Across A Deadly Field

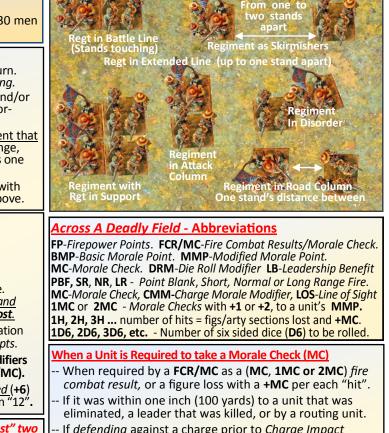
Across A Deadly Field - 25mm Regimental Game Scales 25 mm Ground Scale = one inch equals approximately 60 to 80 yards. From one to two stands One Turn = 30 minutes, One Infantry fig = 60 men, One Cavalry fig = 30 men apart One Gun = one battery with each crew figure equaling one section. Regt in Battle Line (Stands touching) Regiment as Skirmisher <u> Across A Deadly Field - Game Turn Overview</u> Regt in Extended Line (up to one stan 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 for-Regime mation, 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. Colum Regiment witl Rgt in Suppor **3.** After one side has completed all *actions*, the other side now is active with Regiment in Road C One stand's distance two actions per unit, with the previous active units now reacting as above. The Basic Morale Point (BMP) and The Modified Morale Point (MMP Across A Deadly Field - Abbreviations Each unit has a BMP based on its training and combat experience as so: BMP = 3, 4, 6Elite, unit with a solid record of proven combat experience.BMP = 4, 6, 8Veteran, well trained unit with some combat experience. BMP-Basic Morale Point. MMP-Modified Morale Point. MC-Morale Check. DRM-Die Roll Modifier LB-Leadership Benefit BMP = 5, 7, 10 Trained, unit with some training, but no combat experience. PBF, SR, NR, LR - Point Blank, Short, Normal or Long Range Fire. 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 1MC or 2MC - Morale Checks with +1 or +2, to a unit's MMP. Artillery batteries have their BMP increased by "+3" per section previously lost. 1H, 2H, 3H ... number of hits = figs/arty sections lost and +MC. Modified Morale Point (MMP) -- When a unit's BMP is modified by its situation 1D6, 2D6, 3D6, etc. - Number of six sided dice (D6) to be rolled. it becomes its **MMP**, which is then used for <u>all morale checks</u> or rally attempts. Vhen a Unit is Required to take a Morale Check (MC) MMP = BMP + unit morale level + two best & two worst situational modifiers When required by a FCR/MC as a (MC, 1MC or 2MC) fire PLUS any applicable Fire Combat Results calling for a morale check (FCR/MC). combat result, or a figure loss with a +MC per each "hit". A <u>unit's morale level</u> is: <u>good order</u> (+0), <u>disorder</u>(+2), <u>shaken (</u>+4) or <u>routed</u> (+6) If it was within one inch (100 yards) to a unit that was In any situation, a unit can never have an MMP better than "0" or worse than "12". eliminated, a leader that was killed, or by a routing unit. Good Situational Morale Modifiers To a Unit's MMP use the "best" two If *defending* against a charge prior to *Charge Impact* Resolution as the attacker moves within one inch. 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 Morale Check and Rally Attempt Results Unit is charging /mounted cavalry is charging.....-1/-2 Unit rolls 2D6 attempting to match or roll higher than its cur-Unit is in or directly behind light/heavy cover (does not apply if charging)..... -1 /-2 rent MMP with immediate results as below -- same for Rally. Rolls a natural "2" - <u>Elites</u> go *shaken*, all others are <u>routed</u> Rolls a natural "3" - <u>Elites</u> go into *disorder*, all others <u>shaken</u> use the "worst" two Bad Situational Morale Modifiers To a Unit's MMP Rolls 5 or more less than **MMP** -- Drop 2 morale levels* Morale Check from..... arty fire/other fire or rally attempts *Enfilade Fire Rolls 1 to 4 less than MMP -- Drop 1 morale Level* *Unlimbrd Artyfire from side (+2/+1)...full flank (+3/+2)...rear (+4/+3) Rolls exactly its MMP -- No morale change, unit stays same. *All colums & limbrd arty....side fire (+2/+1)...front fire (+3/+2)...rear (+4/+3) Rolls 1 to 4 higher than its **MMP** - Improve 1 morale level [•]<u>All lines</u>.....from partial flank (**+2/+1**)...full flank (**+3/+2**)...rear (**+4/+3**) Rolls 5 or higher than MMP -- Improve 2 morale levels Unit is within two inches (6/10mm figs, one inch) of an enemy unit....... +1 Rolls a natural "12"-- Good order and recover a figure or gun Per each regiment or leader "eliminated" from the same brigade.....+1 (max +2) ^tUnless routed, infantry, arty, and dismnted cavalry fall back 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)

in inches by what it failed by, mounted cavalry triple that.

