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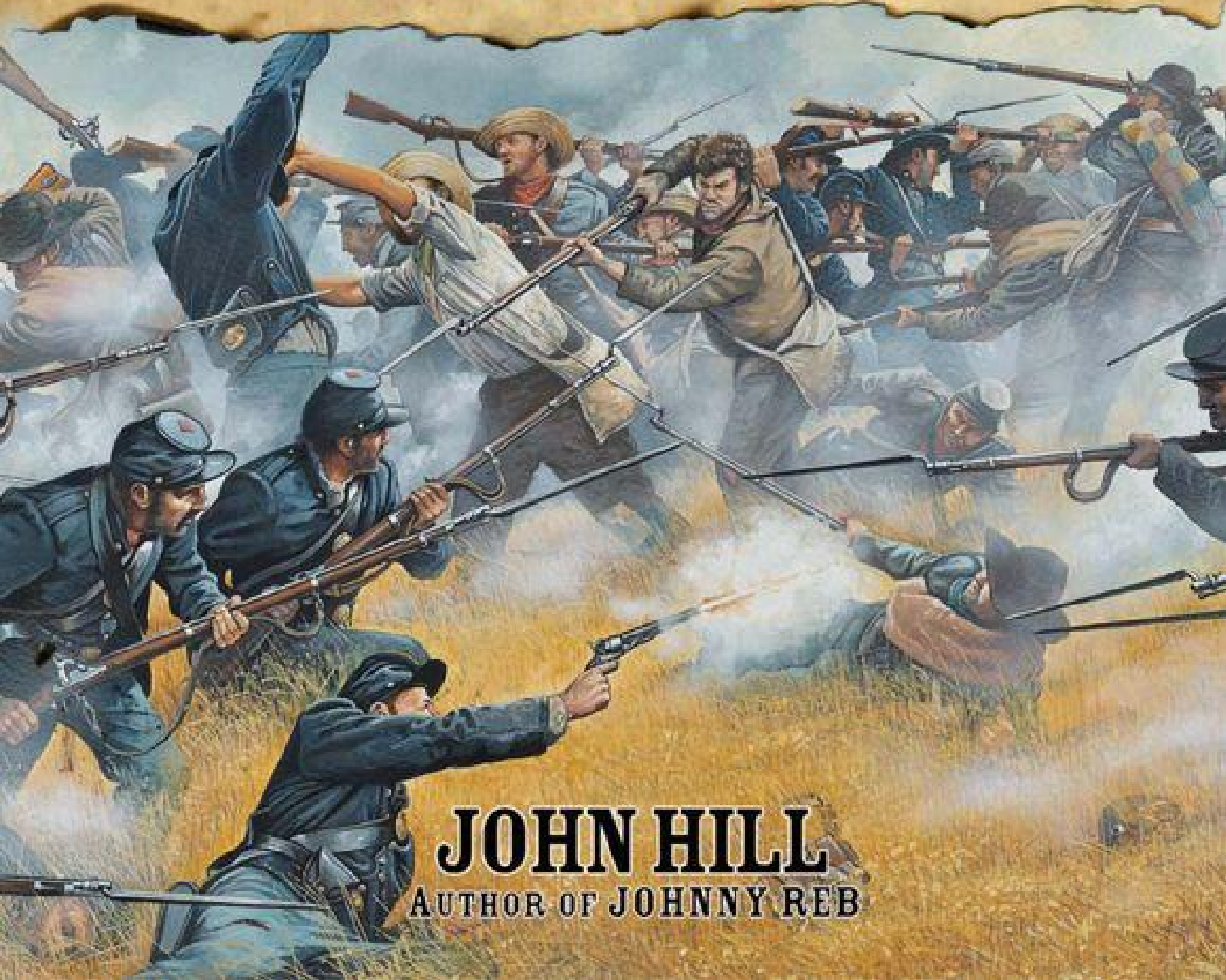
ACROSS A DEADLY FIELD

REGIMENTAL RULES FOR CIVIL WAR BATTLES



JOHN HILL
AUTHOR OF JOHNNY REB

ACROSS A DEADLY FIELD

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FOREWORD

I've had the unique pleasure of being involved with John Hill for many decades. We fall into that small group of pioneers who initiated this intriguing pursuit of little tin soldiers – the art and fun of playing with them – from a very early age. The attraction of this "Grand Obsession" took us by storm and ever since we have been reading, researching, sculpting, converting and painting figurines, modeling terrain, building the necessary structures and most of all: conceiving and writing the rules! This is perhaps the most important element of all, because without a set of rules that are both realistic *and* playable, no historical simulation is possible!

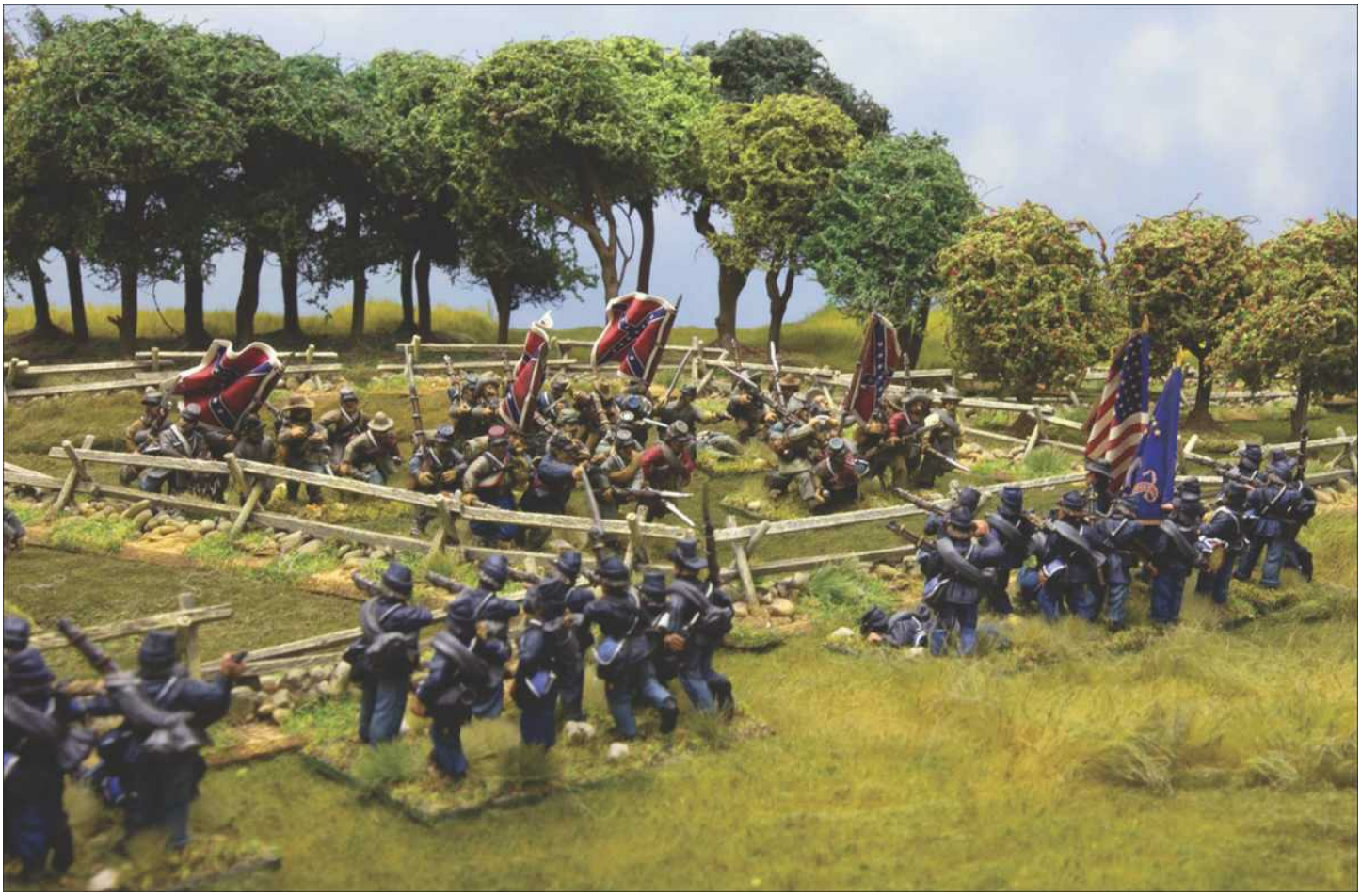
That is what I love about John Hill's game designs. He just seems to "get it" and is able to create a plausible approach to the assignment. His considerable experience with many successful board and miniature games adds to his ability to fashion a workable, historically correct and fun-to-play set of rules. John takes a slice of history and makes it a most intriguing ride because he knows how to "put us into the story." He creates a plausible historical framework of strategy, tactics, action and passion and then drops us – the gamers – into the middle of it. At that point, John's games become a movie of our own making and a book of our own personal adventure as we see if we can change history, taking the role of the commander and making the critical decisions that dictate the fates of nations. Who doesn't find the American Civil War a stage worthy of this attention?

Now add in the imagination and understanding that John brings to this unique period with its poorly trained civilian officers bungling forward and doing the best they can with the citizen soldiers under their command and you have a most exciting story, often with "less-than-hoped-for results" – just like real life! John also knows how to present another intriguing element that really makes his games live. It's called "flavor" – his games have the feel of the period.

These wargame rules provide a tactical element that makes us feel as if we are right there – exercising initiative when it is our opportunity while observing and reacting to our opponent's actions – and allows some rather sizable actions without losing the romance of each hallowed regimental name and its history.

You'll find *Across a Deadly Field* to be a most playable game (John tells me he even encourages your own personal rule tweaks), so join me in making it your new favorite gaming foray into the American Civil War!

Uncle Duke (Duke Seifried)



A Confederate brigade charges across a deadly field! (Alan Sheward)

DESIGNER'S NOTES

The design concept for *Across a Deadly Field* (ADF) was developed jointly by Osprey and me over numerous emails back and forth. Over that time, we reached the conclusion that the regimental ACW miniature games – and there are many good ones – had the advantage of tactical detail while the games that treated the brigade as the primary maneuver element enabled bigger games to be played at a cost of much of the regimental flavor. For example, in a brigade game it would be impossible to show the gallant charge of the 20th Maine at Little Round Top. So, we worked through many concepts and we came to the idea that if the regiments were reduced to two or three stands we could still have a lot of regimental detail and also have grand tactical battles. For the sake of easy conversion, it was decided that we would go with roughly twice the *Johnny Reb III* (JR III) scale and that one inch would roughly equal 100 yards rather than the 50 yards in JRIII and that each figure would equal 60 men instead of 30. And to keep the game moving we defined one ADF turn as 30 minutes, up from JRIII's 20 minute turns. A key design element was that the gamers should not be required to remount their figures – they could play with whatever figures and gaming stands they already had.

However, that left the issue of how to accommodate the different figure sizes, from 6mm to 28mm, and the fact that some gamers like to mount their figures on square stands to show a double rank, while others prefer a rectangular stand with a single rank. That could mean that two identical 720-man regiments (12 figures) – one mounted in double rank and one mounted in a single rank – might well have very different frontages depending on exactly how the figures were mounted. And depending on the figure size, the frontage discrepancies might be larger yet. To accommodate these differences, we came up with three different ground scales that seem to work for the each of the three major figure sizes. They are:

- For 6mm/10mm figures one inch would equal roughly 100 to 120 yards.
- For 15mm/20mm figures one inch would equal roughly 80 to 100 yards.
- For 25mm/28mm figures one inch would equal roughly 60 to 80 yards.

These would mean that to maintain correct ranges and movement distances, three complete Reference Charts would be required, and, yes, all three are provided in this book. That left the issue of square stands versus rectangular ones, as some gamers prefer square while others prefer rectangular, and we still wanted to maintain correct relative frontages for either mounting preference. The solution to that conundrum was simpler than it might seem at first. For a battle line with *square stands* each regiment would be modeled with three stands – but, the gamer that used *rectangular stands* would use only two stands for his units. The included graphic shows how this would be modeled with a 12-figure, 720-man regiment deployed with three square stands or two rectangular stands. A simple chart was developed that showed the morale degradation per stand lost for either two- or three-stand regiments. We feel that, with this approach, we have offered a regimental mounting system that is usable with whatever figure size and whatever mounting the gamers might prefer.

One of the design restrictions that was ironclad was that the rules had to be totally contained within the pages of a hardbound book. That meant the core game "engine" would have to depart from the *Johnny Reb* system that used "order cubes" or "order chits" to give a secret order to each unit, which would then be simultaneously revealed and resolved. That was what was unique to the *Johnny Reb* system – everything else was fairly common to all miniature rules: a movement chart, a combat results table, a progressive morale system, etc. However, *Johnny Reb*'s "simo-order" system would not work for ADF since nothing extra could be packaged with the "book." That meant that the ADF "engine" would require an "action–reaction" system that would capture the net effect of simultaneous movement without the "order chits." Fortunately, that was not difficult, since I had done it before with *Squad Leader*. In simple terms, I stole from myself. In that regard, the ADF game system is a combination of the *Squad Leader* system of one side doing – prep fire, movement, defensive fire, assault – and then

the other side doing the same, with many of the familiar *Johnny Reb* nuances folded in – some in a different way, some in the same way – along with a few additional details. My traditional “one page” Reference Charts are still there; but not as separate items. Instead, they are easily photocopied from the book. The Combat Results System has more “modified morale checks” than figure kills – though a nasty blast from canister can still clean off a good chunk of a regiment – so, in that respect, ADF is more like *Squad Leader* than *Johnny Reb.*

The 20th Maine's stand on Little Round Top, by Richard Hook © Osprey Publishing Ltd. Taken from Campaign 52: Gettysburg 1863.

The design intent of ADF's action–reaction "engine" was to have a flexible turn sequence that would

reflect the many tactical choices that could occur within 30 minutes of typical civil war combat. In one turn, one side would be "active" first, while the other side "reacts" to those "actions," and then the roles reverse within the same 30 minute "turn" of simulated time. When a unit or unit group is active it can do any two actions. That means it can move twice, fire twice, move and then fire, fire and then move, rally and move, move and then charge, fire and then charge, and so forth. The tactical sequence is totally up to the player as he is not locked into a set "phase sequence." The active gamer can chose the order of his actions that he feels is best to accomplish his objective. He can have a battery or entire gun battalion perform two actions' worth of "prep fire" and then have a regiment or a whole brigade move and charge. Each of the opposing units can "react" between – and sometimes during – the enemy's actions. The reacting player also has choices beyond the obvious opportunity or defensive fire. If the active player's "prep fire" has disordered or shaken one of the his units, the reacting player may decide to reform or try to rally rather than performing defensive fire. Such defensive fire also comes with options – to fire against a charge at normal range, or wait and see if the reacting unit passes its "fear-of-charge" morale check in order to hit it with much more deadly point-blank fire.

Union troops advance through Antietam cornfields. (Alan Sheward)

The issue of "historical realism versus detail versus complexity" always comes up when discussing wargame rules. It is my view that, first and foremost, if the rules to do not yield a historical plausible outcome, then the rules have failed. If the results are silly, the game fails as a set of wargame rules. That is not to say that it is not a good game – as it still may be a good "game" or even a great "game." But it is not a wargame. That leaves the dual question of detail and complexity. These are related, but different, issues. Detail is simply additional information and/or subtle additional modifiers that are used to capture a specific tactical nuance, which the gamer can use or not as is his preference. One problem with some games – including some that I have designed myself – is that they have a multitude of firing or morale modifiers and that the gamer is expected to "use" all that might apply. That is both tedious and unrealistic as, at some point, the law of diminishing returns would take effect on both combat and morale effects. So, to keep the "fire and combat modifier" math manageable in ADF, you have to "factor in" only the *two best* beneficial and *two worst* detrimental target modifiers.

Options and details are not cumbersome if presented in a simple menu-like chart as then it becomes simply a matter of picking the "detail" nugget that you want or need. That is neither hard nor complex. In ADF, infantry can have up to seven different weapons, from old flintlocks – a lot of those at Shiloh – to Spencer repeating rifles as used by Wilder's Brigade. However, in most mid-war scenarios almost all the units would be carrying rifle-muskets. If that is all the gamer is playing with, he will *only* have to look at the top row of the *Infantry Firepower Table* and for veteran infantry with rifle-muskets

one figure equals one firepower “point.” So, if the gamer wants to keep it simple, just assume that all the regiments will be veterans with rifle-muskets and he won’t even need to look at the chart. But if, at some point, you wish to play a scenario with a regiment armed with Colt revolving rifles, percussion cap smoothbores, or rusty old flintlocks, the information is there.

The same “choose your level of detail” approach is used with the artillery. If you counted up all the different artillery pieces, including the siege and fortress guns, ADF has fire effectiveness and movement “factors” for 36 different gun types. However, for almost any mid-war battle, over 90 percent of the guns would be either 12-pounder Napoleons or 10-pounder/3-inch rifles. And the data for those guns are in three lines, at the top of the chart and if that is all you want, you need look no further. But, if you want to accurately portray an early war western scenario, you will need the “factors” for many different gun types such as the 6-pounder Wiard Rifle. ADF has these artillery oddities – but only if you want or need them. Another nice nuance that is found in ADF is the slight superiority of Union artillery over Confederate artillery. If that was handled by “yet another” die roll modifier, it could be considered as contributing to “too much” detail. In ADF, however, battery fire effectiveness is simply a single number off one chart – use the first number if it is a Union battery or the second if it is a Confederate battery.

Complexity is a somewhat different issue than detail, and in my view refers more to the nature of the game mechanics and how the game data is integrated and presented rather than simply the amount of data that is offered. Complexity is very much a matter of perception and that perception is strongly influenced by how well the data and the rules are presented. The game mechanics should be relatively straightforward and easy to follow with the net effect being clear without a lot of thumbing back and forth through the rule book. Since ADF has been designed to fight large regimental battles quickly, it was felt that it would be expedient to allow adjacent units to combine fire for a single fire, and up to 16 figures or six sections of artillery can do that. No special rule is required, you just announce that these two or three adjacent regiments or gun batteries are firing together and resolve it as one. In playtesting, this has proved to be a nice benefit for the side that has a lot of small four- and six-figure regiments that normally might have a difficult time killing an enemy without a most exceptional die roll. Likewise, a “depleted” regiment that is down to one stand can “attach” its forlorn stand of survivors to a fresher regiment by simply moving adjacent to it and adding its figures to the bigger unit’s total. That is an example of the one of the core concepts of ADF’s design – an obvious and simple mechanic that captures a common battlefield event, such as remnants of a shot-up regiment joining up with another regiment – that is done without any additional complexity.

10mm structures blend well with 15mm troops. (Doug Kline)

Finally, ADF is not sacred script. Once you have it, it is now your game. Feel free to change just about anything as long as the end result is a more satisfying and fun wargame for you and your fellow lead pushers. If you feel there are too many morale modifiers, throw some out. If you feel ADF needs more tactical detail, put it in. But, if you do come up with a tweak or rule change that you feel really improved the miniature gaming experience for your group, let us hear about it, as that is how games get better.

Good gaming,

John Hill

INTRODUCTION

THE AMERICAN CIVIL WAR – A PERIOD OF TRANSITION

The American Civil War raged from 1861 to 1865 and represented a period of rapid development in the art, science, and technology of war. In 1861, the initial clashes often resembled smaller versions of Napoleonic battles with a wide variety of colorful uniforms, a kaleidoscope of fluttering flags, and neatly aligned soldiers with giddy officers seeking fame and glory. By 1864, however, the grim business of organized killing had reduced almost all the soldiers to a grime-encrusted dark blue or a muddy mix of butternut and gray. Petersburg, with its long trench lines and maze of obstacles, was now more akin to the battlefields of World War I than to the traditional pastoral Virginia low country it had once been. As the war progressed, the armies and the carnage grew. At First Bull Run in July 1861, the Confederates put about 32,000 men in the field against about 35,000 Union soldiers and would lose around 2,000 men while the opposing Federals lost roughly 3,000. In contrast, little more than a year later at Antietam in September of 1862, the Army of the Potomac fielded 87,000 troops and its ever-present opponent, the Army of Northern Virginia, deployed about 45,000 soldiers against it. The losses had also risen dramatically, with the Union suffering more than 12,000 casualties at Antietam and the Confederates about 11,000. At the war's start, despite a sprinkling of West Point-trained officers and Mexican War veterans, this was very much a clash of eager and naïve amateur armies. But the soldiers that fought the campaigns of 1864 and 1865 were stone-cold killers and were led by experienced and blooded officers. In four short years, the small and relatively inept armies had been replaced by large, thoroughly professional military machines that were now the equal of any contemporary European army.

One of the drivers of these changes was an unprecedented evolution of military technology and a growing availability of advanced weapons. In the 1850s, the development of the percussion cap and the minie ball would eventually take muzzle-loading firearms to a new level of lethality and effectiveness. When the war began, however, America's adaptation of the newer weapons systems was just getting started by the Federal government, with the state armories lagging even further behind. But the war accelerated everything. In April of 1862 at Shiloh, the Army of Mississippi that surprised Grant's Army at Pittsburgs Landing went into battle armed mostly with a mix of aged flintlocks and smoothbore percussion-cap muskets. However, by the fall of 1863 at Chickamauga, the Confederate Army of Tennessee had over 80 percent of its line infantry equipped with relatively modern rifle-muskets. In the East in 1864, the percentage of modern weapons was even higher, with the Army of Northern Virginia having over 90 percent of its soldiers equipped with modern rifle-muskets. And their Union opponents, supported by the industrial might of the North, were beginning to field entire brigades equipped with magazine-fed repeating carbines and rifles.

As individual infantry and cavalry weapons became more lethal, the artillery became even more so – both in size and in availability. At First Bull Run in 1861, almost 75 percent of the Confederate guns were 6-pounder smoothbores with roughly one gun per 600 men. At Spotsylvania in 1864, however, all the batteries of both sides were now fully equipped with either 12-pounder smoothbores or three inch or larger rifles, and both armies were now being supported by about one gun per 300 men. With the increase in both the quality and quantity of small arms and artillery, a shift in battlefield tactical ascendancy was happening. In the early battles, the winner was usually decided by a well-timed and decisive shock action, or as Stonewall Jackson would order, "Give them the bayonet!" But by the war's end, battlefield dominance was increasingly being decided by firepower supremacy, not massed shock action. The fields separating the two armies had become deadly indeed.

The Rebels counterattack through the corn. (Alan Sheward)

Though the war's largest battles were concentrated in the Washington–to–Richmond and the Nashville–to–Atlanta corridors, there was almost no area of the United States that was not touched by it. Confederate raiders stuck St Albans, Vermont, and Union and Rebel cavalry skirmished as far west as Picacho Peak, Arizona. Confederate regiments were recruited from the coasts of Florida and both California and Colorado raised Union regiments. From the lush eastern tidewaters of South Carolina to the harsh deserts of southern New Mexico, soldiers wearing blue and gray and just about any other color would fight and die.

The nature of the war also varied with the region. In the East, the long struggle between the Army of the Potomac and the Army of Northern Virginia ultimately evolved into protracted positional warfare with long trench lines, where the elements of decision were massed infantry, artillery, and an extensive logistic establishment. In this environment, cavalry was useful but clearly peripheral. Out West, however, particularly in the Trans-Mississippi area, the longer distances, the sparser population, and the weaker transportation infrastructure led to campaigns becoming dependent on the mobility of cavalry and mounted infantry to exert a military presence over a far-flung area. In the West, being well versed in the principles of General Jomini was less important than the ability to hit hard and hit fast. For the military historian or wargamer, the American Civil War offers an almost unlimited variety of unit types, uniforms, and operational and tactical situations to model and game out on the miniature battlefield.

ACROSS A DEADLY FIELD – AN OVERVIEW

Although the rules for *Across a Deadly Field* portray individual regiments and batteries and resolve combat using those as the maneuver units, the game should be viewed primarily as a brigade-level simulation of the Civil War battlefield that is resolved on a regimental basis. The game can be played with just those regiments and batteries or also with individual leaders to capture the effect of personal charisma and the problems of command and control. The gamer that fights the battle using his regiments and batteries as independent, scattered elements will soon find his forces at consistent disadvantage when playing against an opponent who deploys and commits his regiments as coherent brigades and joins his batteries into combined gun battalions. Besides the obvious disadvantage of fighting piecemeal, *Across a Deadly Field* gives distinct advantages to mutually supported adjacent units that can combine fire, stiffen sagging morale, and absorb the survivors of depleted and devastated regiments. That is not to say a single regiment acting alone cannot make a difference. If the situation is right it certainly can, as Joshua Chamberlain and the 20th Maine demonstrated with their gallant counter-charge at Little Round Top, thereby saving the Union left flank at Gettysburg.

The game scales of *Across a Deadly Field* are designed for relatively quick play of large battles in a small space within a moderate time span. That is not to say that the rules will not work for small

battles – they most certainly will – and many a smaller scenario will give a very satisfying afternoon of 19th-century miniature combat. However, the real strength of these rules is that they enable the gamer to refight larger battles in less space than an oversized conference table and in less time than a full three-day weekend while still showing regiment and battery details. The ground scales are based on the size of the figures being used and are listed on page 17. The game is resolved using discrete game turns with each turn representing approximately 30 minutes of actual time.

