

Across A Deadly Field....Movement & Fire Combat

INFANTRY WEAPONS	Firepower (FP) - Normal Range (NR) (inches)							INFANTRY FORMATIONS	C M	INFANTRY MOVEMENT (inches)				
	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs			ROAD	TRAIL	OPEN	BROKN	ROUGH
Repeating Rifles	3 - 3	4 - 3	6 - 3	7 - 3	9 - 3	10 - 3	12 - 3	Battle Line	+1	NA	NA	4	2	1
Sharpshooters	3 - 4	4 - 4	5 - 4	6 - 4	8 - 4	9 - 4	10 - 4	Skirmishing	-6	NA	NA	6	4	2
Rifle-Muskets	2 - 2	3 - 2	5 - 2	6 - 2	7 - 2	8 - 2	9 - 2	March Column	-3	10	8	8	6	2
Smbre Muskets*	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1	7 - 1	8 - 1	Disorder	-3	5	4	4	3	1
Mixed Muskets	2 - 2	3 - 2	4 - 2	5 - 2	6 - 2	7 - 2	8 - 2	Dis & Shaken	-6	4	3	2	1	1
Old Flintlocks	1 - 1	2 - 1	3 - 1	4 - 1	5 - 1	5 - 1	6 - 1	Dis & Routed	-9	3D6	2D6	2D6	2D6	1D6

Infantry Combat - Unit's FP and add dice as indicated. Only good order adjacent units can combine up to 12 FPs max per each fire.
 Long Range (LR) = 2x NR Normal Range (NR) = Noted Short Range (SR) = 1/2 NR Firer is skirmishers = 1/2(FPs + Die Roll)
 LR Firing = FP + 1D6 NR Firing = FP + 2D6 SR Firing = FP + 3D6 (applies to both infantry and cavalry)
 Firer in disorder = 1/2 FPs Firer is shaken = 1/2 FPs and lose one die Firer is Elite/Green = +1 DRM/-1DRM
 Firer is routed = no fire *Smoothbore Muskets get +2 DRM at SR Opening Volley = +2 DRM **CM** = Charge Modifier

FIRE COMBAT RESULTS TABLE																		
DIE ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	26	28	30+
INFANTRY FIRE				MC	MC	1MC	2MC	3MC	H	H	H	H	H2	H2	H3	H3	H4	H4
ARTILLERY FIRE		MC	MC	MC	1MC	1MC	2MC	2MC	3MC	3MC	H	H	H2	H2	H2	H3	H3	H4
CAVALRY FIRE				MC	MC	1MC	1MC	2MC	2MC	3MC	3MC	H	H	H	H2	H2	H3	H3

Fire Combat Results - MC equals Morale Check. A 1MC, 2MC, or 3MC equals morale check but with a +1,+2, or +3 to unit's BMP. H equals one hit - lose one figure or gun section with a morale check at the new figure lost modified morale point (MMP) H2, H3, or H4 equals the loss of that number of figs or gun sections with a M2, M3, or M4 morale checks at the new MMP

ARTILLERY FIREPOWER (FP) - NORMAL RANGE (NR) (US/CS)				ARTILLERY MOVEMENT, limbered - unlimbered				
Smoothbore Battery	1 sec	2 secs	3 secs	ROAD	TRAIL	OPEN	BROKEN	ROUGH
6 pounder gun	1 - 6/5	2 - 6/5	4 - 6/5	13 - 3	10 - 2	8 - 2	6 - 2	3 - 1
12 pounder Napoleon	2 - 8/7	5 - 8/7	7 - 8/7	12 - 2	8 - 2	7 - 2	5 - 1	2 - 1
12 pounder howitzer	2 - 6/5	4 - 6/5	6 - 6/5	12 - 3	9 - 2	8 - 2	6 - 1	3 - 1
24 pounder howitzer*	3 - 8/7	6 - 8/7	9 - 8/7	11 - 2	7 - 1	5 - 1	4 - 1	1 - 0
Rifled Battery	1 sec	2 secs	3 secs	ROAD	TRAIL	OPEN	BROKEN	ROUGH
6 pounder, 3.3" Rifle	2 - 8/7	3 - 8/7	5 - 8/7	13 - 3	10 - 2	8 - 2	6 - 2	2 - 1
14 pounder James Rifle	2 - 12/11	5 - 12/11	7 - 12/11	13 - 2	8 - 2	7 - 2	5 - 1	2 - 1
3" Ordnance Rifle	2 - 14/13	4 - 14/13	6 - 14/13	13 - 3	10 - 2	8 - 2	6 - 2	3 - 1
BL Whitworth Rifle	2 - 30/27	5 - 30/27	7 - 30/27	12 - 3	9 - 2	8 - 2	6 - 1	3 - 1
10 pounder Parrott Rifle	2 - 16/14	4 - 16/14	6 - 16/14	13 - 3	10 - 2	8 - 2	6 - 2	3 - 1
20 pounder Parrott Rifle*	4 - 22/20	7 - 22/20	11 - 22/20	11 - 2	7 - 1	5 - 1	4 - 1	1 - 0
Mixed Gun Battery	2 - 11/10	4 - 11/10	6 - 11/10	13 - 2	8 - 2	7 - 2	5 - 1	2 - 1

