15mm - JRIII 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.

<u> Across A Deadly Field - Game Turn Overview</u>

In one turn, each side will have an <u>Active</u> and a <u>Reactive</u> 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.

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.

В													
4 stands	3 stands	2 stands	1 stand										
6	8	10	12										
5	6	8	10										
4	5	6	8										
3	4	5	6										
			BMP 4 Stand Units 4 stands 3 stands 2 stands 6 8 10 5 6 8 4 5 6 3 4 5										

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 <u>Trained</u>, 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: <u>No stand lost</u> <u>1 stand lost</u> <u>2 stands lost</u> <u>3 stands lost</u> 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 <u>all</u> 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 <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) <u>In any situation</u>, a unit can never have an **MMP** better than "0" or worse than "12".

Good Situational Morale Modifiers To a Unit's MMP

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

Morale Check from..... arty fire/other fire or rally attempts *Enfilade Fire *Unlimbrd Artyfire 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) f<u>All lines</u>......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)

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" - <u>Elites</u> go *shaken*, all others are <u>routed</u> Rolls a natural "3" - <u>Elites</u> go into <u>disorder</u>, all others <u>shaken</u> 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.

<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 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.
- 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 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.
- 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 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 Find Impact Values (FIV) of the lead units in contact as shown below, with the opposing lead units 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)

 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 3 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 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.

"JR III" INFANTRY	Inf		Fi	repov	ver Po	ints (FP)		INFANTRY	"JR III" INFANTRY MOVEMENT									
WEAPONS	NR	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs	FORMATIONS	CMM	Road	Trail	Open	Brokn	LtWds	HvWds	Rough		
Rifle-Muskets (R/M)		2	3	4	5	6	7	8	Battle Line	NC	NA	NA	8	7	5	3	2		
Smoothbre Muskets*	3	2	3	4	5	6	7	7	Extended Line	+1	NA	NA	9	8	6	4	2		
Mixed Muskets (MM)	4	2	3	4	5	5	6	6	Skirmishers	+6	NA	NA	11	9	7	5	3		
Spncr/Hnry Rpt Rifles	5	3	4	6	7	9	10	11	Attack Column	-2	NA	NA	9	8	6	4	2		
Colt Revolving Rifles	4	3	4	5	6	8	9	10	Road Column	+2	15	13	12	9	7	5	2		
Sharps B/L Rifles	5	3	4	5	6	7	8	9	Dis(2X) Disorder	+3	8	7	6	5	4	2	1		
Sharpshooter R/Ms	5	2	3	4	5	6	7	8	Shaken	+6	7	6	5	4	3	2	1		
Old Flintlocks	3	1	2	3	3	4	4	5	CB1/2 - Routed	SR	2D6	2D6	2D6	2D6	1D6	1D6	1D6		

Infantry Fire - Unit's FP and add dice and DRMs as indicated. Three good order adjacent units can combine up to 16 figs/18 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 charge (FP+4D6)

LR or Desperation Fire (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 = 1/2 FP and lose one die

*Smoothbore Muskets = +1 DRM at PBF Firer is Elite/Green = +1 DRM/-1DRM Inf Opening Volley = +2 DRM Firer Modifiers Are Cumulative

ADF/JRIII - FIRE COMBAT RESULTS TABLE

FP + DIE ROLL	9	10	11	12	13	14	15	16	17	18	19	20	22	24	26	28	30	32	36+
INF & CAV FIRE				MC	MC	1MC	2MC	2MC	- 1H	1H	1H	2H	2H	2H	3H	3H	4H	5H	6H
ARTILLERY FIRE		MC	MC	MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	⊦ 1H	1H	2H	2H	3H	3H	4H	5H

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 -- and a MC result as noted above.

2H, 3H, or 4H equals that number of hits --that many figs or qun 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 DRM
*No fire/morale cover benefits if charging	From arty fire/other fire	* Enfilade Fires
*Target is in light woods or orchards	0/-1 DRM	*All Road Columns from
*Target is in heavy woods	1/-2 DRM	*All Attack Columns from
*Target is in hasty/light/heavy works from	all fire2/-3/-4 DRM	*All Lines from
Target is behind wood fence, stone wall	0/-1,-2*DRM	*Limbered Arty from
*Target is in farms or villages (no other "go	ood" DRMs)1/-3 DRM	*Unlimbered Arty from
When firing out of farms or villages, j	fire out with 1/2 FPs	No enfilade or flank fir
Target is unlimbered artillery	<mark>-3</mark> /-3 DRM	Unlimbered arty targe
Target is infantry in extended line	<mark>-2</mark> /-1 DRM	Target is any artillery, fire
Target is infantry skirmishersor 2+ inches	s behind <mark>-5/-3</mark> 3/-2 DRM	Target in Disorder (no en
Target is elite unit	1/-1 DRM	Target is a trained unit
Target is dismounted cavalry in line skirn	nishers -1/NC -4/-2 DRM	Mounted Cavalry not chi