In one game turn, each player will have the opportunity of being both the active player and the reactive player. During one side's active portion of the turn, each non-routed unit or unit group has the option of two consecutive actions including moving and firing, firing and moving, moving twice, firing twice, a movement and a charge, a rally attempt, or a formation change. In some instances, the actions of an active unit will be restricted. For instance, a shaken unit may not advance toward the enemy and a routed unit must first make a full move away from the enemy for one action and then attempt to rally for its second action. Also, elite and veteran units will have more flexibility of action than troops that were just trained or freshly recruited. Depending on the circumstances, the reactive player's units will almost always have the option to react at least once during the opposing side's active portion of the turn. A potential reaction can happen immediately following the actions of the opposing unit or even during the opponent's active movement, if that movement could be seen or was within 2 inches. In addition to movement, a unit can react to enemy fire, charges, or just about any visible enemy fire or movement activity. But each unit only gets one reaction during the opponent's active turn – so use it wisely.

US Marines at First Manassas/Bull Run, by Richard Hook © Osprey Publishing Ltd. Taken from Elite 112: American Civil War Marines 1861–65.

A CLOSER LOOK – THE ACTIVE PLAYER

At the start of each game turn, one side will have the initiative and will be active first, with the initiative almost always being defined by the scenario. If playing with leaders, they move first before any other unit actions. If, however, they are attached to a unit, they will move with it throughout the turn for its movement.

A. P. Hill's Light Division advances on a thin Union line. (Alan Sheward)

After the leaders move, the active player will determine which of his units are in or out of command and control. After any independent leader movement, each active unit or designated unit group can perform two consecutive actions in the order of the active player's choosing. A unit or unit group must complete its two actions before another active unit or group performs its actions. A player cannot have a unit perform its first action and then activate another unit with the intent of "going back" and having the first unit do its second action later in the active player's turn. An action can be a movement, a fire, a formation change, a reforming, a rally attempt, a disengagement, or a charge. However, a unit is not allowed to charge twice in one player turn, although it could move for its first action and then charge for its second action. Likewise, an active unit could fire and then move, or move and then fire. An active unit could also fire twice or move twice. During the active player's turn, it is almost certain that some opposing reactions will occur which may upset the active player's plans. However, these reactions can occur only after a visible active unit fires, moves one inch, or does anything within 2 inches.

TACTICAL EXAMPLE: SEQUENCING UNIT ACTIONS

Although a unit or unit group must take both of its actions before another unit can activate, proper tactical sequencing of the actions between units or unit groups can prove useful for an assault. For

example, an artillery battery could fire twice at a targeted defensive position in the hopes of softening it up before a two-action infantry charge – a move and then a charge – which could then be launched immediately after the battery finishes its two bombardment actions.

ACTIVE UNIT GROUPS

At the start of a player's active turn, the active player can designate any adjacent and contiguous units in the same formation as a unit group. A unit group does not have to be permanently defined, but to function as a unit group for this specific player's active turn the units must be of the same type, begin in the same formation, and must all do the same thing for each of its two declared actions. The declared actions can be any two actions – move and charge, fire and move, charge and reform, and so on – but once a unit group is designated for an active turn and its two actions declared, then all units of that group must attempt to complete their declared actions before another unit or unit group is activated.

If a designated active unit group is moving, it moves as one unit and the defending player cannot react until the entire group has moved at least 1 inch and cannot do a second reaction with a different unit until the entire group has moved another inch or has fully completed an action. By moving in a group, some units in a group may improve their morale by up to 2 points with contiguous supporting adjacent units on both flanks (see Morale rules) – which would not be the case if each regiment moved individually.

A CLOSER LOOK – THE REACTING PLAYER

All reacting or defending units have one reaction they can do following specific actions by the active player. The defending units may react immediately after a visible enemy fire or any time after an active visible enemy unit has moved 1 inch with regular movement, a charge, or after *any* enemy action within 2 inches. An enemy rally attempt, formation or facing change, or reforming from disorder are not reaction triggers unless done within 2 inches. Other conditions are:

One: The reacting unit must have a legal line of sight (LOS) to the active unit that is "triggering" the reaction. Simply put, if a unit can't see the enemy fire or movement, it cannot react to it unless the enemy unit is within 2 inches. Following any one specific reaction trigger, only one unit or unit group may react. For another unit or unit group to react, there must be a second reaction trigger either by the same active unit – if it moved another inch or if it fired, for example – or by another action by a different active unit or unit group. If an enemy unit does any action within 2 inches, the non-active player may react to that active unit.

Two: Even if the reacting unit cannot see the active enemy unit, if that active enemy unit moved within 2 inches of the defending unit or performed any action within 2 inches of the defending or holding unit, that non-active unit may react before the active unit continues its movement or immediately after it completes its action, even though it may not have a LOS on the unit.

Three: If using leaders, a leader can trigger a reaction. If a defending unit cannot see the advancing enemy unit, but its brigade-level or higher leader can see the hostile fire or movement, and if that reacting unit is within his reaction radius – twice his leadership bonus (LB) – he can order units that are within his reaction radius to immediately react. Note that a leader's reaction radius is different from a leader's command radius – used for determining command and control – which is four times his leadership bonus.

ALLOWABLE REACTIONS

Immediately following one of the above-listed legal reaction "triggers" the inactive unit may react with a defensive fire, a formation change, a facing change, reform from disorder, a rally attempt, to disengage, or a countercharge if charged (non-shaken veterans and elites only). If the reaction is a fire, that fire must be directed against the unit that triggered the reaction. A movement other than

disengaging or a charge, unless it is a counter-charge, are not allowed as reactions. With the exception of the countercharge, all non-routed units are capable of doing these actions. The selected reaction is completed in its entirety, including any resulting morale checks by either friendly or hostile units, before the currently active unit continues with its movement or begins its second action. Routed units do not get a reaction option, and when they are active they must spend one action running and the second trying to rally. For sake of play clarity, it is recommended that after a unit has performed its reaction, that unit be marked with a colored penny or some other indicator to show that it has already reacted for this specific player turn and now can only perform desperation fire until the next player turn, at which point it then becomes an active unit.

TACTICAL EXAMPLE: TIMING A REACTION

Timing a reaction can be critical. Assume that an active battery fires at an enemy battery, which would allow the targeted battery to react and use its one reaction to return fire. Assuming that the reacting battery did fire back at the battery that fired on it, at that point it would have used its one reaction and would be vulnerable to a possible infantry assault, as all it would have left would be its one die of desperation fire if it was charged. So, as a defender, look over the battlefield before committing to a reactive fire, as it might be wiser to “hold” your fire and save it for a better opportunity or worse crises yet to come.

Pulling back from the road, the Federals await the next Confederate wave. (Scott Mingus)

REACTIVE UNIT GROUPS

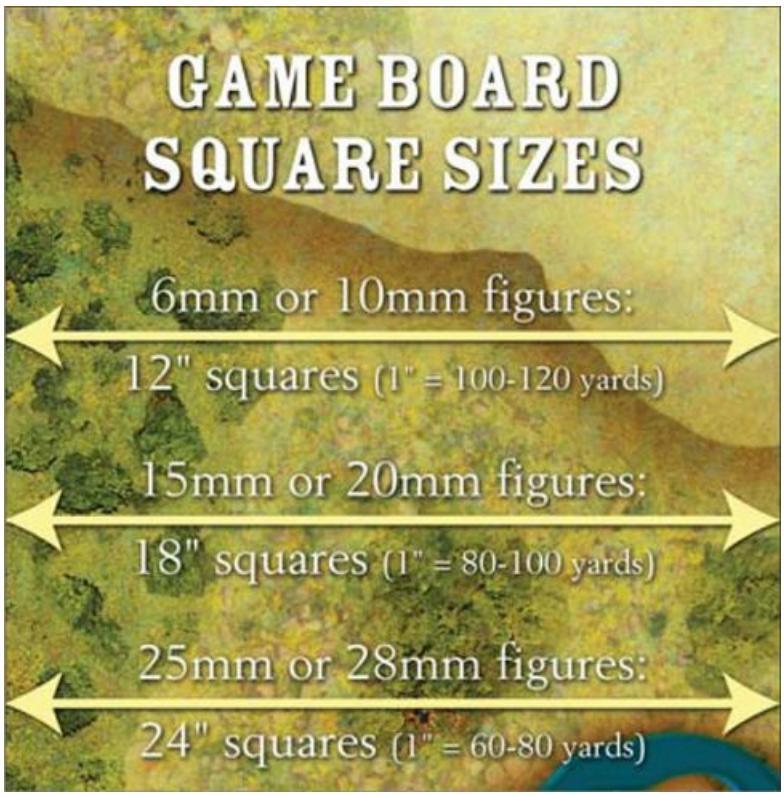
Reactive unit groups for a reactive action do not have to be declared in advance. However, all units in the group must be adjacent, contiguous, and in the same formation before declaring them as a group for this particular reaction. If they are firing as a group, they can use up to 16 figures or 18 firepower points (FP) for one fire (see Fire Procedures). A group of contiguous and adjacent units in the same formation may also react with a formation change, a facing change, a reforming from disorder, a rally attempt, or a disengagement, as would a single unit, provided all units in the designated group did the

same thing for this specific reaction. One of the more common group reactions will be a combined fire with a gun battalion of up to three batteries or up to 18 FPs.

The game scales of *Across a Deadly Field* are designed for the quick playing of large battles in a relatively small space within a moderate time span. The ground scales are loosely based on the size of the figures being used. For all figure sizes, each infantry figure represents 60 men, each cavalry figure represents 30 men, and one gun figure represents one battery, with each gun-crew figure representing one gun section of two actual guns. The ground scale is about 100 yards per inch, but the given movement distances and weapon ranges have been adjusted to compensate for the three main sizes of wargame figures – 6/10mm, 15/20mm, and 25/28mm. So, to have a realistic-looking battlefield in each of these, the ground scales can somewhat loosely be defined as:

- For 6mm/10mm figures one inch would equal roughly 100 to 120 yards.
- For 15mm/20mm figures one inch would equal roughly 80 to 100 yards.
- For 25mm/28mm figures one inch would equal roughly 60 to 80 yards.

The map below of part of the Shiloh battlefield could be nicely recreated by a 12-by-12 inch “game table” square for the 6mm or 10mm figure scales, an 18-by-inch square for 15mm soldiers, or a 24-by-24 inch square for the 25mm or 28mm figures.



THE GAME UNITS

The basic “game units” for *Across a Deadly Field* are infantry regiments, artillery batteries, and cavalry regiments, squadrons, or battalions. An infantry or cavalry unit is represented by two or three equal or close-to-equal stands of figures with each figure representing approximately 60 men. An unlimbered artillery battery is represented by one stand without a limber. If limbered for movement, both the battery and its limber are placed on the table one behind the other. Leaders are represented by one, two, or three figures on one stand. Usually, one figure indicates a brigade leader, two figures a division commander, and three a corps commander. Unlike some rule systems, *Across a Deadly Field* does not require a specific size of stand or expect any miniature gamer to remount all his figures to conform to the particulars of the game. It does not matter if a four-figure stand has four figures in a line or in

two ranks of two – use whatever stands of figures you already have. Larger regiments with more figures will usually require larger stands than smaller regiments with fewer figures, but larger regiments will invariably have larger frontages. The game, as was noted, can be played with either two stands per regiment or three stands per regiment, but the figure scale of one infantry figure equaling 60 men remains constant, as does one cavalry figure equaling 30 men.

Adjacent regiments add morale benefits. (Cory Ring)

The picture below shows a typical 15mm four-regiment brigade deployment in *Across a Deadly Field*. Each regiment is represented by two stands of figures, with four regiments abreast in a brigade line. This was a common brigade formation as it gave maximum firepower to the front. The brigade leader is adjacent to the two center regiments so as to provide morale benefits to them.

THE INFANTRY

The Civil War has often been referred to as the first modern war, and in many respects it was. But one thing had not changed. The bulk of the killing and dying was still the lot of the infantry, as they had the bloody job of taking and holding ground in the face of ever deadlier infantry rifles and heavier artillery systems. At Gettysburg, six Union infantry brigades suffered over 60 percent casualties, while the worst-hit Union artillery battalion and cavalry brigade took 24 percent and 6 percent losses respectively. Both sides organized their infantry in ten-company regiments, which were then grouped into brigades of three-to-six regiments each and then into divisions of two-to-four brigades. In theory, a regiment had 1,000 men, but that could vary drastically with individual units at different times and different places. If a unit was green or just trained, it could be large, such as the 26th North Carolina at Gettysburg with 839 men. But at the same time the veteran 38th North Carolina had only 216 men. By 1863, though they remained enemies, both Billy Yank and Johnny Reb had grown to respect each other and were now comfortable with each other as familiar adversaries.

Union reinforcements arrive in the nick of time! (Malcolm Johnston)

THE *ACROSS A DEADLY FIELD* INFANTRY UNIT

Each *Across a Deadly Field* infantry regiment or battalion is represented by two or three stands with an equal number of figures on each stand. Through most of the war the regiments averaged between 360 to 480 men, so most *Across a Deadly Field* regiments should be represented by six or eight figures with three or four to a stand. However, for those that wish to accurately replicate a particular unit, the game will work fine using stands with slightly unequal numbers of figures. For instance, a 300-man regiment could be modeled with one stand of three figures and one of two. The unequal stands could also be used to highlight the difference between an elite unit and a green unit. The elite unit would take losses first on the larger stand to show its greater resilience under fire before it became depleted (down to one stand) while a green unit would take its losses first on the smaller stand to

show its greater fragility under fire.

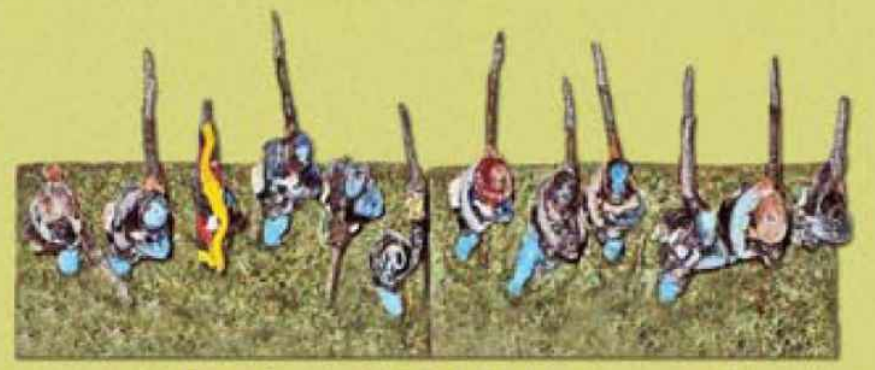
In modeling very large regiments, such as the 26th North Carolina mentioned above, often it is better to show them as individual battalions, rather than one large 14-figure unit. Doing that, the 26th North Carolina could be portrayed nicely as the 1st /26th NC and the 2nd/26th NC, with one regiment of eight figures and the other with six figures. Likewise, as the war entered its final years so many of the Confederate regiments were down to 200 men or fewer that they were formally merged into combined regiments and were so designated, such as the 4th & 5th Tennessee, and hence it would be entirely historically correct to model such units as one regiment.

MOUNTING THE FIGURES

If using 10mm or smaller figures, the longer rectangular mounting with the figures in a single line as shown at right tends to look better. However, with 15mm or larger figures a square mounting with the figures in a double line is often visually more appealing. In any case, given the ground-scale ranges of *Across a Deadly Field*, both mounting methods will work and no remounting of figures is required. If you have figures mounted one way or the other for a different game, do not worry as they will work fine as they are. If you prefer the “look” of square stands with double ranks of soldiers, you can certainly use three stands per regiment and the linear frontages will still be close enough to give you a realistic simulation of scale and distance. The only thing that will change will be the rate of morale degradation as stands are lost, which is expressed as a unit’s basic morale point (BMP). The morale effect on a unit’s BMP is summarized in the chart below and discussed in greater detail in the Morale section of the rules. The calculation of fire, which depends on the total number of figures, remains the same. While is not recommended that two- and three-stand regiments be used in the same game, there is also no *firm* reason that the game could not be played with some two-stand regiments and some three- stand regiments, depending on the size of the regiments or the battalions being modeled. However, such mixing will require the gamer to keep track of which is which, and to sort out any confusion on a case-by-case basis.

Unit Type	BMP 2-stand Units		BMP 3-stand Units		
	2 stands	1 stand	3 stands	2 stands	1 strand
Green	6	12	6	9	12
Trained	5	10	5	7	10
Veteran	4	8	4	6	8
Elite	3	6	3	4	6

TYPICAL TWO-STAND REGIMENTS FOR ACROSS A DEADLY FIELD:



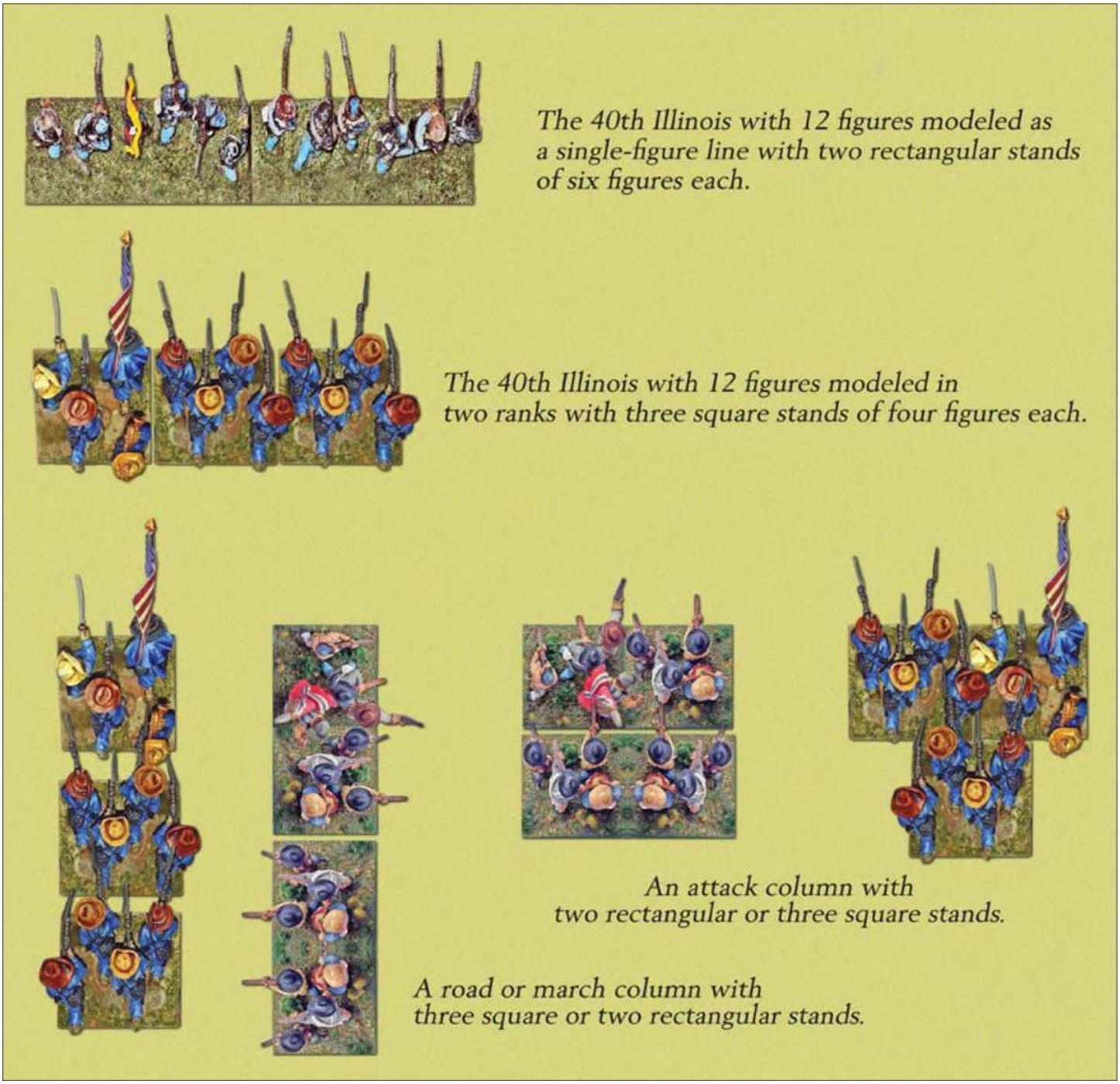
The 40th Illinois at Shiloh had 745 men and would be represented by 12 figures.

The 154th Tennessee at Shiloh had 620 men and is shown here by 10 figures.

The 24th Michigan of the Iron Brigade at Gettysburg had 496 men, for a total of 8 figures.

The 84th New York on the first day of Gettysburg had 334 men, which would be represented by 6 figures.

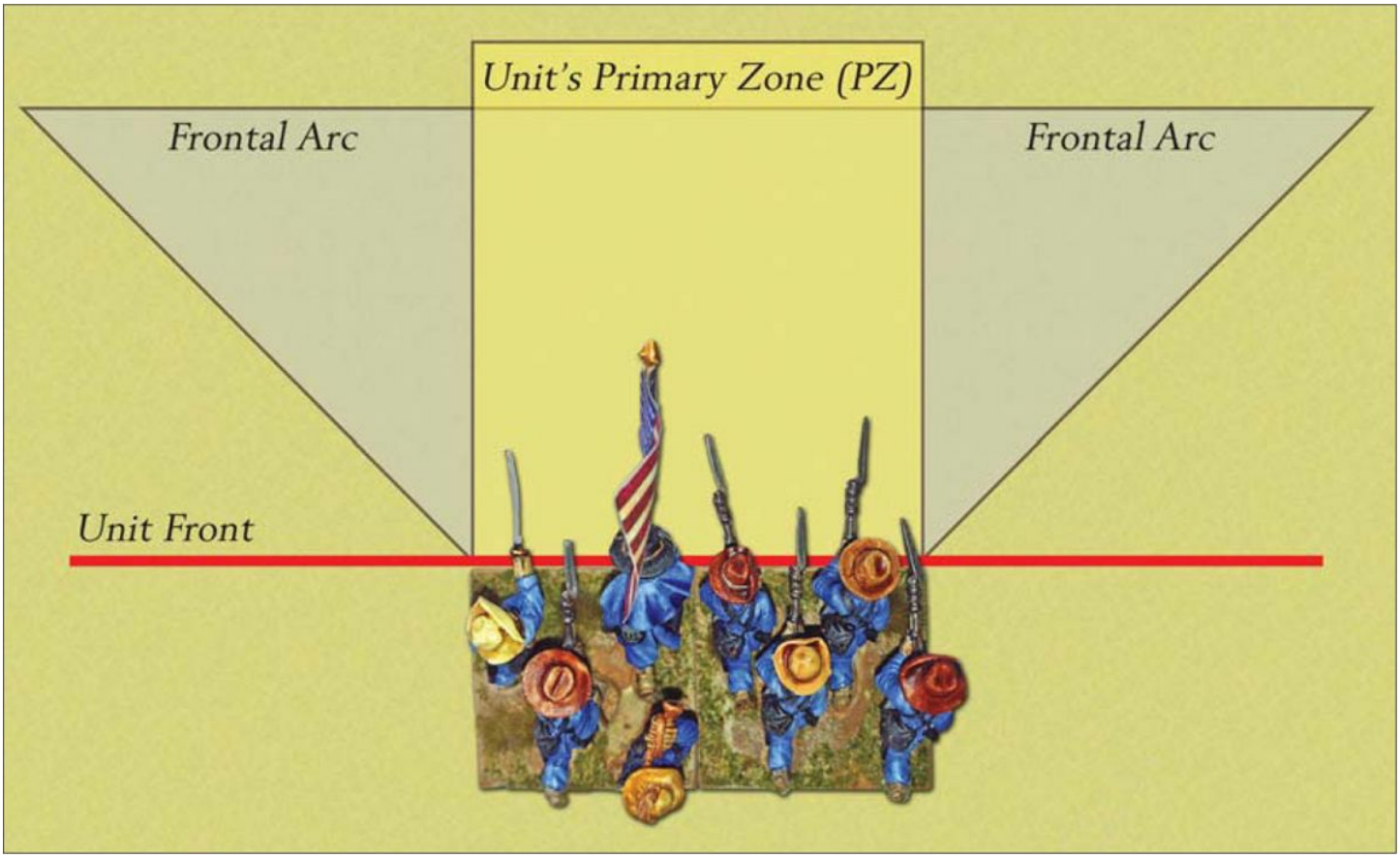
The "Louisiana Tigers" at First Bull Run was a small battalion of about 230 men, which would be shown by 4 figures.



A one-stand unit is considered to be *depleted* and will move and fire as if it was a disordered unit.

