that many inches* and all losing units lose one* figure with an immediate +1MC.
 - Win by 5, 6 or 7:** All losing units fall back that many inches* and all losing units lose two* figures with an immediate +2MC.
 - Win by 8, 9 or 10:** All losing units fall back that many inches* and all losing units lose three* figures with an immediate +3MC.
 - Win by 11 or 12:** All losing units fall back *routed* that many inches* and all losing units lose four* figures.
 *If "loser" was the attacker **reduce fall back distance by one inch and reduce figure loss and required MC by "one"**.
6. 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, 2MC 3MC - Morale Checks with +1, +2, +3 to MMP.
1H, 2H, 3H, 4H, number of hits = figs or arty sections lost.
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" -- immediate rout, and lose a fig or gun sec.
 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
***Unit falls back in inches equal to points that it failed by.**
***If dropping two levels that would be "below" routed, then the unit routs and losses a figure or artillery section.**

Across A Deadly Field

6mm/10mm/15mm Reference Chart

INFANTRY WEAPONS	Inf NR	Firepower Points (FP)							INFANTRY FORMATIONS	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)	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	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	9	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
Remington Rifles	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	Routed	SR	3D6	2D6	2D6	2D6	2D6	1D6	1D6

Infantry Fire - Use unit's FP and add dice and DRMs as indicated. Up to four good order adjacent units can combine up to 16 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 charae (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 = 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	10	11	12	13	14	15	16	17	18	19	20	22	24	26	28	30	33	36+
INFANTRY FIRE				MC	MC	1MC	2MC	2MC	+1H	1H	1H	1H	2H	2H	3H	3H	4H	4H
ARTILLERY FIRE		MC	MC	MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	+1H	1H	2H	2H	3H	3H	4H
CAVALRY FIRE				MC	MC	1MC	1MC	2MC	2MC	+1H	1H	1H	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	*Road Column from.....side fire (+2/+1).....front/rear fire (+4/+2) DRM	
*Target is in heavy woods.....	-1/-2 DRM	*Attack Column from.....side fire (+2/+1).....front/rear fire (+3/+1) DRM	
Target is behind wood fence, stone wall.....	0/-1, -2 DRM	*Battle Line from.....partial flank (+2/+1).....full flank fire (+4/+2) DRM	
*Target is in hasty/light/heavy works from all fire.....	-2/-3/-6 DRM	*Extended Line from.....partial flank (+1/+0).....full flank fire (+2/+1) DRM	
*Target is in farms or villages (fires out of as disorder).....	-1/-3 DRM	*Unlimbered Arty from... partial flank (+1/0).....full flank fire (+2/+1) DRM	
Target is unlimbered artillery.....	-3/-3 DRM	*Limbered Arty from.....partial flank (+3/+2).....full flank fire (+4/+3) DRM	
Unlimbered arty benefits not applicable against any enfilade fire		No enfilade fire DRMs at long range or from or at skirmishers	
Target is extended line.....	-2/-1 DRM	Target is any artillery, fired on by rifled artillery.....	+1 DRM
Target is skirmishers or 2 inches behind skirmishers.....	-4/-3 DRM	Target is in Disorder.....	+2/+1 DRM
Target is dismounted cavalry.....	-2/-1 DRM	Mounted cavalry line (not applicable if charging).....	+2/+1 DRM
Target is elite unit.....	-1/-1 DRM	Target is a trained unit...green unit.....	(+1/0)...(+2/+1) DRM

ARTILLERY TYPES	Arty NR	ARTY FIREPOWER (FP) (US-CS)			ARTILLERY MOVEMENT, limbered - unlimbered						
Smoothbore Battery		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	6-2	4-1	3-1
12 pounder Napoleon	8	3-3	5-4	8-7	12-2	8-2	7-2	6-2	5-1	3-1	2-1
12 pounder howitzer	6	3-3	5-4	8-7	12-3	9-2	8-2	7-1	6-1	4-1	3-1
24 pounder howitzer	7	4-4	7-6	11-10	11-2	7-1	6-1	5-1	4-1	2-1	1-0
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	6-2	4-1	2-1
3" Ordnance Rifle	12	3-3	6-5	9-8	13-3	10-2	8-2	7-2	6-2	4-1	2-1
14 pounder James Rifle	11	3-3	6-5	9-8	13-2	8-2	7-2	6-2	5-1	3-1	2-1
BL Whitworth Rifle	18	3-3	5-5	8-8	12-3	9-2	8-2	7-2	6-2	4-1	2-1
6 pounder, Ward Rifle	11	2-2	4-4	6-5	13-3	10-2	8-2	7-2	6-2	4-1	3-1
20 pounder Parrott Rifle	14	4-4	7-6	11-10	11-2	7-1	6-1	5-1	4-1	2-1	1-0
30 pounder Parrott Rifle	16	5-5	8-7	12-11	9-1	6-1	5-1	4-1	3-1	1-0	0-0
Mixed Gun Battery	10	3-3	5-4	8-7	13-2	8-2	7-2	6-2	5-1	3-1	2-1
All Routed Artillery*	None	None	None	None	3D6	2D6	2D6	2D6	1D6	2 inches	1 inch

Artillery Fire - Use arty FPs and add dice as indicated. Up to four good order adjacent batteries can combine up to 16 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) = 2 inches/under an inch

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/-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. Battery IV: "1" Per gun section

CAVALRY WEAPONS	Cav NR	Dismounted FP - Mounted FP only at CR							CAVALRY FORMATIONS	CAVALRY MOVEMENT (mtd-dismtd)							
		2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs		CMM	Road	Trail	Open	Brokn	LtWds	HvWds	Rough
Mixed Weapons	2	1	2	3	4	5	6	7	Cavalry Line	-2	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	NA	NA	10-7	9-6	7-5	5-3	3-2
Repeating Carbines	2	2	3	4	5	6	7	8	Attack Column	-4	NA	NA	9-5	7-4	5-3	3-2	1-1
Sharps BL Carbines	2	2	3	4	5	6	7	7	Road Column	+2	14-7	12-6	10-5	8-5	6-4	4-3	2-2
Other BL Carbines	1	2	3	4	5	5	6	6	Dis(2X) Disorder	+3	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	7-5	6-4	5-3	4-2	3-2	2-1	1-1
Pistols*(PBF only)	1/2	1	1	2	2	3	3	4	Routed	SR	4D6	3D6	3D6	3D6	2D6	1D6	1D6

Cavalry Fire - Use Unit's FP and add dice as indicated. Up to four good order dismounted adjacent units can combine up to 16 FPs for one fire

Long Range (LR) = 2x NR Normal Range (NR) as noted Short Range (SR) = under an inch Firer is Elite/Green = +2 DRM/-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 CR (under an inch) Dismtd / Mtd Opening Volley = +1 DRM / No DRM