Artillery Combat - Use arty FP and add dice as indicated, only non-shaken adjacent batteries can add FPs up to 12 FPs per fire.
 Long Range (LR) = 2x NR Normal Range (NR) = As Noted Short Range (SR) = 1/2 NR Cannister Range (CR) = one inch
 LR Firing = FP + 1D6 NR Firing = FP + 2D6 SR Firing = FP + 3D6 CR Firing = FP + 4D6
 Arty is Disordered=1/2 FPs, Arty is shaken=1/2 FPs & lose one die, Arty is routed, roll 1D6, (1,2,3 = guns gone; 4,5,6 = guns rout)
 Arty is Elite/Green = +1 DRM/-1DRM **Arty CM** = Supported (+3) / Unsupported (-3)

CAVALRY WEAPONS	Dismounted FP - Dismounted NR (inches)							CAVALRY FORMATIONS	C M	CAVALRY MOVEMENT (mtd-dismtd)				
	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs			ROAD	TRAIL	OPEN	BROKN	ROUGH
Mixed Weapons	1 - 2	2 - 2	3 - 2	4 - 2	5 - 2	6 - 2	7 - 2	Cavalry Line	+2	NA	NA	6 - 5	4 - 3	1 - 1
Shotguns	2 - 1/2	3 - 1/2	4 - 1/2	5 - 1/2	6 - 1/2	7 - 1/2	8 - 1/2	Skirmishing	-4	NA	NA	8 - 6	6 - 4	2 - 2
Rpting Carbines	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1	7 - 1	8 - 1	March Column	-1	16 - 11	12 - 8	10 - 6	8 - 4	2 - 2
BL Carbines	2 - 2	3 - 2	4 - 2	5 - 2	5 - 2	6 - 2	6 - 2	Disorder/Offcrs	-1	9 - 5	7 - 4	6 - 4	4 - 3	2 - 1
ML Carbines	1 - 1	2 - 1	3 - 1	4 - 1	4 - 1	5 - 1	5 - 1	Dis & Shaken	-4	6 - 4	5 - 3	4 - 2	3 - 1	2 - 1
Pistols*	1 - 1/2	1 - 1/2	1 - 1/2	2 - 1/2	2 - 1/2	3 - 1/2	3 - 1/2	Dis & Routed	-7	4D6	3D6	3D6	2D6	1D6

Cavalry Combat - Unit's FP and add dice as indicated, only good order adjacent units can combine up to 12 FPs maximum per fire.
 Long Range (LR)=2x NR, Normal Range (NR)=Noted, Short Range (SR)=1/2 NR, Opening Volley=+1 DRM **Mnt/Dismnt = full move**
 LR Firing = FP + 1D6, NR Firing = FP + 2D6, SR Firing = FP + 3D6 *All Cav at 1/2 inch range, add pistol FPs
 Firer in disorder = 1/2 FPs, Firer is shaken = 1/2 FPs and lose one die, Firer is Elite/Green = +2 DRM/-2 DRM **CM** = Charge Modifier

Beneficial Target DRMs	Use the Best One	Detrimental Target DRMs	Use the Worst One
*No Cover Benefits If Charging	From arty fire /other fire	March column from <i>frontal enfilade</i> fire**..	+4/+2 DRM
Target is in light woods*	0/-1 DRM	Line from <i>flank enfilade</i> fire**..	+4/+2 DRM
Target is in heavy woods*	-1/-2 DRM	Limbered artillery	+2/+1 DRM
Target is behind wood fence, stone wall*	0/-1,-2 DRM	Target in disorder	+2/+1 DRM
Target is in hasty/light/heavy works from all fire*	-2/-3/-6 DRM	Mounted cavalry*.....	+2/+1 DRM
Target is unlimbered artillery	-2/-3 DRM	Target is a green unit.....	+1/+1 DRM
Target is skirmishers	-4/-3 DRM	*N/A if cavalry is charging	
Target is dismounted cavalry	-2/-1 DRM	**N/A for long range fire or fire against skirmishers	
Target is elite unit	-1/-1 DRM		

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Mixed Weapons	1 - 2	2 - 2	3 - 2	4 - 2	5 - 2	6 - 2	7 - 2	Cavalry Line	+2	NA	NA	6 - 5	4 - 3	1 - 1
Shotguns	2 - 1/2	3 - 1/2	4 - 1/2	5 - 1/2	6 - 1/2	7 - 1/2	8 - 1/2	Skirmishing	-4	NA	NA	8 - 6	6 - 4	2 - 2
Rpting Carbines	2 - 1	3 - 1	4 - 1	5 - 1	6 - 1	7 - 1	8 - 1	March Column	-1	16 - 11	12 - 8	10 - 6	8 - 4	2 - 2
BL Carbines	2 - 2	3 - 2	4 - 2	5 - 2	5 - 2	6 - 2	6 - 2	Disorder/Offcrs	-1	9 - 5	7 - 4	6 - 4	4 - 3	2 - 1
ML Carbines	1 - 1	2 - 1	3 - 1	4 - 1	4 - 1	5 - 1	5 - 1	Dis & Shaken	-4	6 - 4	5 - 3	4 - 2	3 - 1	2 - 1
Pistols*	1 - 1/2	1 - 1/2	1 - 1/2	2 - 1/2	2 - 1/2	3 - 1/2	3 - 1/2	Dis & Routed	-7	4D6	3D6	3D6	2D6	1D6

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Long Range (LR)=2x NR, Normal Range (NR)=Noted, Short Range (SR)=1/2 NR, Opening Volley=+1 DRM **Mnt/Dismnt=one action**

LR Firing = FP + 1D6, NR Firing = FP + 2D6, SR Firing = FP + 3D6 ***All Cav at 1/2 inch range, add pistol FPs**

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