Each two- or three-stand regiment has a frontal arc (FA), which is a 45-degree arc measured from the front of the unit. For all a unit's stands to be counted in its fire, the target unit must be *at least partially* within the fire arc of each stand. Any unit may fire outside its frontal arc with a maximum of two figures to reflect the fact that only a few companies would be able to bring their muskets to bear when a unit was firing from its flank. A unit may charge outside its frontal arc, but any such charge would be done in disorder. A depleted, one-stand unit is always considered to be in disorder. A unit also has a primary zone (PZ), which is its "straight ahead" zone, and is its area of greatest situational awareness. A unit must engage a hostile unit in its PZ before firing on a unit outside its primary zone, unless that second unit has moved closer than 1 inch, as an enemy unit within 1 inch is always considered to be the most threatening hostile unit. If two potential target units are in a unit's primary zone, it fires at the closest one. If they are equidistant, the unit must fire at the largest one. A unit's

primary zone extends for 6 inches, 9 inches, or 12 inches for 10mm, 15mm, or 25mm figures respectively.



INFANTRY FORMATIONS

In the Civil War, the infantry regiments trained with long and repetitive drills in the various combat and movement formations, and how to move seamlessly from one to the other. There were detailed regulations copied from either French or British field manuals for each formation in terms of exact rank and file spacing, along with the specific sequencing of company, regimental, and brigade maneuvers. However, the forests, woodlots, and an infinite variety of broken terrain together with a constantly changing commander's perception of what was happening usually meant that formations were more determined by expediency and adaptation than by what may have been recommended "by the book." Experience became the best teacher and the optimum formation was inevitably that which gave the best chance of completing the current mission with the troops that were immediately on hand. If a regiment or brigade was ordered to cover a very wide area, it could mean that the entire brigade would have to spread out in a combination of extended and skirmish order. But, if that was what was required, that was what was done. If mass was needed in a small space the regimental commander might elect to have his front companies in battle line while the rest of his regiment stacked up behind them as a ready reserve. If the troops were green or fresh out of training, their leaders learned to keep it simple. The manuals recommended that a regiment have two companies about 200 to 300 yards forward as skirmishers, six companies "on line" and two companies in reserve, and sometime that was even done. In *Across a Deadly Field*, our miniature two-stand regiments can form a battle line, an extended line, a skirmish line, an attack column, or a road column, as shown on the next page:

The battle line was a two-man deep, close-ranked formation that projected maximum fire forward for most regimental frontages while maintaining good shock value. The extended line was a flexible formation that enabled a single rank to cover a wider frontage with acceptable firepower in wooded or broken terrain. The skirmish line was usually about 200 to 400 yards in front of the battle line, and was the preferred formation for initial contact with the enemy. A regimental attack column or field column could take many forms, and this one with all ten companies in a column was one of the more common. Other variants would have two companies abreast as a "division" and then a deep column of five "divisions." These formations were easy to maneuver on the battlefield, and while they had little forward firepower they had excellent mass and shock value and were often preferred for a charge.

INFANTRY QUALITY

All units can be classified as elite, veteran, trained, and green. For the most part, those descriptions are self-explanatory. Unit quality is quantified using a unit's Basic Morale Point (BMP), which is 3 for an elite unit, 4 for a veteran unit, 5 for a trained unit, and 6 for a green unit. A one-stand depleted unit has its BMP doubled. The role of morale will be discussed in greater detail in the Morale section of the rules. However, a unit's quality also impacts what it can do. A better unit can change formation faster, keep order better during a charge, fire better, and its individual soldiers are less likely to run away under fire. How infantry quality impacts movement and combat of an infantry regiment is briefly covered in this section and in greater detail in the Morale section.

INFANTRY MOVEMENT

The distance an infantry regiment can move in one action is determined by the formation it is in and the type of terrain it is moving into or through. The actual movement distances are detailed on the Infantry Movement charts. Some formations cannot take advantage of certain terrain, and those situations are noted as not allowed (NA). Since each figure size uses a slightly different ground scale, each one uses

a different movement chart. In the Rules Summary and Reference Charts section of the rules are separate movement charts for 10mm, 15mm, and 25mm figures. The movement rules, however, are the same for all figure scales.

Pickett's Charge, by Richard Hook © Osprey Publishing Ltd. Taken from Campaign 52:

Gettysburg 1863.

15mm Infantry Movement and Charge Morale Modifiers (CMM)								
Infantry Formations	**CMM**	**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
Battle Line	NC	NA	NA	6	5	1	4	2
Extended Line	+1	NA	NA	7	6	1	5	3
Skirmishers	+6	NA	NA	9	7	3	6	4
Attack Column	-2	NA	NA	7	6	2	5	3
Road Column	+2	13	11	9	7	2	6	4
Disorder – Dis(2x)	+3	6	5	4	3	1	2	1
Shaken	+6	5	4	3	3	1	2	1
Routed – CB½	Surrender	2D6	2D6	2D6	2D6	1D6	1D6	1D6

Dis(2x): Disengage at twice the disorder movement rate. All fire against a disengaging unit loses one die.
CB½: Charge Bonus is ½ of the routed movement rate

The charge morale modifier (CMM) is a morale modifier used in a charge or impact situation showing the relative strength of this formation in a charge or in an impact situation, with high CMM numbers being bad. For example, if a battle line – which has no net CMM change (NC) – impacted skirmishers, the skirmishers would have a "+6" detrimental CMM modifier. The CMM is added to a unit's modified morale point (MMP) for impact-related morale, including the defender's pre-impact "fear-of-charge" morale check (MC). For details see the section on Charge and Impact Resolution.

The maximum move for a 15mm infantry unit in one action as a battle line would be 6 inches in open terrain, 5 inches in broken terrain, and 1 inch in rough terrain. For a battle line, as was noted above, movement along a road or trail is not allowed. Terrain type is defined by the scenario. For instance, any woods could either be light woods or heavy woods depending on the type of woods. If a unit is moving through two different types of terrain, either split the movement into two half movements or average the two movement distances. A unit may move backwards and still face the enemy using half their normal "one action" movement distance for the formation and terrain they are in. For example, if a battle line was moving through both open terrain (6 inches) and light woods (4 inches) its maximum total movement could be averaged for that action as 5 inches. If the unit was moving backwards in that same situation its movement distance would be 2½ inches. In many instances, when an infantry unit is moving through a rural area with scattered farmhouses, outbuildings, numerous fences, and small shallow creeks, it is legal and expedient to simply use the broken terrain movement rate.

CHANGING FORMATION

Any regiment can change its formation by spending one action or reaction. Elite, veteran, and trained units can change formation by spending half of their "one action" movement allowance either before or after their formation change. Green units, however, must spend a whole action or reaction to change formation.

ROUTED MOVEMENT

The movement for routed infantry is determined by the roll of 1, 2, or 3 six-sided dice, depending on the terrain moved into or through. When a unit routs, all other intended activity is canceled and the unit immediately rolls the indicated number of dice to determine how many inches it must move directly away from the enemy, and then that unit's turn is over. Previously routed units must use their first action to rout (roll separately for each unit for distance) and move the unit directly away from the enemy, and then each routed unit must use its second action to attempt to rally. Routed units have no reaction capability.

DISENGAGE – DIS(2X)

Either as an action or a reaction, the unit moves directly away from the enemy at twice the disorder movement rate. All fires at a disengaging unit lose one die. At the completion of its disengagement movement the unit ends its disengagement movement at one morale level lower than it began, but never lower than shaken. If the unit was already shaken, it simply remains as a shaken unit. For example: if a good-order and a disordered unit disengage, the good-order unit would end its disengagement move as a disordered unit and the disordered unit would end its disengagement movement as a shaken unit. A routed unit may not disengage, as it is already running as fast as it can away from the enemy.

Large regiments can be simulated with three stands and smaller units with two stands, and both game equally well together. (Alan Sheward)

DISORDER MOVE

As an action movement, a disordered unit may move in any direction. A disordered move is not allowed as a reaction movement, unless the unit is disengaging as noted above. If a unit is shaken or routed it is also considered to be in disorder. Once a regiment is down to only one stand it also is considered to be in disorder unless it is attached to another two-stand unit or is merged with another single-stand unit (see merging and attaching rules).

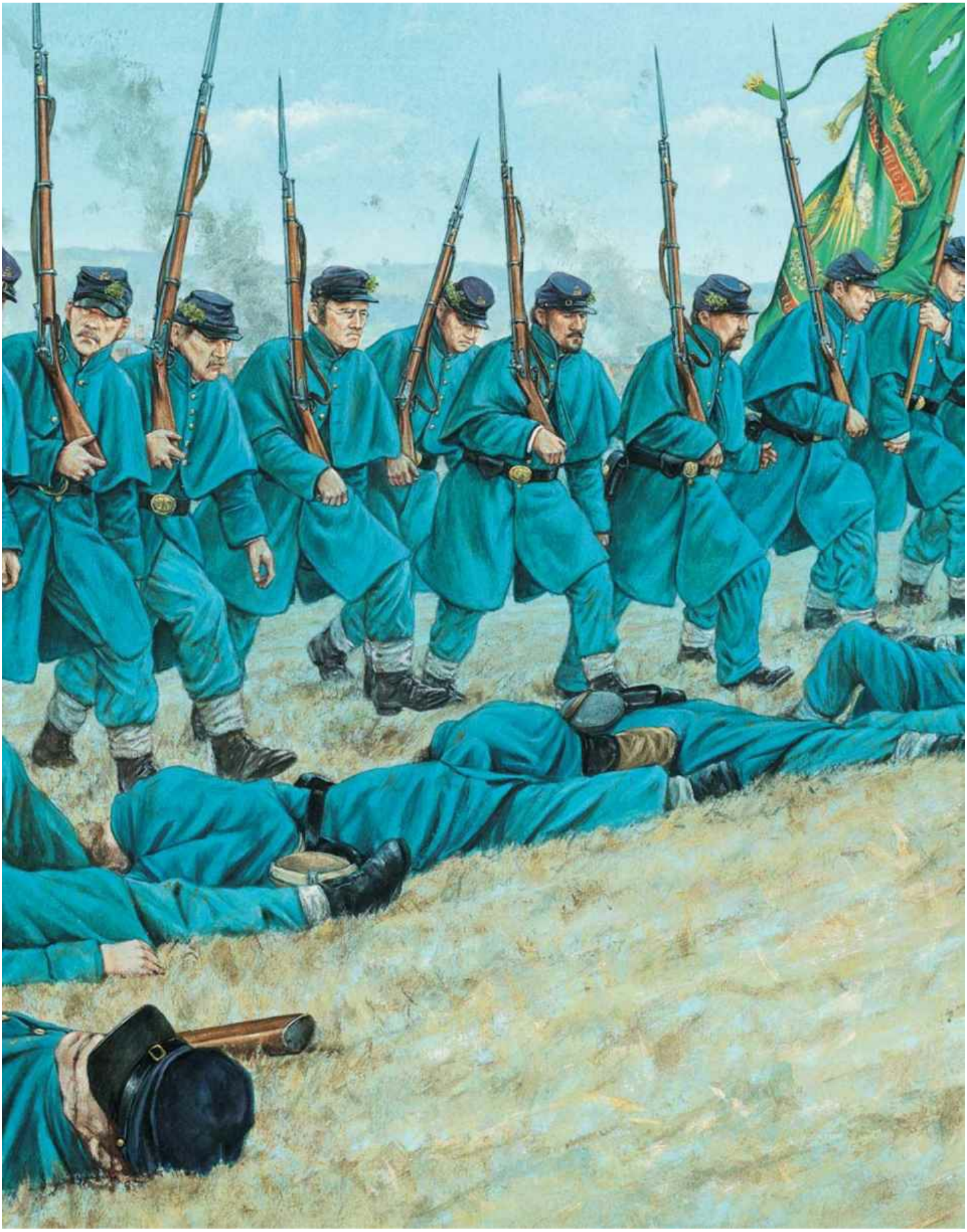
CHARGE BONUS - CB½

This is extra movement given when a unit is charging. It is half that of a rolled routed move. An elite or veteran charging unit will go into disorder once it reaches a point at half of its rolled charge bonus. A trained unit will go into disorder at half of the total charge distance (the regular move plus the charge bonus), and a green unit makes the entire charge in disorder. If this is a group charge, the point at which the group goes into disorder is determined by the quality of the lead unit (see the rules on charging).

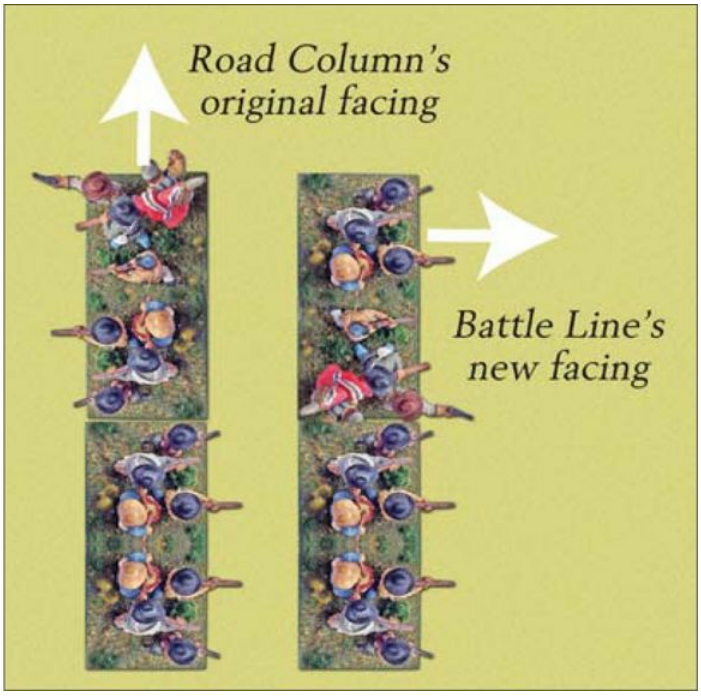
MOVEMENT EXAMPLES

LINE WHEELING MOVEMENTS

A regiment that wishes to “wheel” while in battle line or extended line may do so as part of its movement by pivoting on one end of a stand and then measuring the movement distance from the far end of the other stand. Or it can use one action or reaction and change into any other formation, but without any forward movement. When a unit makes a wheeling movement, one stand does not move, but only pivots on one end. A charging unit may not wheel, but must charge straight ahead. If an intended charge needs to wheel, the unit’s first action should be a move combined with a wheel move, and then its second action should be a straight-ahead charge. This reflects the fact that it takes a little more time to plan a charge that also incorporates a wheeling movement prior to the change, as opposed to a simple, “Charge! Follow me!” order.



The 28th Massachusetts on the march, by Adam Hook © Osprey Publishing Ltd. Taken from



COLUMN TURNS AND ABOUT FACE

When an attack column moves it must move directly ahead or it pays a one-inch turning penalty per turn. However, when a road column turns, there is no extra movement cost for turning. Any unit can turn around or "about face" by paying an extra inch of movement in any formation.

FRONT-TO-FLANK

Any elite, veteran, or trained regiment that is in a road column may form a battle line by making a "front-to-flank" formation change, which costs half of one movement action. Similarly, these units can go from a battle line into road column. Green units, however, must spend a whole action or reaction to do either. Either of these formation changes can be done at either the beginning or end of the unit's movement. The front-to-flank formation change is done in place with one stand rotating to the new facing of the battle line. If this was done at the beginning of the move, this unit would have used half of its battle line movement.

INTERPENETRATION

A moving unit may pass through another friendly unit at no additional movement cost to either unit. However, both of the involved units must take a tactical competence test (TCT) to avoid disorder (see example at right).

TACTICAL COMPETENCE TEST (TCT)

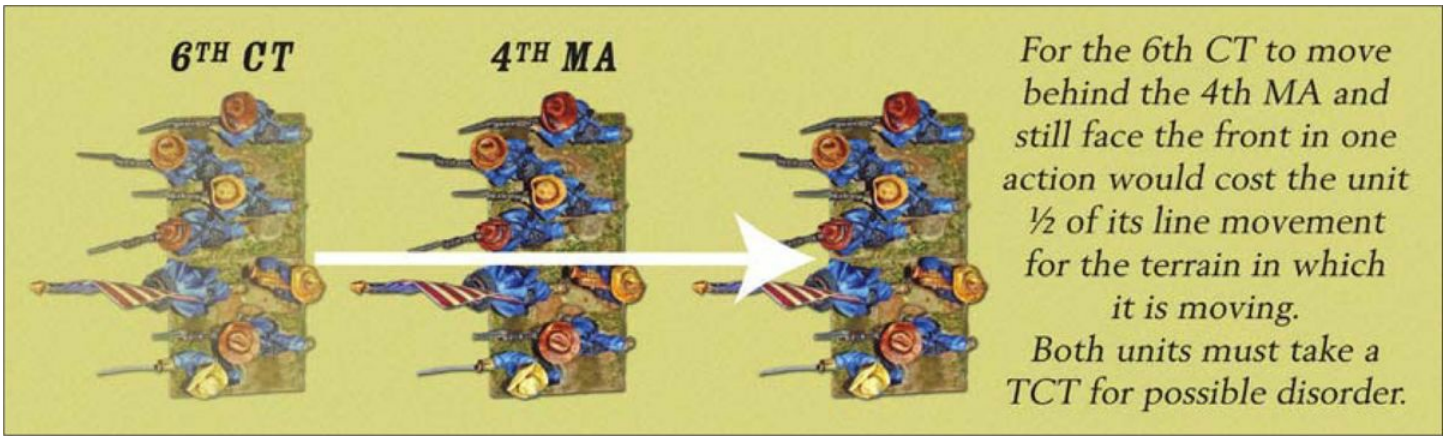
When units interpenetrate or perform some other potentially difficult maneuver they must pass a TCT to avoid disorder. To pass a TCT a unit rolls 1D6 and if the roll is equal or higher than its current BMP then the unit has passed the TCT and suffers no ill effects. If it fails, it goes into disorder. If already in disorder, it does not get any worse. No other DRMs apply, unless the unit has an attached leader. He may use his leadership benefit (LB) to help the unit he is attached to. If a unit is already in disorder and is interpenetrated, nothing happens.

LINE OBLIQUE MOVEMENTS

A regiment in battle line or extended line may move obliquely within its 45-degree frontal arc at no extra penalty provided all stands stay mostly within the original frontal arc. However, movement outside of a unit's 45-degree frontal arc is done all at the disorder movement rate (see diagram on page 30).

CROSSING OBSTACLES

A unit, while moving through open terrain, may cross over an obstacle such as fences or walls by losing 1 inch of movement, or it can do the whole move as if moving over broken terrain. If already moving through "slower" terrain, such as heavy woods or rough terrain, there is no additional movement cost for moving over obstacles.



For the 6th CT to move behind the 4th MA and still face the front in one action, it would cost one half of its line movement for the terrain in which it was moving. Both units must take a TCT for possible disorder.

HIDDEN MOVEMENT

Due to the wooded and broken terrain that characterized many Civil War battles, it was not uncommon for the two opposing sides to be relatively ignorant of the exact position and strength of each other until they were engaged. They would probably know that the enemy was in the area, but beyond that any useful information might be sketchy at best. Many a general, including Robert E. Lee, very much preferred this type of fighting since it enabled him to mask large portions of his army and have major formations suddenly appear unexpectedly out of the brush and forest. This "woods concealment" effect was a key element in Lee's attack plan both at Chancellorsville in 1863 and in the Wilderness in 1864. To simulate this effect, make several numbered hidden movement markers. These can be as simple as "numbered" cardboard chits or as elegant as numbered and modeled bases with either a Confederate or Union figure on them to identify which side the marker represents.

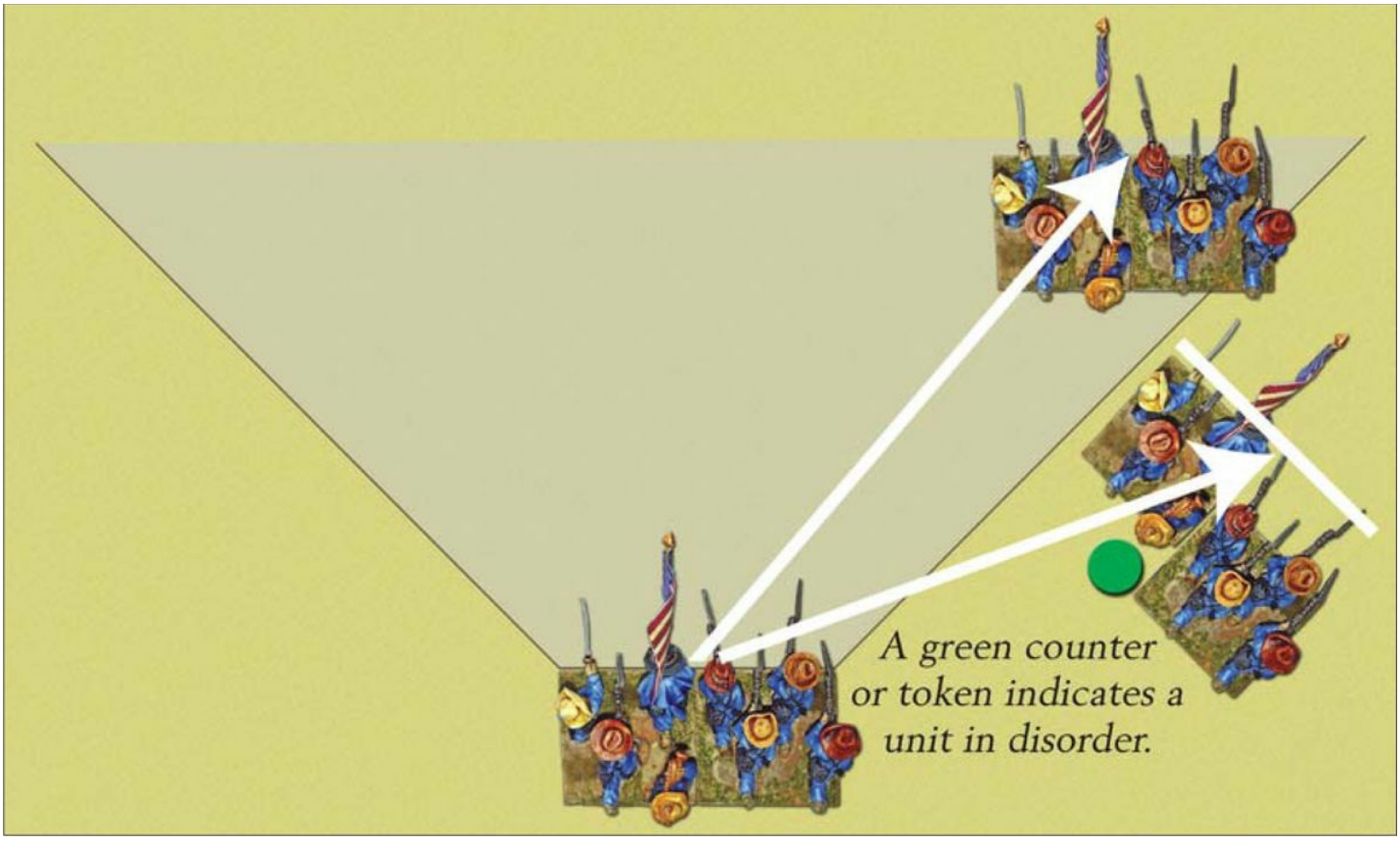
To contribute to the "fog of war" effect, make one or two extra markers to use as dummies to add to the enemy's confusion. The rules for using these "pickets" and the corresponding "dummy" markers are as follows:

- Remove all actual units from the playing area unless they would be visible to the enemy as specified by the scenario or as determined by the line-of-sight (LOS) rules and replace the units with markers.
- Mark the position of each real unit with one of the picket markers, with the front of the picket marker indicating the front of the unit if it is in column or the center of the unit if it is a line. The owning player writes down which numbers represent which real units. These cannot be changed during the battle.
- For each "real unit" picket, the players agree as to how many dummy markers – one or two – can be used.
- Players may also use one picket marker to represent a unit group, such as an infantry brigade or artillery battalion, provided all the elements of that unit group are in the same formation and will all be doing the same thing throughout their time as "hidden units." If this is done the owning player must designate this on his written record along with exactly what units this particular picket represents and the formation those units are in. Since a player is entitled to one or two pickets per regiment or battery, this tactic could substantially increase the number of dummy markers the owning player has available to use.
- Movement distances of the picket and any dummy markers must correspond to the actual movement rates for the formation and terrain that the real unit would be moving through.
- Any time a picket – whether real or dummy – becomes visible to an "on-the-board" enemy unit, the owning player must declare whether the picket represents a real unit or if it is a "dummy." If it is a real unit or unit group, those units must now be placed on the table. If the picket was a dummy marker it is removed from the game. Once a real unit has been revealed and put on the table, it cannot revert to hidden movement.
- If a picket is behind heavy works, it does not have to be declared as real or not until an enemy unit moves within 2 inches of it. However, if a player wishes to fire with a hidden unit with either a normal player action or reaction, that unit must immediately be put on the table prior to firing.
- If two opposing pickets become visible to each other or have moved within 2 inches of each other, the owning players must declare

whether they represent real units. However, at this time, they do not have to reveal exactly what unit it is or what formation it is in.
– If both pickets represent real units then both units and/or unit groups must be placed on the table.
– If both pickets do not represent real units, but are merely dummy markers, then both pickets are removed.
– If one picket is real and the other is a dummy, the dummy marker is removed. The opposing real unit, however, may continue with its hidden movement without further declaration beyond the fact that it was a real unit.

