

Across A Deadly Field

15mm - JR III Compatible - 1:30 Figure Scale - Reference Chart

Across A Deadly Field - JR III Compatible Regimental Game Scales

Ground Scale = one inch equals approximately 40 to 50 yards.
 One Turn = 30 minutes, One Infantry fig = 30 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 = 6, 8, 10, 12 Green, unit with minimal training and no combat experience.
BMP = 5, 6, 8, 10 Trained, unit with some training, but no combat experience.
BMP = 4, 5, 6, 8 Veteran, well trained unit with some combat experience.
BMP = 3, 4, 5, 6 Elite, unit with a solid record of proven combat experience.

Above BMPs are for: No stand lost 1 stand lost 2 stands lost 3 stands lost
 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 a morale check.
 4. Charge Impact Resolution -- If the charging units have not been stopped by fire, proceed to charge impact resolution. Calculate the Final Impact 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** - Involved impact units count all contiguous units for support (-3 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.



Battle Line

All ADF 1:30 Formations are the same as in JR III and the BMP of units with stands remaining is as below.

Unit Type	BMP 4 Stand Units			
	4 stands	3 stands	2 stands	1 stand
Green	6	8	10	12
Trained	5	6	8	10
Veteran	4	5	6	8
Elite	3	4	5	6

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 two inches (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 dismounted cavalry fall back in inches by what it failed by, mounted cavalry triple that.