<u> Infantry Charge Procedure and Charge Impact Resolution -- Active Player Chooses Order of Resolution</u>

- Declare Charge Target/Advance Charging Units -- A charging unit(s) uses one action and has a required charge bonus (CB) roll of half its 1. 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.
- <u>Resolve any enemy reaction fire against the charging unit(s)</u>.-- As the charging units gets within range of any enemy unit(s), those unit(s) may take one reaction fire with <u>immediate</u> 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 2. against a charge, <u>IF</u> the defender wants to do his *reaction fire* as a *point blank fire* or *close canister fire* he must first do <u>Step 3</u> 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.
- Charge Impact Resolution -- If the charging units have not been stopped by fire, proceed to charge impact resolution. Calculate the 4.
 - <u>Charge Impact Resolution</u> -- If the charging units have not been stopped by fire, proceed to *charge impact resolution*. Calculate the <u>Final Impact Values</u> (FIV) of the lead units in contact as shown below, <u>with</u> 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 <u>all</u> contiguous units for support (-2 max to MMP). FIV = 2D6 + (<u>lead impact unit's # of figs</u>) (<u>lead impact unit's MMP</u>) 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) <u>see rules</u>
 Win by 1: Attacker stops short. Roll 1D6 for <u>distance in full inches</u>. 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* figures and are in *disorder*.
 Win by 8 through 11: 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.
- 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. 5.