- If a turn goes by where opposing pickets would have been visible to each other, but neither player called it, then it is assumed that somehow the units did not see each other and the game goes on.

A brigade attack formation – one regiment leading with three in support. (Cory Ring)



The Rebels reform their lines before continuing their advance. (Scott Mingus)

INFANTRY COMBAT

The beginning of the Civil War found both the Union and Confederate governments woefully unprepared to field large, well-equipped armies. While a few US Regular units had the modern Springfield rifle-

muskets, the start of hostilities saw both sides emptying state arsenals and frantically purchasing whatever firearms the European nations could provide. This initially resulted in the early battles being fought with a bewildering array of weaponry, with elderly flintlocks often being the most common musket on the field, particularly for the western Confederates. By late 1862, however, the frantic efforts by both Union and Confederate procurement officials were having their effect, and about 70 to 80 percent of the troops were now carrying rifle-muskets that benefitted from the latest developments in military technology. Predictably, the deadliness of the battlefield continued to grow and on September 17, 1862 at Antietam a total of over 22,000 soldiers became casualties on the bloodiest day in American military history. While massed artillery certainly played a role, the bulk of the carnage came from infantry-versus-infantry firefights.

The increased lethality of the infantry firefight was due to the convergence of two technologies. One was the brass percussion cap, adapted in 1851 by the US military, which replaced the clumsy flintlock firing system and almost totally eliminated misfires. Being simpler and quicker to use, the percussion cap reduced the infantryman's reloading time to the point that the average rate of effective fire was increased by about 30 percent or more. The second critical technology was the minie ball developed by the French ordnance officer Captain Minie and adapted by the US Army in 1852. It was a soft lead cylindrical bullet that was slightly smaller in diameter than the caliber of the rifle, so that it could easily drop down the barrel of muzzle-loading weapons. However, it had a hollow base and when the powder charge it was sitting on was fired, it caused the bullet to expand and tightly grip the rifling of the weapon, which, in turn, greatly increased the accuracy and effective range of the shooter. With this development, the infantry killing zone – which was about 100 yards or less with the smoothbore musket – could stretch out to 200 yards or more, depending on visibility, the terrain, and, of course, the skill and marksmanship of the individual soldier.

Despite the obvious range and accuracy advantages of the newer rifle-musket, a few units, such as the Union Irish Brigade, preferred the percussion cap .69 caliber smoothbore musket, because at point-blank range it could fire either buckshot or "buck-and-ball" ammunition – one very large round ball and three rounds of buckshot – which gave the smoothbore-equipped unit a distinct advantage in a point-blank firefight. Though most firefights occurred at just about a hundred yards – a range at which the overall volley effect of smoothbores and rifles was almost equal – the increased long-range accuracy of the rifle-musket made it the long arm of choice for the vast majority of Civil War soldiers. Even the stalwart Irish Brigade that loved its smoothbores did equip one regiment, the 28th Massachusetts, with modern Enfield rifle-muskets to serve as the dedicated skirmishing regiment of the brigade, because on the skirmish line accurate rifle fire could make a difference.

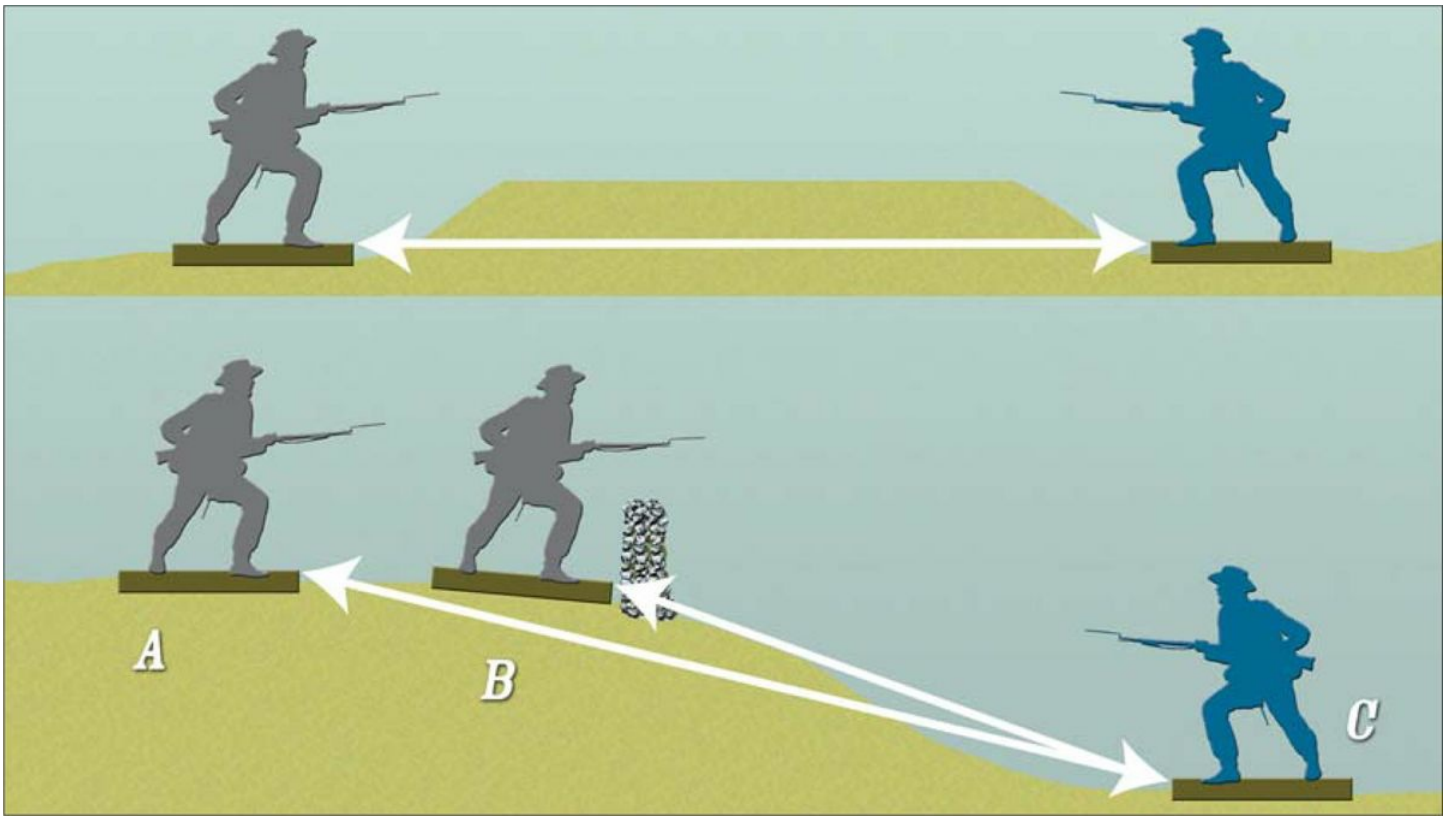
A desperate charge across a narrow bridge! (Cory Ring and Chris Ward)

Cleburne's division advances through the woods. (Doug Kline)

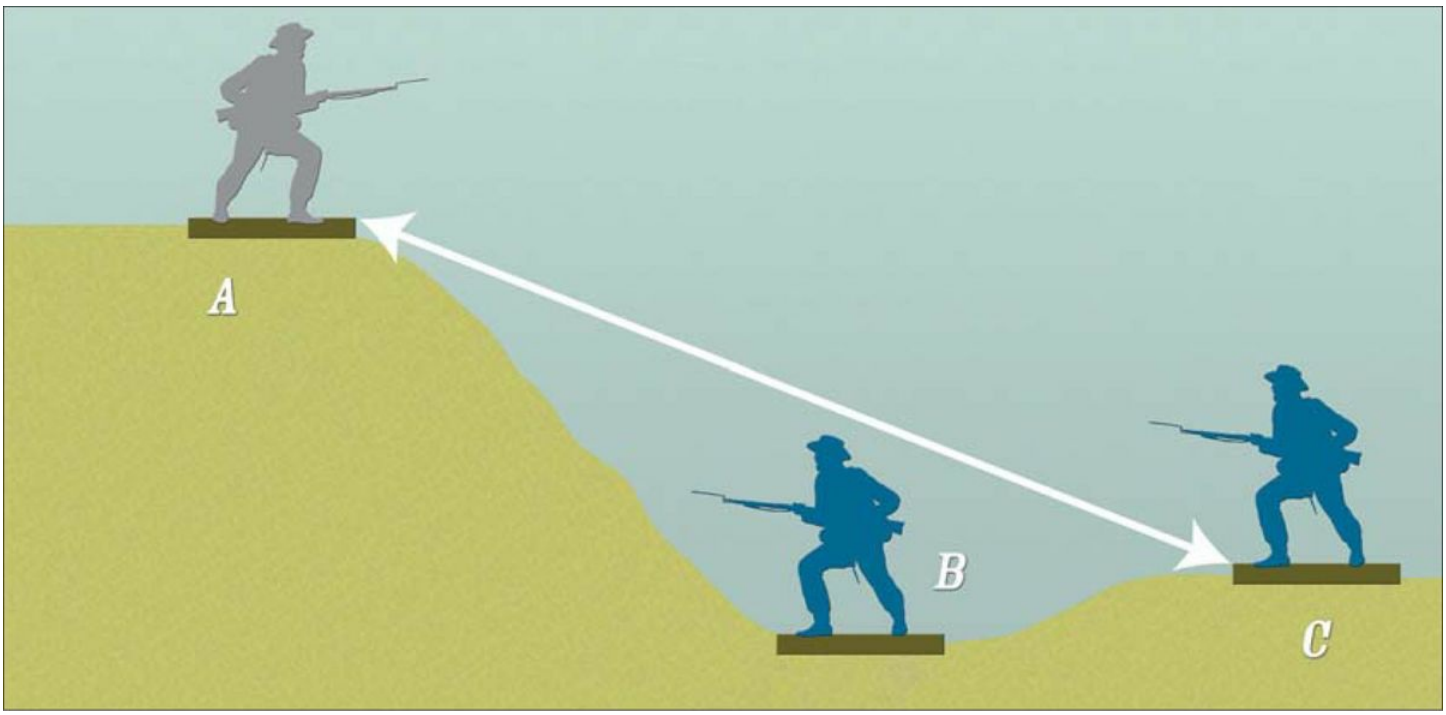
LINE OF SIGHT

Before a unit can fire on another it usually has to be able to see it. Woods, hills, and built-up farm areas can block visibility and, depending on a specific scenario's definition, so can orchards, thick brush, and other natural and man-made features. Much of the problem in determining line of sight is the gross differences in horizontal and vertical scales. For instance, if we applied our ground scale to the vertical scale of our figures, even a 15mm figure would be over 100 yards tall. To resolve that anomaly, it is recommended that an arbitrary "real" figure height be agreed upon. For the smaller sized figures, in order to see a unit on the side of a hill, a straight line – such as a ruler – must be able to touch both stands, but not the hill. In the pictures at right, line of sight is blocked because the hill breaks a straight line drawn from the top of one stand to the other. For a more detailed description of line of sight and terrain see the Terrain Description and Effects chart on page 108. For the larger figures, measuring from the waist of one figure to the waist of another could also be used to determine line of sight, or from the top of one half-inch die to another.

Line of sight is also blocked by the presence of either friendly or enemy non-skirmishing combat units. Leaders and skirmishing units do not block line of sight. Units may not fire through friendly skirmishers but can fire through enemy skirmishers with a detrimental Die Roll Modifier (DRM). Units on hills may see and fire over the heads of any unit on a lower elevation, provided they have sufficient height clearance to establish an LOS above the actual height of the intervening figures. This extra height requirement is due to the probable height of smoke from the intervening unit, and – in the case of friendly units – to avoid inflicting casualties on their own side. However, only under the most extreme circumstances can an artillery unit fire canister shot over the heads of friendly units.



Even though the models can "physically" see over the small hill, the line of sight is blocked. In the second diagram the stone wall does not block LOS as it is shorter in height than the figure. In this diagram units B and C can see each other, but unit A cannot see unit C because LOS is blocked by the crest of the hill.



Since the LOS between units A and C completely clears unit B, both A and C can see and fire on each other.

INFANTRY FIREPOWER AND FIRING

Fire combat for all unit types – *infantry, artillery,* and *cavalry* – is done in basically the same way. The

number of *firepower points* (FPs) is determined by number of figures (regardless of scale) or gun sections in a unit, to which is added the roll of one or more dice depending on range. For any fire to occur the firer must have at least 2 FPs and be able to roll at least one die – a fire cannot legally be done using only the unit's FPs. The *range* for each infantry weapon is given as a *normal range* (NR) in inches per the appropriate chart for the figure size. *Long range* (LR) is twice that of normal range and infantry short range (SR) is 1 inch for all figure scales (an optional rule for use with 25mm or larger figures is to treat all "1-inch" distances as "2 inches"). There is also point-blank fire (PBF), which is also defined as being under 1 inch, but can only be used for a final defense against a charge or in a melee. The rifle-musket section of the 15mm Infantry Firepower table is illustrated below, with the full 15mm table, which lists the FP for units with eight different infantry weapons, following.

15mm Infantry Firepower Points (FP)								
Infantry Weapons	**Inf NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	3	2	3	4	5	6	7	8

15mm Infantry Firepower Points (FP)								
Infantry Weapons	**Inf NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	3	2	3	4	5	6	7	8
Smoothbore Muskets*	2	2	3	4	5	6	7	7
Mixed Muskets (MM)	3	2	3	4	5	5	6	6
Spencer/Henry Repeating Rifles	4	3	4	6	7	9	10	11
Colt Revolving Rifles	3	3	4	5	6	8	9	10
Sharps BL Rifles	4	3	4	5	6	7	8	9
Sharpshooter R/Ms	4	2	3	4	5	6	7	8
Old Flintlocks	2	1	2	3	3	4	4	5
* Smoothbore Muskets get a +1 DRM using point-blank fire (PBF) to represent the use of buck-and-ball ammunition.								

As can be seen, an infantry unit's basic firepower is determined by the number of figures it has and its weapons, and is expressed as so many FPs. With 15mm figures, the NR for the rifle-musket is 3 inches, its LR would be 6 inches, and its SR is 1 inch. The FP value for a six-figure regiment is 6. Since most Civil War regiments are armed with a rifle-muskets, their basic FP point will simply be 1 per figure. The other two more common weapons used by infantry units were the smoothbore musket and mixed muskets – which were very common in the early years of the war and out west. For ease of use, those weapons are listed at the top of the table for quick reference. Though the FPs per figure are the same for all the figure scales, the ranges are different since each of the three main figure scales use slightly different ground scales. The charts and tables for all three figure scales can be found in the Rules Summary and Reference Charts section at the end of the book.

The battle of the Wilderness, by Gerry Embleton © Osprey Publishing Ltd. Taken from Warrior 6:

Confederate Infantryman 1861–65.

The 54th Massachusetts storms Fort Wagner, by Peter Dennis © Osprey Publishing Ltd. Taken from Weapon 10: The Pattern 1853 Enfield Rifle.

As can be seen, better weapons can make a difference. For example: at Shiloh, many of the Confederate Tennessee regiments were armed with old flintlocks and fared poorly against many of the Federal regiments, which had modern rifle-muskets. Not only were they out-ranged by almost 80 yards, they also had only about 60 percent of the firepower of their better-armed Federal opponents. And you can appreciate the shock of the Confederates at Hoover's Gap when they encountered Wilder's Brigade, which had all of its regiments armed with Spencer repeating rifles.

ODD UNIT SIZES

Should a regiment have more than eight figures, simply add the two values together. For example, the 40th Illinois at Shiloh had 745 men armed with rifle-muskets, which can be represented by 12 figures – six each on two stands or four each on three stands. So, to calculate its F P, simply double the value of six figures for a total of 12 FPs. In the case of an 11-figure regiment, combine the values of six figures with five figures for an FP of 11. As was noted, if a unit is armed with rifle-muskets, the number of figures *is* the unit's F P. If a unit has lost figures, recalculate its FP before its next firing. Note that in the above example of the 40th Illinois at Shiloh, since it is a large regiment it could also be modeled as two battalions of six figures each.

INFANTRY FIRE PROCEDURE

For a unit to fire costs one action or reaction. To do so, take the unit's FP and add the roll of one die if shooting at long range, two dice for normal range, and three dice for short range. If the unit was being charged and it passed a "fear-of-charge" morale check, it could perform point-blank fire with its FP plus four dice. If a unit had already used its reaction and was charged, it could still perform

desperation fire at point-blank range with FP plus one die, but more details about that later. If infantry units are adjacent they can combine up to 16 figures for a total of 18 FPs for a single shot. This is a particularly useful option for small units with four figures or fewer. The final dice-roll total may be modified by firer and/or target unit quality and a wide range of other circumstances such as target cover or enfilade fire.

The easiest way to calculate the effect of a fire is to remember a simple five-step process, which will probably take you longer to read than to actually do:

- **First:** Figure out the firing unit or unit's FPs. If infantry units are adjacent, up to 16 figures can combine their FPs up to a total of 18.
- **Second:** Note the range to the target unit, as that will determine how many dice are thrown. This is one die for long range, two dice for normal range, three dice for short range, and four dice for point-blank fire against a charge.
- **Third:** Note any Firer DRMs – they are all cumulative (see table below).
- **Fourth:** Note any Target DRMs – up to two good ones and two bad ones (see charts page 38).
- **Fifth:** Finally, roll the dice, add or subtract any net DRMs, add the FPs, and consult the Fire Combat Results Table on page 39.

Infantry Fire Procedure	All benefits and penalties are cumulative
Infantry combined fire	up to 16 figures or 18 FP
Normal range (NR), as noted	FP + 2D6
Long range (LR), 2x normal range	FP + 1D6
Short range (SR), under 1 inch*	FP + 3D6
Point blank fire (PBF), only against a charge	FP + 4D6
All melees	FP + 5D6
Firer in disorder (DO)	½FP
Firing out of farms or villages	½FP
Firer is shaken or using area fire	½FP & 1 less die
Firer is in skirmishing formation	½FP & 1 less die
Desperation fire (DF)	FP + 1D6
Smoothbore muskets, only at PBF	+1 DRM
Infantry is elite	+1 DRM
Infantry is green	-1 DRM
Opening infantry volley (not for green units)	+2 DRM
***Optional Rule:** If using 25mm or larger figures, treat all "1-inch" distances as "2 inches."	

AREA FIRE

If a unit cannot legally be seen, but whose position is suspected – such as in heavy woods overlooking a wide open field – it can still be fired upon with Area Fire. This is calculated as half FPs minus one die, the same as if the firing unit was shaken.

A QUICK MORALE OVERVIEW

Morale will be discussed in much greater detail in the following pages. But, since most of the fire combat results will entail a morale check rather than figures lost, a quick preview of the morale basics will prove helpful. Each unit has a BMP value, which is a numerical evaluation of its quality, with a low BMP being desirable. As units get in trouble, take casualties, move behind cover, or similar, that unit's BMP becomes an MMP (modified morale point). Low MMPs are good; high ones are bad. When a unit takes fire a common result is a morale check (MC) or a 1MC or 2MC – a morale check with an additional "plus" to the MMP. To pass a morale check, a unit must roll 2D6 equal or higher than its current MMP. If it passes, it goes on with what it was doing. If it fails, the unit's combat status declines to an extent depending on by how much it failed.

FIRE EXAMPLE

An eight-figure veteran infantry regiment firing at normal range with its opening volley would fire with 8 FPs, plus two dice for normal range, with a +2 DRM for opening volley. With its 8 FPs, assuming a 6 is rolled, with a net +2 DRM gives a final result of “16”, for a 2MC fire result. This means that the target unit, assuming no applicable target DRMs, would take a morale check with +2 to its MMP. But, if the firing unit rolled an 8 its final result would have been a “17” with 1H, which means that the target infantry unit would have lost a figure in addition to having to take a + 2MC morale check.

Beneficial Fire Target DRMs	Use only the best two From artillery fire/other fire
Target is in light woods or orchards*	0/-1 DRM
Target is in heavy woods*	-1/-2 DRM
Target is in hasty works*	-2/-2 DRM
Target is in light works*	-3/-3 DRM
Target is in heavy works*	-4/-4 DRM
Target is behind wood fence*	0/-1 DRM
Target is behind stone wall*	0/-2 DRM
Target is in farms or villages (no other ‘good’ DRMs)*	-1/-3 DRM
Target is unlimbered artillery**	-3/-3 DRM
Target is infantry in extended line	-2/-1 DRM
Target is infantry skirmishers	-5/-3 DRM
Target is 2+ inches behind infantry skirmishers	-3/-2 DRM
Target is elite unit	-1/-1 DRM
Target is dismounted cavalry in line	-1/0 DRM
Target is dismounted cavalry skirmishers	-4/-2 DRM
*No fire or morale cover benefits if charging. ** Not applicable against any enfilade fire.	

Detrimental Fire Target DRMs		Use only the worst two From artillery fire/other fire
All road or attack columns	From side fire*	+2/+1 DRM
	From front or rear fire*	+3/+2 DRM
All lines	From partial flank fire*	+2/+1 DRM
	From full flank fire*	+3/+2 DRM
Unlimbered artillery	From partial flank fire*	+2/+1 DRM
	From full flank fire*	+3/+2 DRM
Limbered artillery	From side fire*	+2/+1 DRM
	From front or rear fire*	+3/+2 DRM
Target is any artillery fired on by rifled artillery		+1/0 DRM
Target is in disorder**		+3/+2 DRM
Target is a trained unit		+1/0 DRM
Target is a green unit		+2/+1 DRM
Target is mounted cavalry	Not charging	+5/+4 DRM
	Charging	+3/+2 DRM

* Enfilade fire: No enfilade or flank fire DRMs from or at skirmishers, or at long range.
** No enfilade fire against disorder. No target disorder penalty for depleted units.

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+
Infantry Fire				MC	MC	1MC	2MC	2MC	1H	1H	1H	2H	2H	2H	3H	3H	4H	4H
Artillery Fire		MC	MC	MC	1MC	1MC	1MC	2MC	2MC	2MC	1H	1H	1H	2H	2H	3H	3H	4H
Cavalry Fire								MC	MC	1MC	1MC	2MC	2MC	1H	2H	2H	3H	4H
Fire Combat Results (FCR)	**MC:** Morale Check – 1MC or 2MC is a morale check with a +1 or +2 to the unit's MMP. **1H:** 1 Hit – lose a figure or a gun section – and a 2MC morale check. **2H, 3H or 4H:** 2, 3 or 4 Hits – lose that many figures or gun sections – and take a 2MC, 3MC or 4MC morale check per the number of hits. **Pass through fire:** Extends through two units for infantry fire, three units for artillery. Same roll, -2 DRM per unit passed through.																	

MORALE

BASIC AND MODIFIED MORALE POINTS

A unit's quality is defined as either elite, veteran, trained, or green. This is a general description of a unit's overall cohesion, training, experience, discipline, and basic morale. In *Across a Deadly Field*, this inherent unit quality is quantified as a unit's Basic Morale Point (BMP). The BMPs of these four unit types are:

BMP = 3: An elite unit made up of battle-hardened soldiers with a solid record of proven combat experience in many battles. In simple terms, war suits them. These are usually smaller, hard-bitten units that will hold and fight after many others have drifted away.

Unit Type	BMP 2-stand Units		BMP 3-stand Units		
	2 stands	1 stand	3 stands	2 stands	1 stand
Green	6	12	6	9	12
Trained	5	10	5	7	10
Veteran	4	8	4	6	8
Elite	3	6	3	4	6

BMP = 4: A veteran unit, comprising well-trained volunteers with some combat experience in at least one serious engagement. By the middle of 1863, most units were combat veterans with at least two years of service. By the middle of 1864, however, many of these veteran units had been used up and their places in the line were gradually being filled by recently raised draftee regiments.

BMP = 5: A trained unit. These are soldiers with at least three months of training, but no combat experience. By late 1862, almost all units were at least trained.

BMP = 6: A green unit is made up of men with minimal training and no combat experience. By early 1862, almost a third of units might still be green. At Shiloh, a number of Union regiments had been issued their muskets only a few days earlier, and had yet to be issued any ammunition when the Confederate attack swarmed out of the woods.

If a unit has been reduced to one stand, it is said to be depleted and its BMP is doubled. Hence, an elite unit will have a depleted BMP of 6 while a green unit will have a depleted BMP of 12. An artillery battery, since it has only one stand for the entire battery, does not have a specific depleted status, so

its BMP is increased by +3 for each gun section lost. Hence, a veteran battery (BMP of 4) that loses one section of its guns would have a BMP of 7.

If you are modeling your regiments with three square stands per regiment rather than two rectangular stands, the regimental BMPs are as shown on the chart on page 39. The good and bad situational morale modifiers for a unit's Modified Morale Point (MMP) are the same with both systems and a one-stand regiment is defined as being depleted in both systems.