ARTILLERY TYPES	Artv	ARTY FIRE	POWER (F	P) (US-CS)	"J	"JR III" ARTILLERY MOVEMENT, limbered - unlimbered									
Smoothbore Battery	NR	1 sec	2 secs	3 secs	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough				
6 pounder gun	13	2 - 2	3 - 3	5 - 4	20 - 5	17 - 4	14 - 4	12 - 3	8 - 2	5 - 1	3 - 1				
12 pounder Napoleon	17	3 - 3	5 - 4	8 - 7	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	2 - 1				
12 pounder howitzer	13	3 - 3	5 - 4	8 - 7	19 - 3	16 - 3	13 - 3	11 - 2	8 - 2	5 - 1	3 - 1				
24 pounder howitzer	15	4 - 4	7 - 6	11 - 10	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1				
Rifled Battery	NR	1 sec	2 secs	3 secs	Road	Trail	Open	Broken	Lt Wds	Hv Wds	Rough				
10 pounder Parrott Rifle	23	3 - 3	5 - 4	8 - 7	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1				
3" Ordnance Rifle	22	3 - 3	6 - 5	9 - 8	19 - 4	14 - 3	14 - 3	12 - 2	8 - 2	5 - 1	2 - 1				
14 pounder James Rifle	21	3 - 3	6 - 5	9 - 8	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1				
BL Whitworth Rifle	34	3 - 3	5 - 5	8 - 8	19 - 4	14 - 3	14 - 3	12 - 2	8 - 2	5 - 1	2 - 1				
6 pounder, Wiard Rifle	18	2 - 2	4 - 4	6 - 5	20 - 5	17 - 3	10 - 2	7 - 2	6 - 2	4 - 1	2 - 1				
20 pounder Parrott Rifle	26	4 - 4	7 - 6	11 - 10	17 - 3	10 - 2	7 - 2	6 - 2	4 - 2	2 - 1	1 - 0				
30 pounder Parrott Rifle	28	5 - 5	8 - 7	12 - 11	13 - 3	12 - 2	10 - 2	7 - 2	4 - 1	2 - 1	0 - 0				
Mixed Gun Battery	18	3 - 3	5 - 4	8 - 7	18 - 3	13 - 3	12 - 2	10 - 2	7 - 1	4 - 1	3 - 1				
All Routed Artillery*	None	None	None	None	4D6	3D6	3D6	2D6	2D6	3 inches	Abandn				

"JR III" CAVALRY	Cav	Dismo	ounte	d FP /	Moun	ted FF	PBF)	only)	CAVALRY	CN	CMM "JRIII" CAVALRY MOVEMENT (mtd-c						ntd-dis	mtd)
WEAPONS	NR	2 figs	3 figs	4 figs	5 figs	6 figs	7 figs	8 figs	FORMATIONS	Mntd	Dmtd	Road	Trail	Open	Brokn	LtWds	HvW ds	Rough
R/M, or Mixd Weapns	4,3	1	2	3	4	5	6	7	Cavalry Line	-1	+1	NA	NA	12 - 9	10 - 8	8 - 6	5 - 4	2 - 2
Shotguns (PBF only)	1	2	3	4	5	6	7	8	Skirmishing	+5	+6	NA	NA	15-11	12 - 9	9 - 7	7 - 5	3 - 3
Repeating Carbines	3	3	4	5	6	7	8	9	Double Line	-2	NC	NA	NA	11 - 9	9 - 8	5 - 6	4 - 4	2 - 2
Sharps BL Carbines	4	2	3	4	5	6	7	7	Ldr, Rd Column	+1	+3	19 -14	16-12	13 -11	10 - 9	8 - 6	5 - 4	2 - 2
Other BL Carbines	3	2	3	4	5	5	6	6	Dis(2X) Disorder	+2	+4	12 - 8	10 - 7	8 - 6	6 - 4	5 - 3	4 - 3	3 - 2
ML Carbines	2	1	2	3	4	4	5	5	Shaken	+5	+6	10 - 7	9 - 6	8 - 5	7 - 3	5 - 2	3 - 1	2 - 1
Pistols*(PBF only)	1	1	1	2	3	4	5	6	CB1/2 - Routed	SR	SR	3D6	3D6	3D6	3D6	2D6	1D6	1D6

Cavalry Fire - Use Unit'sFP and add dice as indicated. Three good order dismnted adjacent units can combine up to 12 fias/14 FPs for one fire.Long Range (LR) = 2x NRNormal Range (NR) on chartShort Range (SR) = 1 inchFirer is Elite/Trained/Green = +2/-1/-2 DRMLR Firing = FP+1D6NR Firing = FP+2D6SR Firing=FP+3D6, *PBF (in charge) = FP+Pistol FP+4D6Firer is skirmishers, column = as infantryFirer in disorder = 1/2 FPFirer is shaken = 1/2 FP and lose 1 diePBF (only for a charge)Dismtd/Mtd Opening Volley = +1 DRM/No DRM