Western Theater 25mm/28mm Reference Chart



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Target is dismounted cav
25mm ARTILLERY TYPE
Smoothbore Battery
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Rifled Battery
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Target is dismounted cav
25mm ARTILLERY TYPE
Smoothbore Battery
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Smoothbore Battery
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Rifled Battery
10 pounder Parrott Riff
3" Ordnance Riff
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Target is elite unit
Target is dismounted cav
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Smoothbore Battery
6 pounder Napoleo
12 pounder Napoleo
12 pounder howitze
24 pounder howitze
Rifled Battery
10 pounder Parrott Rifl
3" Ordnance Rifl
Any 12-14 pounder Rifl
BL Whitworth Rifl
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Mixed Guns (1863
All Routed Artillery ⁴
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Target is elite unit
Target is dismounted cav
25mm ARTILLERY TYPE
Smoothbore Battery
6 pounder Qu
12 pounder Napoleo
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Rifled Battery
10 pounder Parrott Riff
3" Ordnance Riff
Any 12-14 pounder Riff
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Mixed Guns (1863)
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Smoothbore Battery
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Rifled Battery
10 pounder Parrott Rifl
3" Ordnance Rifl
Any 12-14 pounder Rifl
BL Whitworth Rifl
Any 6 pounder Rifl
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Mixed Guns (1863
All Routed Artillery
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Artillery Deliberate Fire
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25mm ARTILLERY TYPE
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Mixed Guns (1863
All Routed Artillery [*]
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Artillery Deliberate Fire
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Target is elite unit
Target is dismounted cav
25mm ARTILLERY TYPE
Smoothbore Battery
6 pounder Napoleo
12 pounder Napoleo
12 pounder howitze
24 pounder howitze
Rifled Battery
10 pounder Parrott Rifl
3" Ordnance Rifl
Any 12-14 pounder Rifl
BL Whitworth Rifl
Any 6 pounder Rifl
20 pounder Parrott Rifl
30 pounder Parrott Rifl
30 pounder Parrott Rifl
Mixed Guns (1863
All Routed Artillery
Artillery Fire - Use arty F
Artillery Deliberate Fire
Long Range (LR) = 2x NR
LR or Desperation Firing
Arty in disorder = 1/2 FF
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REPOWER
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-33/-2 DRW
-33/-2 DRW
-34/-2 DRW
(FP) (US-CS)
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8 - 7
8 - 7
11 - 10
3 secs
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<i>g</i> (<i>CR</i>) = <i>i</i> Ff | ++++++++++++++++++++++++++++++++++++++
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| Target is infantry skirmisl
Target is elite unit
Target is dismounted cav
25mm ARTILLERY TYPE
Smoothbore Battery
6 pounder Qu
12 pounder Napoleo
12 pounder Napoleo
12 pounder howitze
24 pounder howitze
Rifled Battery
10 pounder Parrott Rifl
3" Ordnance Rifl
BL Whitworth Rifl
Any 12-14 pounder Rifl
BL Whitworth Rifl
Any 6 pounder Parrott Rifl
30 pounder Parrott Rifl
30 pounder Parrott Rifl
Mixed Guns (1863
All Routed Artillery*
Artillery Fire - Use arty F
Artillery Deliberate Fire
Long Range (LR) = 2x NR
LR or Desperation Firing
Arty in disorder = 1/2 FP
* If arty routs with an even
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| Target is infantry skirmisl
Target is elite unit
Target is dismounted cav
25mm ARTILLERY TYPE
Smoothbore Battery
6 pounder Qu
12 pounder Napoleo
12 pounder Napoleo
12 pounder howitze
24 pounder howitze
Rifled Battery
10 pounder Parrott Rifl
3" Ordnance Rifl
BL Whitworth Rifl
Any 12-14 pounder Rifl
BL Whitworth Rifl
Any 6 pounder Parrott Rifl
30 pounder Parrott Rifl
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All Routed Artillery*
Artillery Fire - Use arty F
Artillery Deliberate Fire
Long Range (LR) = 2x NR
LR or Desperation Firing
Arty in disorder = 1/2 FP
* If arty routs with an even
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P (PBF only) | Target is a Target in I Target is a Mounted 29 Road 20 - 5 18 - 3 19 - 3 18 - 3 19 - 4 18 - 3 19 - 4 18 - 3 19 - 4 18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 19 - 4 20 - 5 17 - 3 13 - 3 19 - 4 20 - 5 17 - 3 13 - 3 19 - 4 20 - 5 17 - 3 13 - 3 19 - 4 20 - 5 18 - 3 4D6 rood order ac sort Range (S SR Finit Arty is Elite/O
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Disorder
a trained
Cavalry.
5mm A
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| Target is infantry skirmisk
Target is elite unit
Target is dismounted cav
25mm ARTILLERY TYPE
Smoothbore Battery
6 pounder Qu
12 pounder Napoleo
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Rifled Battery
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Any 6 pounder Rifl
20 pounder Parrott Rifl
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All Routed Artillery*
Artillery Fire - Use arty F
Artillery Deliberate Fire
Long Range (LR) = 2x NR
LR or Desperation Firing
Arty in disorder = 1/2 FF
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| Target is infantry skirmisl Target is elite unit Target is dismounted cav 25mm ARTILLERY TYPE Smoothbore Battery 6 pounder Qu 12 pounder Napoleo 12 pounder howitze 24 pounder howitze Rifled Battery 10 pounder Parrott Rifl 3" Ordnance Rifl Any 12-14 pounder Rifl BL Whitworth Rifl Any 6 pounder Rifl 20 pounder Parrott Rifl 30 pounder Parrott Rifl Mixed Guns (1863) All Routed Artillery* Artillery Fire - Use arty F Artillery Deliberate Fire Long Range (LR) = 2x NR LR or Desperation Firing Arty in disorder = 1/2 FF * If arty routs with an event 25mm CAVALRY Cav WEAPONS NR R/M, or Mixd Weapns 4,3 Shotguns (PBF only) 1
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None
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7 - 8 | Target is a Target is a Target is a Mounted 29 Road 20 - 5 18 - 3 19 - 3 18 - 3 19 - 4 18 - 3 19 - 4 18 - 3 19 - 4 18 - 3 19 - 4 18 - 3 19 - 4 18 - 3 19 - 4 20 - 5 17 - 3 13 - 3 19 - 4 20 - 5 17 - 3 13 - 3 19 - 4 20 - 5 17 - 3 13 - 3 19 - 4 00 - 5 17 - 3 18 - 3 4D6 rood order ac nort Range (S SR Firin Arty is Elite/W Vas odd, the Skirmishi
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