At various times during battle, events may require a unit to take a morale check to see how the unit responds to any one battlefield event, such as a fire combat result (FCR), being charged, or being passed by a routed unit. At that point, the unit will usually be part of the battle and its BMP will be modified by the situation at the time. The unit may be in disorder or shaken, which is not good, or the unit may be in the middle of the line with supporting units on each flank, which is definitely a good thing. In any case, all these battlefield situations – both good and bad – combine to change the unit's BMP to a modified morale point. When the unit is required to take a morale check, it must roll equal or higher than its modified morale point with 2D6 to "pass" the morale check and not to get any worse. For example, a veteran unit in good order, formed up behind a stone wall, would probably not be upset if charged by cavalry, as it might look forward to emptying a lot of saddles. However, a green unit in disorder, out in the open, would be on the verge of panic if a regiment of horsemen wheeled toward them, drew sabers, and sounded the charge. How all these factors interact to determine a unit's modified morale point are listed below and are summarized in the reference charts. But no matter how stoic or fearful a unit is, or how "good" or "bad" is its situation, a unit can never have a modified morale point worse than 12 or better than 0.

A unit's MMP is calculated by adding specific modifiers to its current basic morale point (BMP) as follows:

MMP = BMP + unit morale level + the two best and the two worst situational morale modifiers (SMM) + any leader benefit (LB)

A unit's morale level is quantified as follows:

- Unit is in good order (+0)
- Unit is not depleted and in disorder (+2)
- Unit is shaken (+4)
- Unit is routed (+6)

Also, an additional temporary modifier to a unit's MMP and morale check can be called for by fire results of 1MC, 2MC, or "hits."

The positive and negative situational modifiers are summarized in the following tables:

Positive Situational Morale Modifiers to a Unit's MMP		Use only the best two
Unit is adjacent (within supporting distance) to a leader*		-(the leader's LB) MMP
Unit is behind	Hasty works	-1 MMP
	Light works	-2 MMP
	Heavy works	-4 MMP
Unit is 6 or more inches behind intervening friendly units		-6 MMP
Infantry unit charging		-1 MMP
Cavalry unit charging		-2 MMP
Unit is supported by adjacent non-shaken, non-skirmishing units		-1 MMP per supporting unit**
Unit is in or directly behind	Cover***	-1 MMP
	Any works	-2 MMP
In a charge situation, the net difference in the number of supporting units between the attacker and the defender is included as a morale modifier for both the defender's fear-of-charge morale check and the charge impact resolution (see pages 50-54).		

* Any applicable leader benefits are over and above the “best two” limitation.
** Up to a maximum of -2 MMP unless in a charge situation, where -3 MMP is a maximum.
*** To claim the cover morale benefit from a morale check caused by enemy fire, the cover in question must provide some protective DRM from the fire.
Hence, if the target was behind a wooden fence or stone wall it would be entitled to the cover morale benefit from infantry fire, but not from artillery fire.
If a hill is blocking line of sight between a friendly unit and any enemy units then the friendly unit can claim the cover morale benefit. A unit does not get this benefit if the cover is not between it and any visible enemy unit within normal range.

Negative Situational Morale Modifiers to a Unit’s MMP		**Use only the worst two**
Enfilade fire		**From artillery fire/other fire**
Enfilade against unlimbered artillery	Fire from partial flank	+2/+1 MMP
	Fire from full flank	+3/+2 MMP
	Fire from rear	+4/+3 MMP
Enfilade against columns and limbered artillery	Fire from side	+2/+1 MMP
	Fire from front	+3/+2 MMP
	Fire from rear	+4/+3 MMP
Enfilade fire against all infantry lines	Fire from partial flank	+2/+1 MMP
	Fire from full flank	+3/+2 MMP
	Fire from rear	+4/+3 MMP
Other negative situational morale modifiers		
Unit is within 1 inch* of a non-shaken, non-skirmishing enemy unit**		+1 MMP
Per each regiment “eliminated” from the same brigade		+1 MMP
If a brigade, division or corps leader is killed***		+1 MMP
Regiment is a merged regiment (use original BMP of best unit)		+2 MMP
Unit is charged by infantry	On partial flank	+2 MMP
	On full flank or rear	+4 MMP
Unit is charged by cavalry	On partial flank	+3 MMP
	On full flank or rear	+6 MMP
The charge morale modifier (CMM) is a morale modifier used in a charge or impact situation. It shows the relative strength of this formation in a charge or in an impact situation, with high CMM numbers being bad. The net CMM difference is added to a unit’s MMP for impact-related morale, including the defender’s pre-impact morale check. For details see Charge and Impact Resolution.		
* **Optional Rule:** If using 25mm or larger figures, treat all “1-inch” distances as “2 inches.” ** The +1 MMP modifier does not apply if the enemy unit is an unsupported artillery battery. *** The maximum modifier for units with leaders killed is +3.		

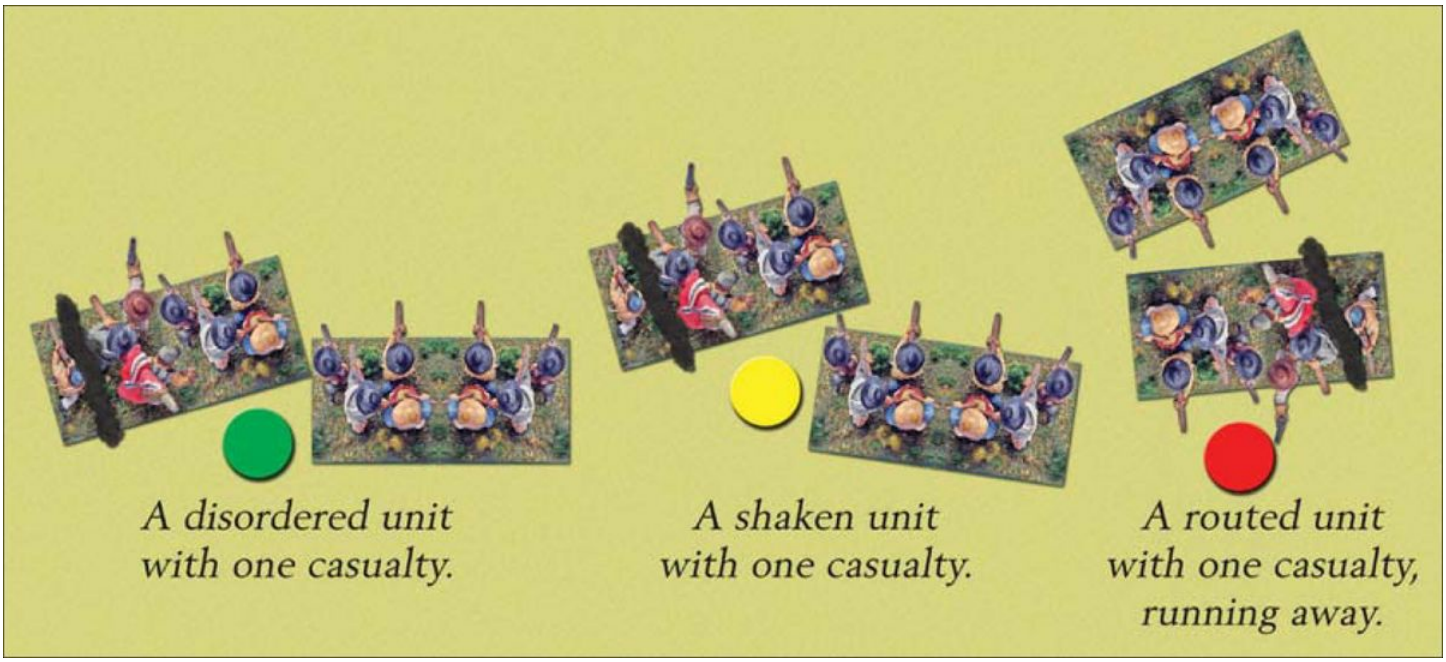
MORALE CHECKS AND RALLY ATTEMPTS

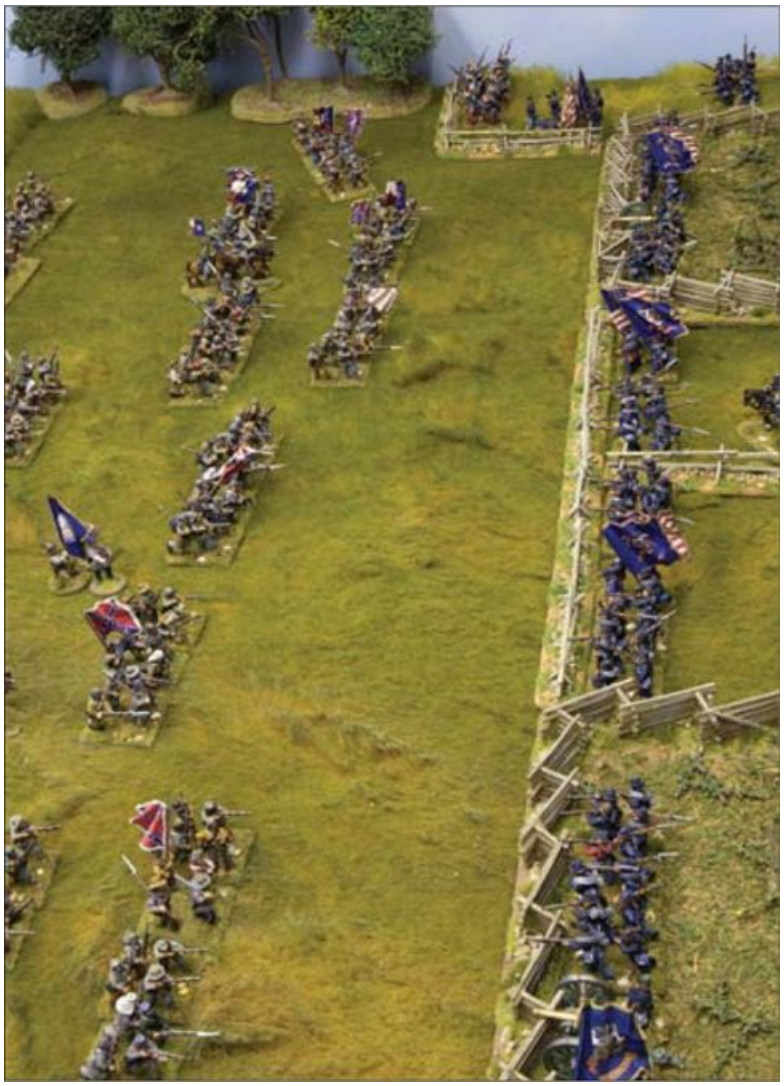
The procedure and results for either a morale check or a rally attempt are the same. A unit must roll with 2D6 equal to its MMP to maintain its morale level, or higher than its current MMP to improve. If it rolls lower than its MMP its morale level will get worse. The main difference between the two is that all morale checks are mandatory and must be taken immediately, while almost all rally attempts are voluntary and can be done when the gamer chooses, as either an action or a reaction. Only routed units have a required rally attempt, which must be done as their second action. If an FCR result of a 1H, 2H, or higher figure loss causes a unit to become depleted, the required morale check is taken with the unit’s prior non-depleted state.

TACTICAL COMPETENCE TEST (TCT)

Occasionally, there is a debatable question of whether a unit would be able to do something. To see if

it is able to do the desired action roll 1D6, and if it is equal or higher than the unit's BMP then the unit is able to carry out the action. However, if the unit fails the TCT, the unit does complete the desired action, but goes into disorder while attempting to carry out the action and is in disorder at the end of the action. If the unit has failed its TCT and is fired on while completing the desired action, it is fired on as a disordered target. An adjacent leader can use his leader benefit to assist this roll. There is no hard-and-fast rule as to when a unit must be required to take a TCT, but if the game has a designated moderator, he can call for a TCT any time a unit, in his judgment, is performing a complex or difficult task.





The Rebels charge a Union firing line. (Alan Sheward)

MORALE MARKERS

There are many ways to indicate a unit's current morale. One convenient way is with short pieces of colored pipe cleaner, which can be used to show both casualties and morale – dead soldiers to the left and live soldiers to the right. The color of the pipe cleaner can show the unit's morale – green for disorder, yellow for shaken, and red for routed. Or, always use a black pipe cleaner for casualties, still keeping dead soldiers to the left and live soldiers to the right, and then used painted pennies for the unit's morale level. If there is no penny, this shows the unit to in good order.

WHEN TO CHECK MORALE

A unit must check morale with immediate results following any of the situations listed below:

- When the unit is required by a *fire combat result* (FCR) to take a *morale check* (MC) or a 1MC or 2MC.
- If the unit is within 1 inch of a unit that was eliminated by casualties or surrendered (see below) or is within 1 inch of a leader that was killed, it must check morale immediately following that event.
- If the unit was passed *within 1 inch* by a routing unit.
- If the unit is defending against a charge, it must take a *pre- impact morale check* as soon as the charge gets within 1 inch of it, *with* the +1 MMP penalty of being within 1 inch of an enemy unit.

Three Federal regiments about to enter point blank range. (Alan Sheward)

MORALE CHECK AND RALLY RESULTS

As noted, the procedure and results for a morale check and a rally attempt are the same. The unit rolls 2D6, attempting to match or roll higher than its current MMP, with immediate results as shown below. Any time a unit routs, it must immediately roll for distance per its movement chart to see how far it runs. If a unit was already routed, it cannot be forced to take another morale check as it is already as terrified as it can get. However, should a routed unit be impacted by a non-routed enemy unit it immediately surrenders and is removed from the game. Should a unit rout while in a melee, it also surrenders and is removed from the game. But those are special and rare events and almost all morale or rally results are as follows:

Morale/Rally Result	Effect
Roll a natural 2	Elite units are immediately shaken. All others are immediately routed.
Roll a natural 3	Elite units go immediately into disorder. All others are immediately shaken.
Roll 5 or more less than MMP	Drop two morale levels, unit falls back in inches equal to what it failed its morale check roll by.*
Roll 1 to 4 less than MMP	Drop one morale level, unit falls back in inches equal to what it failed its morale check roll by.*
Roll exactly its MMP	No morale change, unit stays the same, even if already routed.
Roll 1 to 4 higher than its MMP	Unit improves by one morale level.
Roll 5 or higher than MMP	Unit improves by two morale levels.
Roll a natural 12	Unit goes to “good order” and recovers a figure or gun.
* If the unit was mounted cavalry that failed a MC, it falls back twice in inches (three times if using 25mm miniatures) by what it failed by.	

The battle for Marye's Heights, by Adam Hook © Osprey Publishing Ltd. Taken from Campaign 55: Chancellorsville 1863.

ALREADY ROUTED UNITS

Routed units do not get a reaction as they are too busy running. Routed units cannot be deliberately targeted by fire or a charge. A routed unit must use its first action to move directly away from the enemy and its second action to attempt to rally. If for its rally attempt, the routed unit rolls exactly its MMP, it does not get any worse and nothing happens until its next active turn, when it *again* runs for its first action and tries to rally for its second action. If the unit rolls less than its MMP, it continues to run and it loses one figure or one gun section. If it was a one-stand depleted unit and rolls less than its MMP, it has disintegrated and is removed from play. If a routed unit's movement takes it to the edge of the table, it gets an immediate rally attempt. If it rallies, it stops where it is, as a shaken unit. If it fails to rally, it is removed from the game.

REFORMING AND RALLYING

Though disorder represents morale degradation, a unit reforms into good order by spending an action or reaction without a formal die-roll rally attempt. Only shaken and routed units require rallying with a 2D6 die roll to attempt to improve their morale. The fact that reforming from disorder is automatic with the spending of an action or reaction can prove very useful. For instance, after a charge both the attacker and defender would be in disorder. But, if that attacker had charged with his first action, he could use his second action to reform, so as not to be in disorder when his opponent becomes active with his player turn. Likewise, if an inactive disordered unit saw its opponent advancing toward him with the probable intent of charging, he could use his "reaction" to reform so he would not have to face the charge in disorder, which is never a good thing, although by using his reaction to reform, his defensive fire would be reduced to a 1D6 desperation fire, which is certainly not desirable. That is a tactical

choice he would have to make, as almost invariably every decision on the battlefield has both good and bad repercussions.

DECIDING WHEN TO RALLY

Timing can be crucial in a rally attempt, because when you choose to do something can make a difference. With the exception of a routed unit, which must always try to rally with its second action, the player can choose when he wants to try to rally a shaken unit (or if he wants to try at all) depending on how he views the immediate tactical situation.

For example: assume a trained regiment (BMP = 5) that was in good order just took a 1H loss that reduced it to a one-stand depleted unit, and it failed the required morale check by five points and dropped two morale levels to shaken. Its MMP would now be 12 (a BMP of 10 for being depleted plus 4 for being shaken for the maximum MMP of 12). Attempting to rally while the unit is still in front of the enemy is risking the almost certain probability that it will get worse, as it would have to roll a 12 to miraculously rally. A better choice might be to use an action or reaction to move the unit behind intervening friendly units using a disengagement movement – remember that even if already shaken, a disengaging unit ends its turn no worse than shaken. Once the unit was 6 inches behind friendly units it would be entitled to the -6 MMP modifier, so the unit now would have an MMP of 6, which means that it would only take a 7 to rally to a status of disorder. And if a leader with a 1LB value was brought over to help, the unit's MMP would now be 5, which means it would only have to roll a 6 to rally back up to disorder.

A farm with an orchard can be a good defensive position. (Malcolm Johnston)

MERGING, ATTACHING, AND MUTUALLY SUPPORTING REGIMENTS

MERGING REGIMENTS

Two depleted one-stand adjacent regiments of the same brigade may "merge" – this costs each regiment one action – to form one non-depleted two-stand regiment with the original BMP and unit

identification of the better of the regiments, but with a +2 MMP modifier to the resulting merged regiment's MMP. If using three stands per regiment, the units cannot merge or be attached until they are down to a one stand depleted unit. Consolidate any figure losses onto one-stand. Even though the merged regiment is made up of two already depleted regiments, one additional depleted regiment may attach to it.

ATTACHING REGIMENTS

Any one-stand depleted regiment may "attach" itself to a non-depleted regiment of the same brigade. If using three stands per regiment, a non-depleted regiment is one with two or three stands. This costs one action for both regiments. There is no change to the BMP or MMP of the non-depleted regiment. Regardless of whether you are playing with two- or three-stand regiments, a regiment even with merged and attached units cannot have more than three stands. The attached stand can be positioned either behind the regiment or beside it. The only difference is that the regiment now has more figures to fire – up to 16 figures and 18 FPs per fire – and more figures to take losses. All losses are taken on the attached stand and do not affect the morale status of the non-depleted regiment. Morale checks are based on the status of the non-depleted regiment. Only after the attached stand has been eliminated will all regiments in the brigade suffer the +1 MMP brigade penalty for regiments lost. Once regiments are merged or attached they cannot be detached or "unmerged." They must stay together.

Fresh Union forces drive Johnny Reb out of the town. (Malcolm Johnston)

ADJACENT SUPPORTING REGIMENTS

All non-shaken adjacent units, including merged regiments and those with attached elements, even those in disorder, can provide morale support to each other. Single-stand depleted regiments cannot provide support. For each such unit that is adjacent to a unit, that neighboring unit gets a morale benefit of -1 to its MMP, up to a maximum of -3 MMP benefit for a non-charging unit.

SHARPSHOOTERS AND SNIPERS

Both sides in the Civil War deployed selected marksmen in special sharpshooter battalions. Sometimes

these units were equipped with customized rifles and at other times they did excellent work with the standard-issue Enfield or Springfield rifle-muskets. There were formalized sharpshooter units, such as the two United States Sharpshooter (USSS) regiments formed by Colonel Hiram Berdan, which sported a dark green uniform and used the superb Spencer .52 caliber breech-loading rifle. Likewise, for the Confederates, Captain Blackford's well-drilled battalion of about 150 Alabama sharpshooters using Enfield rifles would drive in twice that number of XI Corps skirmishers on the first day of Gettysburg. At other times, individual brigade and regimental commanders simply picked out the best shots from their regiments to form a dedicated skirmisher battalion, such as "Wofford's Georgia Sharpshooters," which was made up of the best shots from each regiment of General William Wofford's brigade.

As can be expected, some sharpshooter units were better than others, and even the best ones could have a bad day if confronted by veteran line regiments in a stand-up firefight. When deployed as small battalions on the skirmish line or as individual snipers, they could make a considerable difference. However, when used as just another good-quality infantry unit on the firing line their impact was much less significant. The sharpshooter's weapon of choice was as varied as the units themselves. Out west, units such as the Union 14th Missouri – also known as "Burges' Western Sharpshooters" – preferred the Hawkins or Plains Rifle. Eastern Federal sharpshooters liked the Remington, Morgan, James, and Spencer rifles, while Confederate marksmen prized Whitworths from Great Britain, when they could get them.

Sharpshooters have the following special rules:

- To reflect their high value, sharpshooter units should be modeled on a 1:30 figure ratio. So a 120-man sharpshooter unit would have two stands of two figures each.
- At both normal and long range, sharpshooters get to fire with FP plus 2D6. Since they are almost always elite units, they would also get +1 DRM when firing and -1 DRM when they are a target.
- When deployed as skirmishers, they have all the skirmisher target benefits, but do not suffer the skirmisher firing penalty of ½FP and losing 1D6. If charged, they have the skirmisher CMM of +6.
- Each sharpshooters company or battalion operates as an independent element, and therefore cannot combine its fire with other infantry units.
- Sharpshooter units almost always operated in small one- or two-company elements and therefore their units should have no more than four figures each.
- Sharpshooters are still subject to the command-and-control (C&C) rules, in that if they are out of C&C any movement takes two actions, though firing still takes only one action.
- Sharpshooters may use two actions for one deliberate fire, which is done with a +2 DRM benefit to the firer. Deliberate fire can only be done at normal or long range.

Confederates clear the Emmitsburg Pike of Federal units. (Scott Mingus)

A Confederate brigade reforms at the farm. (Malcolm Johnston)

THE INFANTRY CHARGE

A charge takes one action, and can be done either as a first action or a second action by a unit or a declared unit group. A unit cannot wheel before, after, or during the charge. The charge must be made straight ahead. A unit or unit group can only charge once in an active player turn, and at the conclusion of charge resolution or the first round of melee all involved units become disordered. If a charge falls short then only the charging units go into disorder. A charge must have a visible or previously located enemy unit as a target and cannot be done simply to gain extra movement. Shaken or routed units may not charge. Skirmishers can only charge other skirmishers. A unit charging outside of its frontal arc does so in disorder.

Should a unit wish to make a charge that would incorporate a wheeling movement, it would be a two-action charge. The first action should be a move with a wheel, and the second action should be a straight-ahead charge.

STEP ONE: DECLARE CHARGE TARGET/ADVANCE CHARGING UNITS

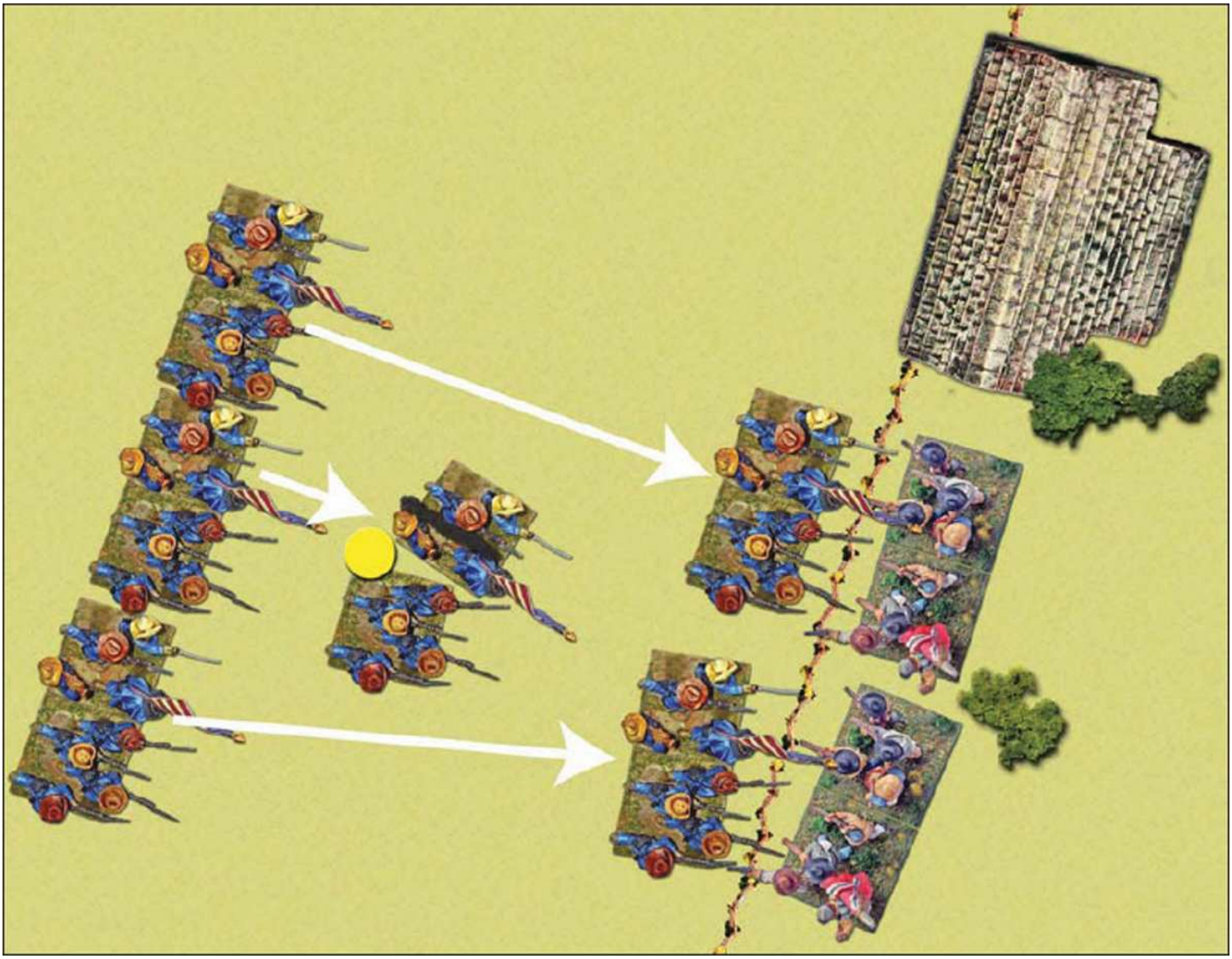
The primary charge target must be the closest or largest enemy unit in the attacker's primary zone, followed by the closest or largest enemy unit in the attacker's forward arc. The charge uses one action and has a required charge bonus (CB) in inches equal to half of its normal routed movement for the terrain being entered or charged through. Charging units go into disorder as follows:

- All charges by elite and veteran units go into disorder when they reach a distance of half of the charge bonus.
- All charges by trained units go into disorder when they reach a distance of half of the total charge distance.
- All charges by green units are done completely in disorder.

If the charging unit makes contact prior to that disorder point, it impacts in good order. If impact occurs after the disorder point the charge impacts in disorder. If the CB roll was so low that the attacker falls short, the attacker simply stops with all the charging units in disorder.

GROUP CHARGE

At the start of any one player action, the acting player may declare any adjacent and contiguous group of units as a unit group provided all the involved units are in the same formation and all will be doing the same thing for their two actions. Those two actions, for example, could be to move and charge or to charge and reform. Both actions must be declared when the group is activated. If charging, roll once for the charge bonus for the entire group based on the quality of the lead unit. If enemy fire breaks up the group and forces a unit back, the rest close up and continue the charge.



Example of a Group Charge
The Union player is active and has declared that his three-regiment brigade will advance as a group for its first action and then the entire group will charge for its second action. After the Union brigade has moved 1 inch, the two Rebel regiments could react and open fire. But they wait until the Union regiments have entered their normal range, at which point the Confederate player announces he is doing a combined fire with his two regiments (eight figures each) at the middle regiment in the Union line. He has 16 FPs and rolls a 6 with 2D6, killing two figures and forcing the Union regiment to take a +2 MC morale check, which it seriously fails and drops two morale levels to shaken. Since the Union player declared his activity for both actions, his brigade closes up and continues its charge. It is still a unit group and the remaining two regiments can, as was planned, press the charge home against the Rebels. However, had the Union player not designated these three regiments as a unit group and not declared their two actions prior to moving, then each regiment would have had to charge individually.

STEP TWO: RESOLVE ANY ENEMY REACTION FIRE AGAINST THE CHARGING UNIT(S)

As the charging units move within range of any enemy units or unit groups, those units may take their reaction fires with immediate result. Each defending unit or declared unit group gets only one reaction fire during the opposing side's active turn. Units in a unit group carrying out reaction fire must be adjacent and contiguous and all in the same formation, but do not have to be declared as a group prior to their reaction fire.

Federal Zouaves about to test the Confederate line. (Alan Sheward)

If a defender has already performed his reaction fire, he would still have a 1D6 desperation fire if different units move within 1 inch. Against a charge, if the defender wants to perform his reaction fire as infantry point-blank fire, artillery close canister fire or desperation fire he must first take a "fear-of-charge" morale check (see below). A defending unit can only fire once, including desperation fire, against any one attacking unit. But there is no limit as to how many desperation fire actions a defender might perform, provided each was against a different unit that has moved within an inch of it. A defending unit may perform desperation fire against an attacker that is charging or has moved against an adjacent unit, provided that the advancing or charging unit has also moved within an inch of that defending unit.

STEP THREE: DEFENDER'S PRE-IMPACT FEAR-OF-CHARGE MORALE CHECK

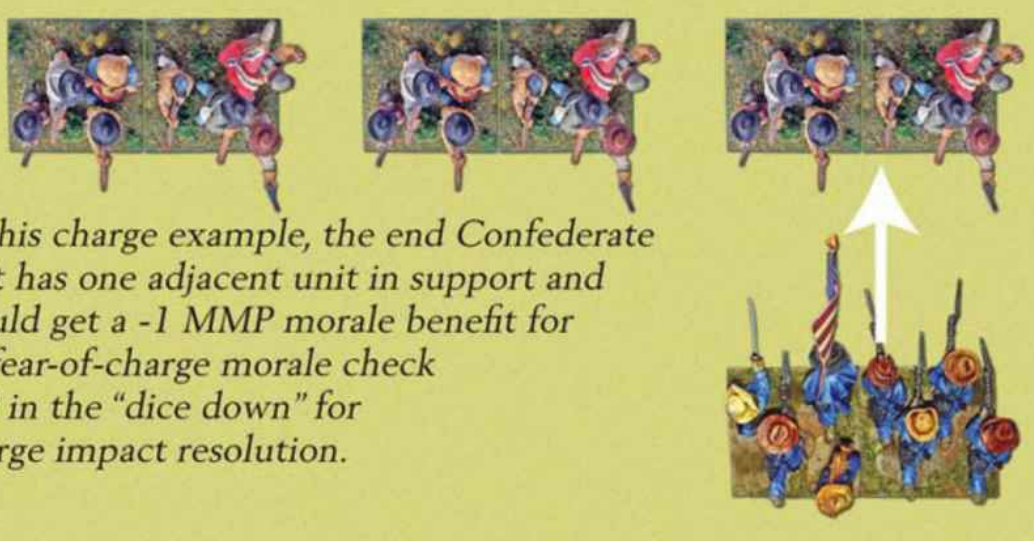
When the charging unit reaches 1 inch away from the defender, the defender takes a pre-impact fear-of-charge morale check with immediate results. This is a required morale check prior to any PBF or 1 inch canister fire. If there is a difference between the attacker's CMM and the defender's CMM, the net CMM difference is applied to the pre-impact fear-of-charge morale check. Likewise if one side or the other has an advantage in the number of supporting units, that net difference is included as a modifier in the fear-of-charge morale check. *Note: If the charging unit is mounted cavalry, the pre-impact fear-of-charge morale check is be taken at 2 inches.*

Example: if an extended line (CMM of +1) is charged by an attack column (CMM of -2) the pre-impact morale check for the extended line would be taken with its MMP modified by the total net CMM difference of +3. Likewise, if a battle line charged skirmishers, the skirmishers would get a net +6 to their MMP for their pre-impact morale check, since skirmishers have a CMM of +6 and a battle line has no modifier.

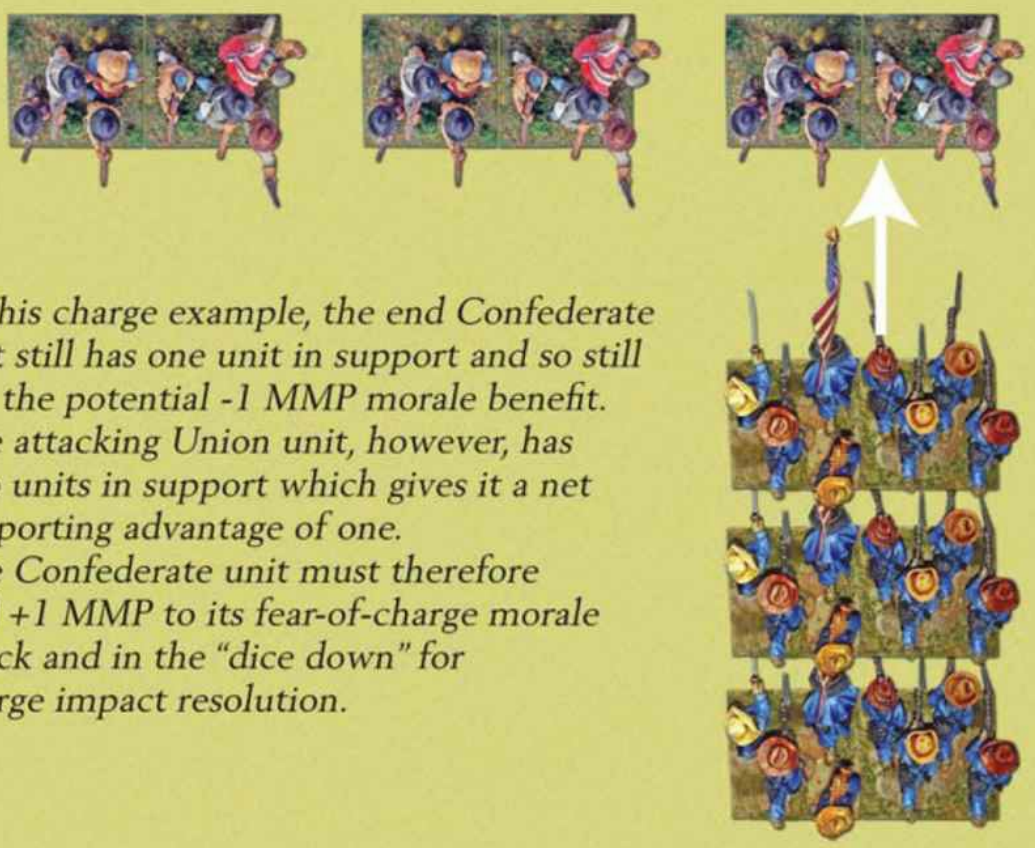
STEP FOUR: CHARGE IMPACT RESOLUTION

If the charging units have not been stopped by fire, proceed to charge impact resolution. Calculate the final impact value (FIV) of the opposing lead units in contact with the formula below, using the opposing lead unit's MMP as modified by its CMM, and any positive or negative situational morale modifiers

along with any contiguous friendly units in support (up to -3 maximum support to a unit's MMP in a charge's impact resolution). If an adjacent unit is also being charged or is charging a different unit, then it cannot provide support to another charge as that charge situation would be resolved as a separate impact. In any case, a unit's FIV can never be less than zero.



In this charge example, the end Confederate unit has one adjacent unit in support and would get a -1 MMP morale benefit for its fear-of-charge morale check and in the "dice down" for charge impact resolution.



In this charge example, the end Confederate unit still has one unit in support and so still has the potential -1 MMP morale benefit. The attacking Union unit, however, has two units in support which gives it a net supporting advantage of one. The Confederate unit must therefore add +1 MMP to its fear-of-charge morale check and in the "dice down" for charge impact resolution.

If three Union regiments were attacking the center Confederate unit, both charging units would have two units in support, so there would be no net difference and therefore no modifiers due to supporting units would be applied. These examples show the wisdom of Bedford Forrest's standing advice to "…hit 'em on the end!"

The 11th New York brace for the 33rd Virginia's charge at First Manassas/Bull Run, by Peter Dennis © Osprey Publishing Ltd. Taken from Combat 2: Union Infantryman vs Confederate Infantryman.

If a charging unit is impacting two enemy units, the charge impact resolution is always done against the largest unit – the one with the most figures and highest unit impact value (UIV). An infantry or cavalry unit's UIV is equal to its number of figures, while a field-artillery unit's UIV is equal to how many sections it has. For example, if a charging infantry regiment impacts an infantry unit of eight figures and an adjacent artillery battery of three sections, the impact would be resolved against the infantry unit (UIV = 8) rather than the artillery battery (UIV = 3), but the infantry unit would get -1 to its MMP for having an adjacent unit (the battery) in support.

For impact resolution each side calculates its final impact value as follows:

- Charging Unit's FIV = 2D6 plus (the lead charging unit's UIV) minus (the lead charging impact unit's MMP)
- Defending Unit's FIV = 2D6 plus (the charge target unit's UIV) minus (the charge target unit's MMP)

Example: while calculating a unit's UIV (i.e. the number of figures or artillery sections) is easy, figuring out the MMP in an impact situation can be a little more complicated. The four types of morale modifiers that are relevant in a charge or impact situation are:

- **Charging unit:** a charging infantry unit gets a -1 MMP modifier, while a charging cavalry unit gets a -2 MMP benefit.
- **Close to enemy unit:** if within 1 inch (2 inches if using a 25mm scale) of non-shaken, non-routed and non-skirmishing enemy units, there is a +1 MMP penalty.
- **Supporting units:** units must be contiguously adjacent. No matter how many units are in support, MMP benefit is limited to "-3".
- **Net CMM Difference:** the formation CMM of the opposing impact units are compared for a net CMM difference.

Result	Effect
Exact tie	Go to Melee
Win by 1	Attacker stops short. Roll 1D6 for distance in half inches. Both sides fire a "no cost" disordered volley at that range.
Win by 2, 3, or 4	All losing units fall back that many inches*, the lead impact unit loses one figure and all units are in disorder.
Win by 5, 6, or 7	All losing units fall back that many inches*, the lead impact unit loses two** figures and all losers are shaken.
Win by 8, 9, or 10	All losing units fall back that many inches*, the lead impact unit loses three** figures and all losers are routed*
Win by 11 or 12	All losing units – attacker or defender – surrender and are removed from the game.
* If the loser was the attacker he falls back that many half inches. ** Supporting units lose one fewer figures than the lead unit. If the "loser" was the attacker his morale drop is limited to shaken.	

As shown above, once the two sides have calculated their UIVs and MMPs, each side rolls 2D6 to determine their FIV, with the highest total being the winner. The larger the net FIV difference, the bigger the win, as follows:

Equal FIV: Infantry melee – assume that all units are in contact and are in melee and for the first round of melee will fire a simultaneous melee fire of (FPs + 5D6). If there is a second round of melee, all participants will fire in disorder (½FPs + 5D6). For melee count all figures of the lead units in contact and half of the figures of those in support. For melee, the normal restrictions of a maximum of 16 figures or 18 FPs per fire do not apply. In melee, only the unit quality DRMs of the lead attacking and defending units in contact and/or the presence of a leader and his leadership bonus are taken into account. The lead enemy unit in contact takes full casualties per the FCRT and all supporting units take one fewer. Any units that fail morale checks from a melee retreat out of the melee (unless they were routed, in which case they are eliminated). Any units that have not retreated out of the melee from failing a morale check continue fighting for a second round of melee, after which all units disengage toward friendly lines out of the melee.

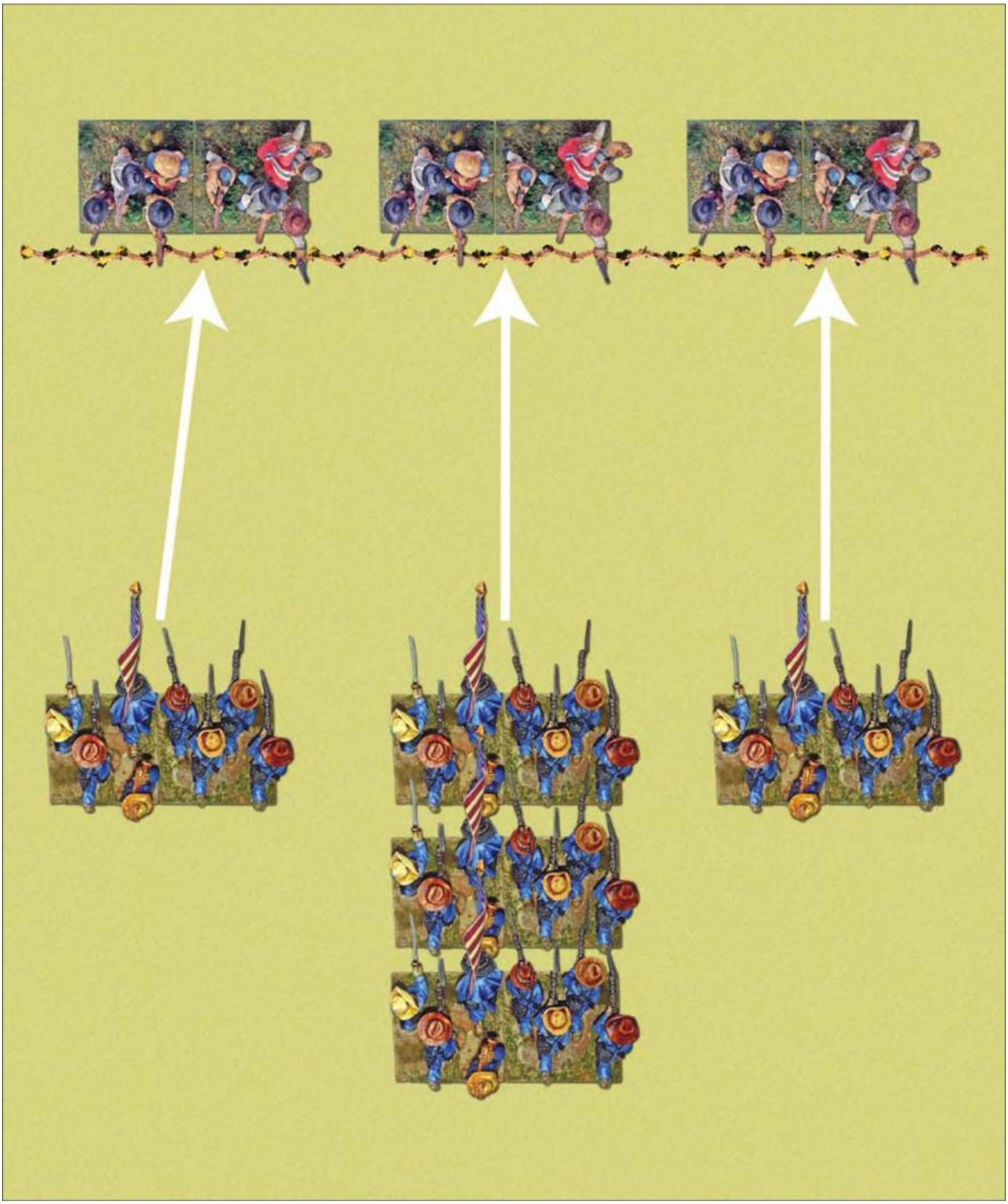
Assuming there is not a melee, the above results apply to either an attacker or defender's "win" except as noted.

All units involved in the impact resolution, including any supporting units, go into disorder after the completion of charge resolutions. If the attackers won, they may advance in disorder, following the defender at up to 1 inch less than he fell back. They may also advance in disorder and impact a new enemy unit if desired, repeating the charge procedure. If the defending unit was the winner, it does not advance but continues to hold its position.

PLANNING A SIMPLE CHARGE

In the example overleaf, a Federal brigade of five regiments has been ordered to quickly break the Confederate three-regiment brigade line that has taken up a good, mutually supporting position behind a wooden fence. Ideally, our Union brigade commander would have preferred some artillery support to perhaps drive off the center regiment – thereby breaking up the adjacent and contiguous line, and negating the Confederates' supporting-unit benefit – but no batteries are available and the division commander wants this done now. So, the plan is that the brigade commander will form up his five-regiment brigade for a group charge. In the center, he will have three regiments charging one behind the other, while one regiment will attack each of the Rebel flank regiments. The Union commander does not expect the flank attacks to succeed; their main objective is to draw the defender's fire and, hopefully, press ahead to impact the defenders. Even if they lose the impact, they would have broken the support for the center Confederate unit, since a unit cannot provide support if it is also being

charged and forced into its own charge resolution. Then, he figures, his center regiment attack with two supporting regiments should win the impact against the single, and now unsupported, Rebel regiment. Of course, a lot can go terribly wrong for either side, as the Federal commander remembers Napoleon's sage advice that, "No plan survives contact with the enemy."



CHARGE CLARIFICATIONS AND OPTIONS

CHARGING THROUGH FRIENDLY SKIRMISHERS

Units may charge through their own skirmishers with no ill effect to the formation of either. The skirmishers, if they have not yet been activated, may fall in behind the charging units in disorder and be counted as a supporting unit. In this one instance, the skirmishers do not have to have been declared as part of the original charge group. If the skirmishers choose to do this, then this becomes their active turn and at the end of the charge they are in disorder as are all the other participants of the charge.

CHARGING THROUGH FORMED UNITS

This is tougher, but is allowed provided all the involved units take a tactical competence test (TCT). Regardless of the TCT results, the charge does pass through the formed unit. However, any unit that failed the TCT is now in disorder. If the formed unit that was passed through passed its TCT, it may join the charge as a supporting unit provided it has not yet completed its two consecutive actions. If the unit being passed through has completed its two actions, it may not join the charge.

CHARGE BONUS FOR SUPPORTING UNITS

Any units that join the charge as supporting units, as noted above, do not have to roll for charge bonus. They simply follow the lead unit as any other supporting unit.

HALTING ACHARGE

Leader benefits, however, do not aid in the fire of any regiment. *If, and only if*, the leader is a designated artillery leader may he use his LB to assist artillery fire. To do so, the charging unit or units must take a TCT, and if that is successful the unit halts in disorder at the nominated object. If they fail, the charge continues, but from that point on, because of the confusing orders, all units are in disorder. If this was a group charge, only the lead unit takes a TCT, with the result applying to all units.

Cavalry Formations	CMM		15mm Cavalry Movement (Mounted / Dismounted)						
	Mtd	Dmtd	Road	Trail	Open	Broken	Rough	Light Woods	Heavy Woods
Road Column or Leader	+1	+3	16 / 7	13 / 6	10 / 5	8 / 5	2 / 2	6 / 4	4 / 3

CHARGING AT OR THROUGH ENEMY SKIRMISHERS

Rather than go through the charge impact resolution procedure, in which the skirmishers almost certainly would lose, assume that as soon as the charge has been declared and moved 1 inch the enemy skirmishers immediately disengage with a normal disengage move and attempt to fall back behind the nearest friendly unit in disorder. The skirmishers are allowed to do this even if they have already used their reaction. If they have not used their reaction, this disengage move is considered to be their reaction. The skirmishers may attempt to stop immediately behind a defender, so as to become a supporting unit, if they pass a TCT. If they fail the TCT, and if they have movement left, they keep running, having decided that this is not their fight.

BRIGADE, DIVISION, AND CORPS LEADERS

ADDING LEADERS

Across a Deadly Field can be played with or without leaders. The addition of brigade, division, and corps leaders adds the details of leadership qualities along with the attendant issues of command and control. Adding leaders will slightly change each player turn as follows.

LEADER MOVEMENT

Each leader has one independent movement action per turn that can be used only at the start of the player's active turn. This is the only time the leader may move unless he is attached to a specific unit. He moves per the cavalry road column line (see below) on the appropriate reference chart, and is not required to be attached (moved adjacent) to any one specific unit.

"Give them the bayonet!" (Alan Sheward)

However, once attached to a specific unit, the leader moves with that unit at no additional movement cost and will provide benefits only to that unit until he moves away or moves to another unit.

LEADER BENEFITS (LB)

Leaders can be rated generically for their leadership ability based on their position or their actual historical ability. If done generically, all brigade commanders should be given an LB of 1 and all division or higher commanders should be given an LB of 2. If historical brigades and divisions are being used, their commanders will be rated from 0 (a dud, useful only for command and control) to 1 (a solid leader) to 2 (an exceptional leader). To be attached to a unit, a leader must stay adjacent to a unit (a regiment or battery) for its entire active and reactive player turn. An attached leader can use his LB both as an extra beneficial DRM to any morale check over and above the best two situational modifiers of the unit he is attached to. He also can use his LB as extra inches of movement for the regiment he is attached to, and any other contiguous units of the same brigade if they are moving as a unit or a brigade group. If the leader is attached to a unit that is leading a charge, that extra "over and above"

LB DRM adds to the 2D6 die roll used for charge impact resolution. A leader that is adjacent, but not attached, can only provide a morale benefit. Only an attached leader can provide morale benefits plus a firing and movement benefit as noted above.

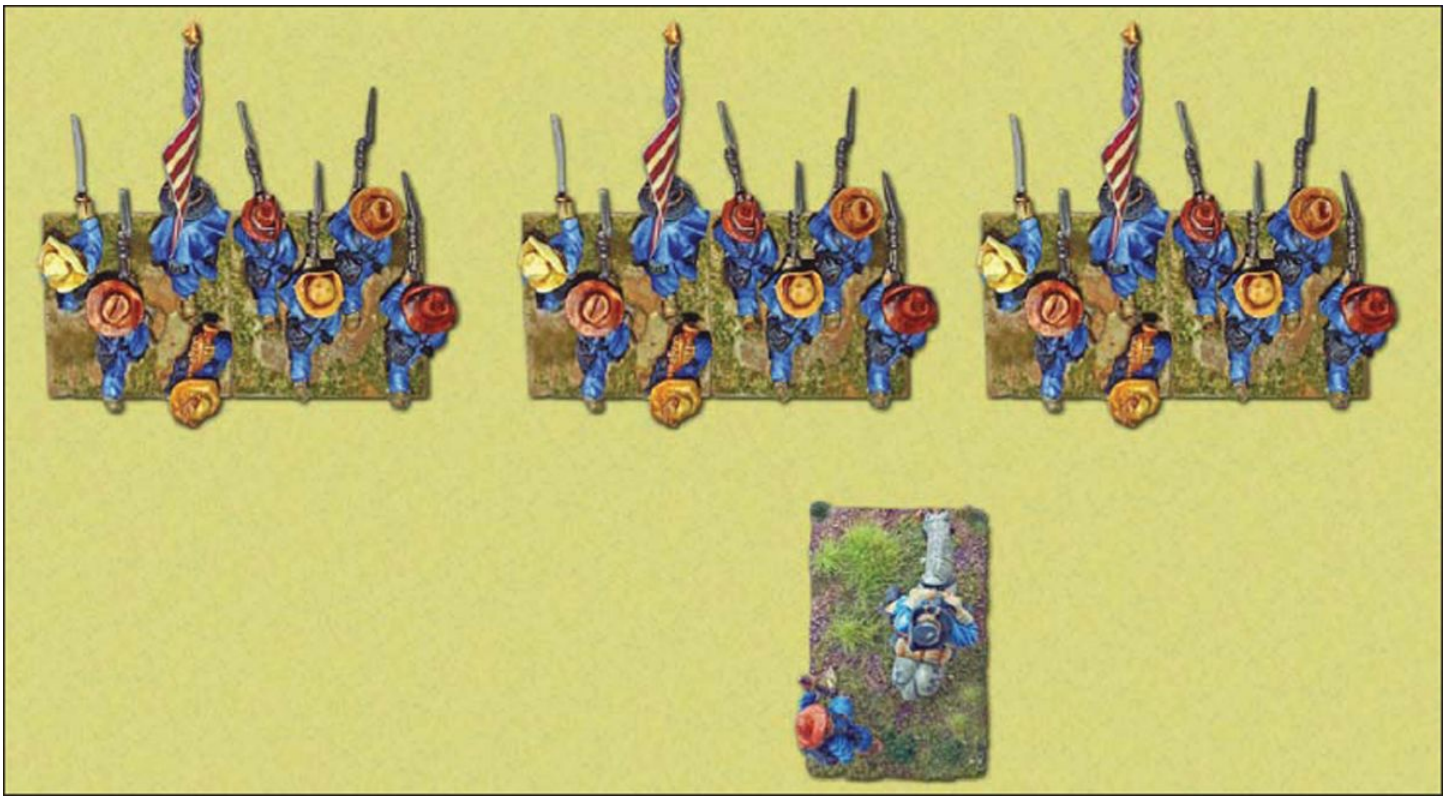
Jackson and Lee confer, by Adam Hook © Osprey Publishing Ltd. Taken from Campaign 55: Chancellorsville 1863.

LEADER CASUALTIES

If the unit the leader is attached to takes fire and the FCRT calls for one or more "hits," killing one or more figures, then the firer gets to roll 1D6 for each hit that was scored. If a 6 is rolled on any of the dice, then the leader has been killed. Immediately, the unit he was attached to or any other unit that was adjacent to the dead leader must check morale. After those morale checks, all regiments of the brigade the leader was with now have a +1 detriment to their MMP for having their leader eliminated from the brigade. If a leader is only adjacent, rather than attached, to a unit, he does not have to roll for being killed.

A unit gains morale benefits from adjacent units or leaders that are close enough to provide visual support. This depends on the terrain separating the units or a leader from his units as follows:

- In open terrain: within 1 inch (2 inches for 25mm figures).
- In broken or light woods: ½ inch (1 inch for 25mm figures).
- In heavy woods or rough terrain: the stands must be touching.



This brigade leader is adjacent to two units and can provide morale benefits to both.

COMMAND AND CONTROL (C&C)

This is determined at the start of the active player turn for all his units, *for the entire player turn*. If leaders are being used, C&C is determined immediately after leader movement. A leader has a command radius equal to four times his LB (eight times for 25mm figures). If a unit is outside any leader's command radius (LCR), it is defined as being out of C&C. A unit out of C&C uses two actions for a movement or a charge action. All other actions, including firing, rallying, and reforming still only cost a single action or reaction to perform. However, a unit is not out of C&C if it is contiguously adjacent to other regiments of its own brigade that *are* in C&C. A leader also has a leader reaction radius (LRR), which is twice (four times for 25mm figures) his LB in inches. The LRR is used for the possible triggering of a reaction of a non-active unit that has no LOS to an active unit, but is within the LRR of a leader that does have an LOS to the active unit. Hence, an exceptional leader with an LB of 2 would have a command radius of 8 inches and a reaction radius of 4 inches. If a leader has an LB

value of 0, he still can provide legal C&C to any adjacent unit and any regiment within a brigade that is contiguously adjacent to that leader.

THE ARTILLERY

With only a few exceptions, almost all the artillery of the American Civil War was muzzle-loading, and probably represented the ultimate level of that technology. By the mid-19th century advances in metallurgy and precision manufacturing resulted in artillery systems that clearly outclassed the muzzle-loading field artillery of previous wars. The average projectile weight of field artillery had grown from the 4- or 9-pounder smoothbore Napoleonic pieces to 10- to 20-pounder rifles and 6- to 12-pounder smoothbores. The most obvious development was the advent of rifled artillery, which meant that if a target could be seen – a constant problem on a smoky black-powder battlefield – it could probably be engaged. Both the rifled and the smoothbore pieces had their supporters and detractors. The rifles definitely had an accuracy and range advantage, but the wide-mouthed smoothbores could prove devastating for close-in canister work. Many Confederate artillerists preferred to mix the guns within a battery so as to give each battery the smoothbore's better canister effectiveness with the rifle's long-range accuracy. But mixing the guns came with a price. For example, at the end of the fighting on the first day of Gettysburg, three guns of Lt Col Hilary Jones' Confederate artillery battalion were inoperative due to having been hastily loaded with the wrong ammunition.

In the beginning of the war, both sides often fielded mixed batteries of from four to six rifles and smoothbores, and directly attached them to individual infantry brigades. This proved generally ineffective, as the guns were seldom massed at the critical point of the battle. At Shiloh, many of the individual Confederate batteries were left behind as their brigades advanced. The attack stalled, until Brig Gen Daniel Ruggles gathered up all the guns he could find and massed 11 batteries against the center of the Hornet's Nest line and literally blew it open. From then on, both sides began concentrating their guns. At Gettysburg, the Union had their artillery concentrated in large brigades directly under corps control, while the Army of Northern Virginia had gun battalions attached to both their divisions and their corps. Brigadier General Henry Hunt, chief of the artillery of the Army of the Potomac, took the concept of centralization one step further and created an Army Artillery Reserve of over 100 guns, which he used to mass exactly as needed. The wisdom of this paid off on July 3, 1863 at Gettysburg, when Pickett launched his famous charge and entered into the withering crossfire of Hunt's 115 massed guns.

As the war went on, it became clear that despite unflinching Southern courage, the Union system of standardization in equipment, training, and resupply when coupled with reliable fuse and ammunition consistency gave its gunners a definite edge in medium-to-long-range gun duels. In 1864 the acceptance of that fact was a major factor in General Lee's decision to attack and fight Grant's Army before it passed out of the Virginia Wilderness, where the dense tangle of trees and underbrush greatly degraded the effectiveness of Union artillery and forced all combat into bloody short-range infantry and canister firefights.

AMMUNITION TYPES AND QUALITY

The effectiveness of the guns was ultimately a function of their ammunition, and in the Civil War the artillery gunners had a choice of four basic types of ammunition. In general, the smoothbores fired a spherical round while the rifles fired a cylindrical round, not unlike a modern artillery projectile.

Solid Shot: This was a solid cast-iron cannonball or rifle bolt. For a smoothbore gun, it was the most accurate of all the artillery ammunition and had excellent penetration against dense formations, light cover, or buildings. The solid bullet-shaped iron bolt fired from a rifled gun was certainly more accurate than the ball fired by the smoothbore, but when fired at an infantry formation in the open, the rifle bolt would tend to bury itself into the ground, while a skilled Napoleon gunner could aim his round shot so that ball would bounce through many ranks of a formation. However, if the infantry had dug in and thrown up even hasty works, then the higher destructive energy of the rifle bolt with a percussion fuse made it the better choice for battering through defensive works.

Shell: This was a hollow iron shell filled with black powder that used a fuse to burst the shell into about a dozen lethal iron fragments at a predetermined time in flight, or for a rifled shell either at impact with a percussion fuse or at a specific time in flight. If timed right, an exploding shell was an excellent choice for counterbattery work since it was effective both against materiel and personnel. The effectiveness of shell fire depended greatly upon fuse quality, and Union fuses were consistently better than Confederate ones.

General West rides up to steady the lads. (Cory Ring and Chris Ward)

Spherical Case Shot: This was a form of long-range canister shot invented by General Henry Shrapnel of the British Army, which filled an exploding shell with 75 small half-inch iron balls around a core bursting charge. Like the exploding shell, its effectiveness depended on a reliable fuse system to detonate it about 10 to 20 feet above formed infantry, at ranges usually beyond that of canister. The Union artillerists, with better fuses and often better training, were usually able to smoothly shift from solid shot, to shell, to case shot, and finally to canister against charging Confederates. In an emergency, if a battery was out of canister, case shot could be set to detonate as soon as it left the muzzle of the gun to have an almost canister-like effect at point-blank range.

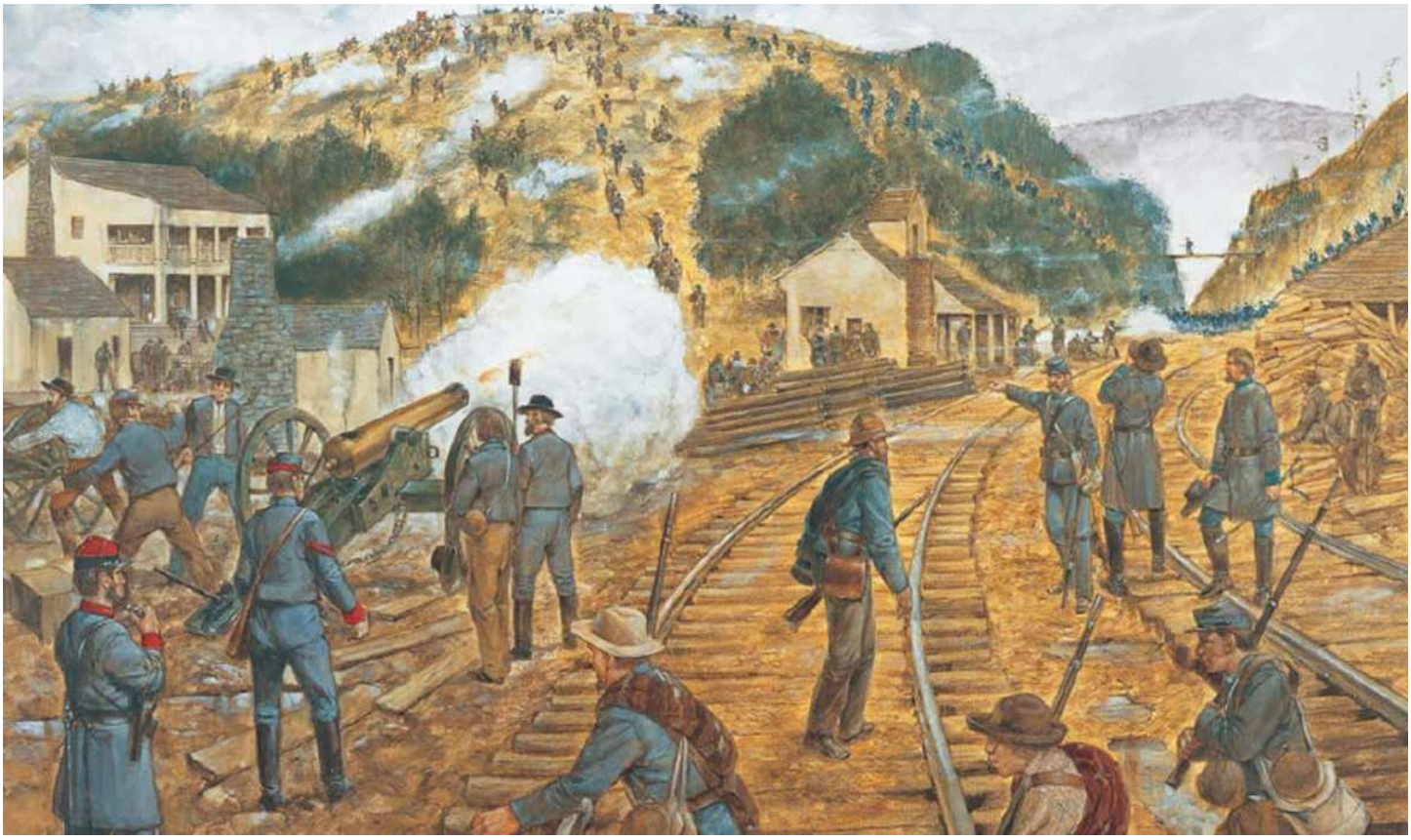
Canister: This was a thin metal can containing about 27 1-inch iron balls for a smoothbore Napoleon, or about 18 balls for a 10-pounder Parrott or three inch Ordnance Rifle, which when fired sprayed out in a shotgun-like pattern. A single canister round could reach out as far as 300 to 400 yards, but was much more effective at ranges of less than 200 yards. In the final moments of battery defense, as the range closed to less than 100 yards, double and even triple canister rounds could be fired. Since the typical limber chest carried a limited amount of canister, it was often reserved for a final defense against an infantry charge. While some batteries would start firing canister at 400 yards and then quickly reload and fire with single or double canister for the final defense, many battery commanders preferred to hold fire for a single, well-timed and well-aimed point-blank double-canister blast directly into the face of the attackers. As was noted, the smoothbores were generally a more effective canister weapon than the rifles due to having more balls per round and a greater-diameter bore, which increased the lethal spread. *Across a Deadly Field* shows the greater effectiveness of smoothbore canister by giving the smoothbore batteries an extra 1D6 to throw for canister fire when

compared to rifled canister fire. In 1864, the Union began deploying a canister variant for their Napoleons that had about 70 half-inch iron balls, which had greater lethality at close range but less ability to penetrate brush and light woods at longer ranges.

No matter how skilled the crew, the final effectiveness of artillery often depended on the consistency of the ammunition, and for shell or spherical case shot a reliable fusing mechanism was imperative. Throughout the war, this was an almost insurmountable problem for the Confederate ordnance system. On a good day, their gunners could probably expect only half of their fuses to work as intended, and on a bad day they might only get a fourth or less to work as expected. The Confederate fuse problem made firing over their own troops problematical, as an exploding shell might go off well before it cleared their own infantry. One Tennessee infantry regiment made it clear that should any of their own artillery batteries attempt to fire over their heads, that battery could expect a musket volley in return.

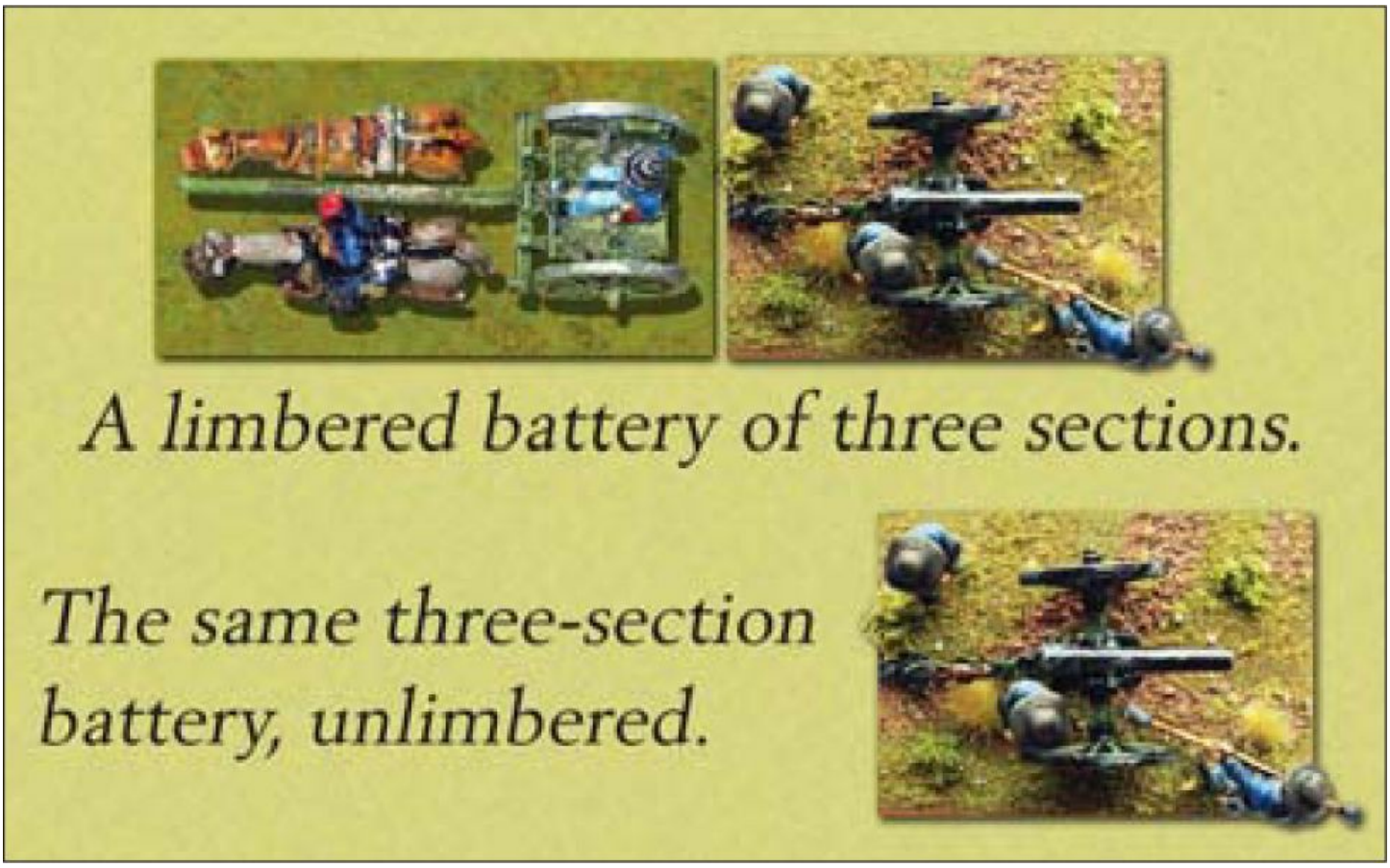
AMMUNITION QUANTITY

In addition to having better artillery ammunition, the Union usually had more of it. For instance, at Gettysburg the Army of the Potomac fired over 33,000 rounds during the three days of battle, which represented about 30 percent of their available supply. On the opposite side of the field, the Army of Northern Virginia fired about 22,000 rounds, which represented about 50 percent of their ammunition supply. On a per-gun basis, the Union with 362 guns at Gettysburg fired about 90 rounds per gun, while the Confederates fired about 80 rounds per gun. Ammunition consumption was affected by the mode of combat. If an army was constantly on the attack, then most of its artillery fire would have been at medium or long range in preparatory bombardments, while if on the defense most of the ammunition fired would have been case shot or canister. This became an issue for the Confederates at the end of the third day of Gettysburg, as because they had been consistently on the offensive they were facing a serious shortage of long-range ammunition, though their canister was still in good supply. The Army of the Potomac, however, due to fact that its Chief of Artillery, Brigadier General Henry J. Hunt, had established an extra wagon train of nothing but artillery ammunition, had plenty of ammunition for all engagement ranges.



The battle of Allatoona Pass, by Richard Hook © Osprey Publishing Ltd. Taken from Campaign 179: Sherman's March to the Sea 1864.

To the individual battery commander, however, the total amount of ammunition available to the army was not nearly as important as how much ammunition he had for his battery. In this case, bigger was not always better. While wargamers certainly value the higher firepower of the bigger guns, one of their weaknesses was that their larger-sized ammunition meant that fewer rounds could be carried into the field. In general, each gun had four limber chests of ammunition – two on the limber and two on their caisson. The amount of ammunition each limber chest held was determined by the physical size of the rounds. For example, a 6-pounder smoothbore and a 3-inch ordnance rifle both had 50 rounds per limber chest, while the Napoleon had only 32. And, as the guns got bigger, the immediately available ammunition got less, with the 24-pounder howitzer having only 23 rounds per limber chest and the 32-pounder howitzer having only 15 rounds per limber chest.



When the battery is unlimbered it is recommended that, for the sake of game clarity, the limber be removed from the wargaming table.

Artillery Types	Artillery NR	15mm Artillery Firepower (FP) (Union / Confederate)		
Smoothbore Battery		**1 sec**	**2 secs**	**3 secs**
6-pounder gun	10	2 / 2	3 / 3	5 / 4
12-pounder Napoleon	13	3 / 3	5 / 4	8 / 7
12-pounder howitzer	10	3 / 3	5 / 4	8 / 7
24-pounder howitzer	12	4 / 4	7 / 6	11 / 10
Rifled Battery		**1 sec**	**2 secs**	**3 secs**
10-pounder Parrott Rifle	18	3 / 3	5 / 4	8 / 7
3-inch Ordnance Rifle	17	3 / 3	6 / 5	9 / 8
14-pounder James Rifle	16	3 / 3	6 / 5	9 / 8
BL Whitworth Rifle	26	3 / 3	5 / 5	8 / 8
6-pounder Wiard Rifle	14	2 / 2	4 / 4	6 / 5
20-pounder Parrott Rifle	20	4 / 4	7 / 6	11 / 10
30-pounder Parrott Rifle	22	5 / 5	8 / 7	12 / 11
Mixed Gun Battery	14	3 / 3	5 / 4	8 / 7
All Routed Artillery	None	None	None	None

ARTILLERY COMBAT CAPABILITIES

The combat capabilities of the artillery batteries are listed on the Artillery Firepower Chart below. Each of the three major figure scale ranges are displayed in the Rules Summary and Reference Chart section at the end of the book. The 15mm table is shown here for illustrative purposes. As with the infantry, "NR" is normal range in inches, with long range (LR) being twice that and short range (SR) being half that. Each gun model represents one battery, with each crew member representing one section of two "real" guns. If an artillery battery has more than three or four sections – which was rare – it should be modeled as two batteries.

Long canister range can vary depending on the figure size, but point-blank canister fire against a charge is 1 inch for all guns (2 inches for 25mm figures). *Maximum long-range fire assumes a 5-degree elevation for smoothbores and a 7-to-10-degree elevation for rifles.*

The FPs for the indicated number of sections for each gun type is given first as Union guns and then as Confederate guns. Up to three adjacent batteries, if all are in good order, can fire as one gun battalion up to a maximum of 18 FPs per fire. If the ranges are different within a gun group, then the firing range will be that of the shortest-ranged guns, or fire all the guns as a mixed gun battery.

Artillery Fire Procedure	All benefits and penalties are cumulative
Deliberate artillery fire (only normal or long-range fire)	+2 DRM & costs 2 actions
Artillery combined fire	up to six sections or 18 FP
Long range (LR), 2x normal range	FP + 1D6
Short range (SR), under 1 inch*	FP + 3D6
Smoothbore canister (PBF)*	FP + 4D6 (FP + 5D6)
Rifled artillery canister (PBF)*	FP + 3D6 (FP + 4D6)
Artillery in disorder (DO)	½FP
Artillery is shaken or using area fire	½FP & 1 less die
Artillery is elite	+1 DRM
Artillery is green	-1 DRM
* **Canister range:** 2 inches for 10mm, 3 inches for 15mm, 4 inches for 25mm. But PBF canister range for all scales against a charge is 1 inch.	

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+
Infantry Fire				MC	MC	1MC	2MC	2MC	1H	1H	1H	2H	2H	2H	3H	3H	4H	4H
Artillery Fire		MC	MC	MC	1MC	1MC	1MC	2MC	2MC	2MC	1H	1H	1H	2H	2H	3H	3H	4H
Cavalry Fire								MC	MC	1MC	1MC	2MC	2MC	1H	2H	2H	3H	4H
Fire Combat Results (FCR)	**MC:** Morale Check – 1MC or 2MC is a morale check with a +1 or +2 to the unit's MMP. **1H:** 1 Hit – lose a figure or a gun section – and a 2MC morale check. **2H, 3H or 4H:** 2, 3 or 4 Hits – lose that many figures or gun sections – and take a 2MC, 3MC or 4MC morale check per the number of hits. **Pass through fire:** Extends through two units for infantry fire, three units for artillery. Same roll, -2 DRM per unit passed through.																	

Artillery fire is almost identical to that for infantry, but with a few subtleties unique to the guns. Like infantry, all artillery batteries have a normal range (NR), a long range (LR) that is twice normal range, and a short range (SR) that is half normal range. Artillery's close range is called canister range (CR), and is up to 3 inches or 1 inch point-blank fire, with smoothbores being slightly better at canister fire than rifles. However, the rifles do have a range and accuracy advantage. Like infantry, an artillery battery combines its FPs, which for artillery is calculated by the number of two-gun sections of a

specific artillery type, adding the roll of 1D6, 2D6, or 3D6 for long, normal, and short ranges respectively. Canister fire uses 3D6 to 5D6 dice depending on the gun type and range. Artillery's FP is calculated by two-gun sections and individual battery losses are counted by sections. An artillery battery's BMP increases by +3 per gun section lost. If a target DRM is in red, then it is used only if fired on by artillery. If a target's DRM is only in black, then use that DRM for all fires. Like infantry, all artillery firer modifiers and/or firer DRMs are cumulative. But, for the target DRMs, use only the two best and the two worst situational modifiers.

For example: a battery of three sections (six guns) of Union Napoleons would have an FP of 8. But the same three sections of Confederate Napoleons would only have an FP of 7. On a mixed battery of rifles and smoothbores, if firing is done at the range of the shorter-ranged guns, the FPs from different gun types can be added together, or one could use the mixed gun battery line. There are two canister ranges (CR), but the closer point-blank-fire range can only be used against a charge and only after the defender has taken a pre-impact morale check.

Beneficial Fire Target DRMs	Use only the best two From artillery fire/other fire
Target is unlimbered artillery**	-3/-3 DRM
** Not applicable against any enfilade fire.	

Detrimental Fire Target DRMs	Use only the worst two From artillery fire/other fire	
Unlimbered artillery	From partial flank fire*	+2/+1 DRM
	From full flank fire*	+3/+2 DRM
Limbered artillery	From side fire*	+2/+1 DRM
	From front or rear fire*	+3/+2 DRM
Target is any artillery fired on by rifled artillery		+1/0 DRM

IF ARTILLERY ROUTS

If the rout roll is even, the guns are abandoned. If odd, the guns limber up and leave limbered, but routed.

COMBINED GUN TYPES

FPs from different gun types can be combined provided the number of dice thrown is based on the range of the guns with the shortest range. Therefore, the normal range for a battery of Napoleons and 3-inch rifles would be 13 inches, which is the normal range of the shorter-ranged Napoleons.

CANISTER FIRE

From smoothbore guns use FP plus 4D6, or, if charged, at 1 inch with FP plus 5D6 after the defender has taken a pre-impact fear-of-charge morale check as soon at the attacker is 1 inch away. Maximum canister range is 2 inches for 10mm figures, 3 inches for 15mm figures, and 4 inches for 25mm figures or larger.

ARTILLERY AS FIRE TARGET

In addition to the normal target benefits and detriments that all units have, when an artillery battery is a target, the following unique modifiers apply. These modifiers are listed on the beneficial and detrimental fire target DRM Tables.

For futher description and illustration, see pages 72-73.

ARTILLERY AS A CHARGE TARGET

If in a charge situation, an unsupported artillery battery has its BMP doubled. Hence, if a veteran unsupported battery is charged by a good-order enemy infantry unit, its BMP would be 8 and its MMP for its pre-impact morale check would be 9 as it would also have to add +1 for being within 2 inches of a non-shaken enemy unit. A battery is considered supported if a non-skirmishing, non-shaken unit of any type is adjacent.

HORSE LOSS

When one hit is scored against an unlimbered battery, it kills a section. If two hits are scored against an unlimbered battery it kills one section and one limber horse. However, if the battery is limbered, one hit kills a horse with two hits being split as noted above. If a limber horse is killed, limbered movement is halved. If both horses are killed, the battery is reduced to unlimbered movement. Horses can be swapped and consolidated between two adjacent batteries at the cost of one action or reaction.

ARTILLERY MOVEMENT CAPABILITIES

The movement capabilities of artillery batteries are listed in the Artillery Combat Capabilities chart at right. Each of the three major figure scale ranges of 10mm, 15mm, and 25mm are displayed in the Rules Summary and Reference Chart section at the end of the book. The 15mm table is shown here for illustrative purposes. The limbered movement rate per action is listed on the left, while the unlimbered movement rate is listed on the right. If movement is through two different terrain types use an average movement distance or split the movement into halves. Limbering or unlimbering for elite, veteran, or trained units can be done as part of movement by spending half of a movement action. Green units can limber or unlimber by spending one complete action or reaction.

Artillery Types	Artillery NR	15mm Artillery Movement (Limbered / Unlimbered)						
Smoothbore Battery		**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
6-pounder gun	10	16 / 4	13 / 3	11 / 3	9 / 3	2 / 1	6 / 2	4 / 1
12-pounder Napoleon	13	14 / 3	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
12-pounder howitzer	10	15 / 3	12 / 2	10 / 2	8 / 1	3 / 1	6 / 1	4 / 1
24-pounder howitzer	12	14 / 2	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
Rifled Battery		**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
10-pounder Parrott Rifle	18	14 / 3	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
3-inch Ordnance Rifle	17	15 / 4	11 / 3	11 / 2	9 / 2	2 / 1	6 / 2	4 / 1
14-pounder James Rifle	16	14 / 2	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
BL Whitworth Rifle	26	15 / 4	11 / 2	11 / 2	9 / 2	2 / 1	6 / 2	4 / 1
6-pounder, Wiard Rifle	14	16 / 4	13 / 3	11 / 3	9 / 3	2 / 1	6 / 2	4 / 1
20-pounder Parrott Rifle	20	13 / 2	10 / 1	7 / 1	6 / 1	1 / 0	4 / 1	2 / 1
30-pounder Parrott Rifle	22	10 / 1	7 / 1	5 / 1	4 / 1	0 / 0	3 / 1	1 / 0
Mixed Gun Battery	14	14 / 2	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
All Routed Artillery*	None	3D6	2D6	2D6	2D6	Abandon	1D6	2 inches

* Only on the turn that artillery routs: if the roll is even, the guns are abandoned and eliminated. If the roll is odd the guns limber up and rout the rolled distance. If routing as limbered, on all other turns roll for routed limbered distance.

PROLONGE RETROGRADE MOVEMENT

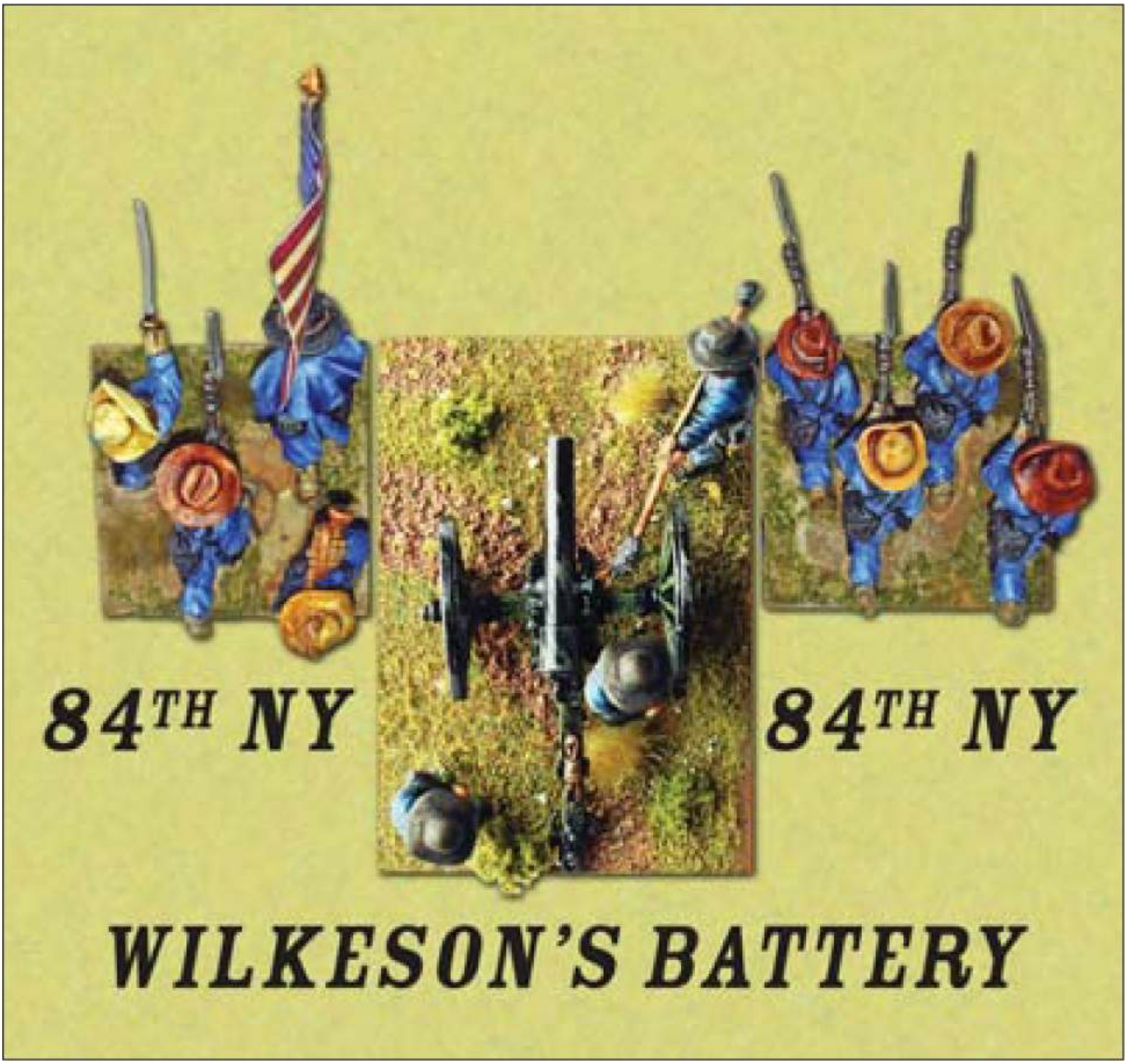
During any one action, an artillery battery may retire by prolonge movement by using the limber to tow the guns directly away from the enemy, while still conducting rearguard firing. Prolonge movement is a half-limbered movement combined with a single active or reactive fire of FPs plus 2D6 from short-range fire or canister-range fire. Prolonge movement and fire is not allowed for normal or long-range firing.

ARTILLERY IN AN IMPACT SITUATION

Artillery batteries have an impact value (IV) of 1 per gun section, so a single battery of three sections would have a net battery IV of 3 when charged and forced into an impact situation. In an impact situation, if a battery has an unshaken, non-skirmishing friendly unit of any type adjacent, it is defined as being supported. Otherwise, it is defined as being unsupported and has its BMP doubled for both its pre-impact fear-of-charge morale check and this specific impact resolution. If a battery loses an impact resolution, the guns are abandoned and removed. If the battery is forced to take a morale

check from fire the fact that it is unsupported is irrelevant. Hence, if a battery is unsupported it might be wise to take its shot before it has to take its pre-impact fear-of-charge morale check.

If artillery batteries are grouped into a two- or three-battery gun battalion, not only are the guns considered to be supported, but all the unit impact values (UIV) can be added together, from which the MMP of the best unit would be subtracted for the net FIV.



For example, if the FIV of the combination of the veteran six-figure 84th New York infantry regiment and Wilkeson's Battery were charged, and once that enemy charge has come within 1 inch of them, their FIV would be 2. This is calculated as follows: 8 figures minus 4 MMP = FIV of 4. Note that the -1 MMP supported morale benefit to which the 84th New York would normally be entitled is canceled out by being within 1 inch of a non-shaken enemy unit. If the above battery and regiment combination was charged by an eight-figure veteran unit – and even if their defensive fire failed to do any damage – the charging unit would have an FIV of 4 (8 figures minus 4 MMP). However, had the 84th New York not been there, and Wilkeson's Battery had to fend for itself against a charge, it would have an FIV of 0. Since its UIV would be 3 (one per section) minus its MMP of 8 (BMP of a battery is doubled if unsupported in a charge situation) that means it would be at the minimum level of 0. If the unsupported battery is charged it might be well

advised to fire before its pre-impact fear-of-charge morale check, and with a BMP of 8 plus 1 (being within 1 inch of the enemy) it would have to roll a 9 or better to pass its check.

If a battery is directly supported by an infantry unit and is charged, impact resolution is calculated against the infantry unit – since it is the unit with the highest unit impact value (UIV) – with the battery or batteries considered to be in support.

THE BIG GUNS

The big guns were generally of two types, siege guns and fortress or garrison guns. The siege guns were considered mobile enough to be able to accompany an army in the field, though moving them over muddy roads was always a challenge and they inevitably slowed down the army's rate of march. On average, each of these behemoths required ten horses with five drivers to keep them moving, and a ready supply of available soldiers to help push them across even the smallest creeks. Though they were often a hindrance to any army that wished to move quickly, their firepower could not be denied, and if time was available to get them in place these big guns could prove decisive in breaking up an infantry attack. That was exactly what happened at Malvern Hill during the Seven Days Campaign and at Pittsburg Landing during the Shiloh battle. Confederate infantry, which had been advancing for most of the day, were stopped cold when they faced a line of these big guns well positioned on the high ground with ample supporting infantry. In each case, the big guns' ability to throw heavy amounts of canister and spherical case were the key factor in repulsing determined Confederate attacks. Siege guns have the following movement rates and special rules.

BIG GUN MOVEMENT

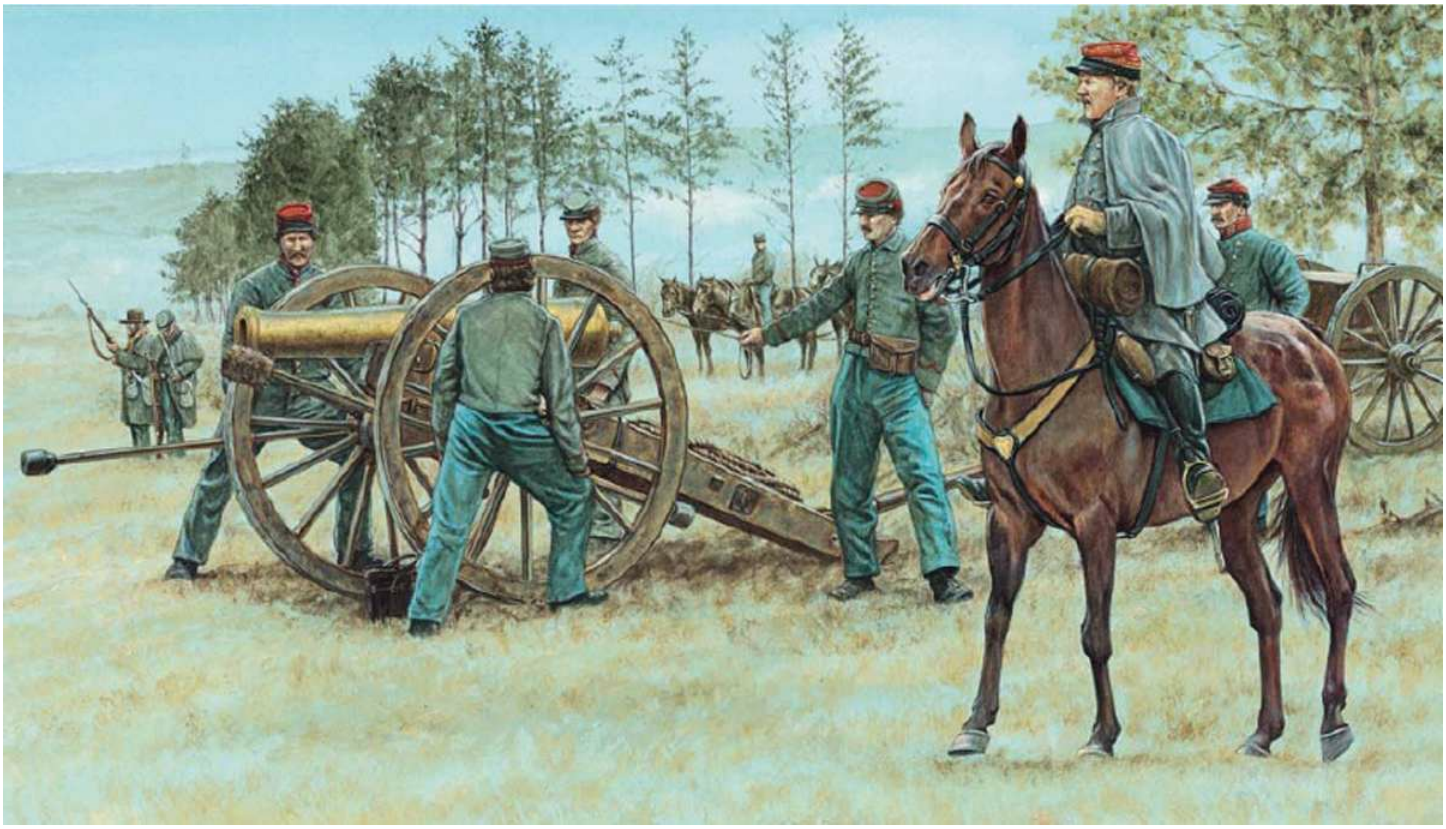
Siege Gun Movement Rates	Limbered Move		
	10mm	15mm	25mm
Road	5	6	7
Trail	3	4	5
Open	2	3	4
Broken	1	2	3

- It costs all siege guns two consecutive actions to limber or unlimber.
- Siege guns have no unlimbered movement, but may pivot.
- Siege guns have one active fire that uses two actions and one reactive fire per turn.
- Siege guns have no deliberate fire or desperation fire.
- Siege guns cannot move through either light or heavy woods or enter rough terrain.
- If already limbered, siege guns may use two movement actions. No movement in any woods and/or rough terrain.
- Fortress guns cannot move, can only fire within their frontal arc, and may not pivot outside their casemate.

BIG GUN FIRE PROCEDURES

Siege and Fortress Gun Fire Procedure	All benefits and penalties are cumulative
Combined fire by adjacent batteries	up to three sections or 22 FP
Siege gun long range (LR), 2x normal range	FP + 1D6
Fortress gun* long range (LR), 3x normal range	FP + 1D6
Normal range (NR), as noted	FP + 2D6
Short range (SR), ½ normal range	FP + 3D6
Canister range (CR), as noted	FP + 5D6
Point-blank fire canister range (PBF), 1 inch	FP + 6D6
Heavy artillery in disorder (DO)	½FP

Heavy artillery is shaken	½FP & 1 less die
Heavy artillery is elite	+1 DRM
Heavy artillery is green	-1 DRM
Heavy artillery routs	Guns abandoned: Impact Value (IV) = 2 per section
* Fortress guns cannot move, must fire within their frontal arc, and may not pivot outside their casemate. Fortress guns mounted in heavy works or casemates get a +1 DRM modifier for each consecutive shot against non-moving targets.	



Pelham's battery, by Adam Hook © Osprey Publishing Ltd. Taken from Campaign 63: Fredericksburg 1862.

Heavy Artillery Types	CR / NR			Artillery Firepower (FP) (Union / Confederate)		
Siege Guns	**10mm**	**15mm**	**25mm**	**1 sec**	**2 secs**	**3 secs**
30-pounder Parrott Rifle	1–2 / 14	1–3 / 18	1–4 / 24	5 / 5	9 / 8	12 / 10
4½-inch Ordnance Rifle	1–2 / 14	1–3 / 18	1–4 / 24	6 / 6	11 / 10	15 / 13
18-pounder smoothbore	1–3 / 10	1–4 / 14	1–5 / 20	4 / 4	7 / 6	9 / 8
24-pounder smoothbore	1–3 / 11	1–4 / 15	1–5 / 21	5 / 5	9 / 8	12 / 10
8-inch gun/ howitzer	1–3 / 12	1–4 / 16	1–5 / 22	7 / 7	13 / 12	18 / 16
Mixed siege guns	1–2 / 12	1–3 / 16	1–4 / 23	5 / 5	9 / 8	12 / 10
Fortress Guns	**10mm**	**15mm**	**25mm**	**1 sec**	**2 secs**	**3 secs**
32-pounder smoothbore	1–2 / 8	1–3 / 10	1–4 / 14	4 / 4	7 / 6	9 / 8
42-pounder smoothbore	1–2 / 8	1–3 / 10	1–4 / 14	5 / 5	9 / 8	12 / 10
8-inch Columbiad SB	1–2 / 8	1–3 / 10	1–4 / 14	7 / 7	13 / 12	18 / 16
10-inch Columbiad SB	1–3 / 8	1–4 / 12	1–5 / 16	8 / 8	14 / 13	19 / 17
15-inch Columbiad SB	1–3 / 10	1–4 / 14	1–5 / 18	9 / 9	16 / 14	21 / 18
100-pounder Parrott Rifle	1–3 / 12	1–4 / 14	1–5 / 20	8 / 8	14 / 13	19 / 17
200-pounder Parrott Rifle	1–3 / 12	1–4 / 16	2–5 / 22	9 / 9	16 / 14	21 / 18
300-pounder Parrott Rifle	1–3 / 14	1–4 / 18	2–5 / 24	10 / 10	17 / 15	22 / 19
7-inch Brooke Rifle	1–3 / 12	1–4 / 16	1–5 / 22	7 / 7	13 / 12	18 / 16
15-inch Rodman SB	1–3 / 10	1–4 / 14	1–5 / 18	10 / 10	17 / 15	22 / 19
10-inch Dahlgren SB	1–3 / 10	1–4 / 12	1–5 / 18	8 / 8	14 / 13	19 / 17
80-pounder Whitworth	1–3 / 14	1–4 / 18	2–5 / 24	8 / 8	14 / 13	19 / 17
Mixed fortress guns	1–3 / 10	1–4 / 12	1–5 / 18	7/ 7	13 / 12	18 / 16
PBF canister range: normal canister range / normal artillery range. Values assume that fortress guns have grape shot ammunition available.						

DETERMINING THE EFFECT OF ENFILADE FIRE

Enfilade fire occurs when the firing unit is on the flank of the target unit and has the ability to fire down a line of infantry or guns. Enfilade fire increases both the casualties and the severity of any resultant

morale check. Enfilade fire can be from a partial flank, a full flank, or even from the rear. The severity of the flanking enfilade fire is determined by the location of the firer in relation to the target unit using the target unit's normal 45-degree frontal firing arc as a guide. The detrimental effects of enfilade fire on target units in terms of potential casualties and morale modifiers are detailed below and on the appropriate reference charts.

Detrimental Fire Target DRMs		**Use only the worst two**
		From artillery fire/other fire
All road or attack columns	From side fire*	+2/+1 DRM
	From front or rear fire*	+3/+2 DRM
All lines	From partial flank fire*	+2/+1 DRM
	From partial flank fire*	+3/+2 DRM
Unlimbered artillery	From partial flank fire*	+2/+1 DRM
	From full flank fire*	+3/+2 DRM
Limbered artillery	From side fire*	+2/+1 DRM
	From front or rear fire*	+3/+2 DRM
Target is any artillery fired on by rifled artillery		+1/0 DRM
* **Enfilade fire:** No enfilade or flank fire DRMs from or at skirmishers, or at long range.		

Beneficial Fire Target DRMs	**Use only the best two**
	From artillery fire/other fire
Target is unlimbered artillery**	-3/-3 DRM
** Not applicable against any enfilade fire.	

Negative Situational Morale Modifiers to a Unit's MMP		**Use only the worst two**
Enfilade fire		**From artillery fire/other fire**
Enfilade against unlimbered artillery	Fire from partial flank	+2/+1 MMP
	Fire from full flank	+3/+2 MMP
	Fire from rear	+4/+3 MMP
Enfilade against columns and limbered artillery	Fire from side	+2/+1 MMP
	Fire from front	+3/+2 MMP
	Fire from rear	+4/+3 MMP
Enfilade fire against all infantry lines	Fire from partial flank	+2/+1 MMP
	Fire from full flank	+3/+2 MMP
	Fire from rear	+4/+3 MMP

Berry's defense of Fort Gregg, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 208: Petersburg 1864–65.

Furthermore, unlimbered artillery target benefits are not applicable against any form of enfilade fire, as detailed below.

The firer can be in the normal forward-fire zone, a partial flank zone, a full flank zone, or in a rear fire zone. The zone is determined by the location of the exact center of the firing unit – which is indicated in the diagram below by the black circles. If zone determination is not obvious, the target gets the benefit of the doubt. Range is determined by the distance from the front center of the firing unit to the nearest edge of the target unit. However, there are no enfilade target penalties or enfilade morale modifiers from long-range fire. Likewise, skirmishers cannot be enfiladed nor can skirmishers generate enfilade fire. Enfilade fire through skirmishers is reduced by the skirmisher target benefit of -3/-2 DRM, provided the target unit is at least 2 inches behind the skirmisher line.

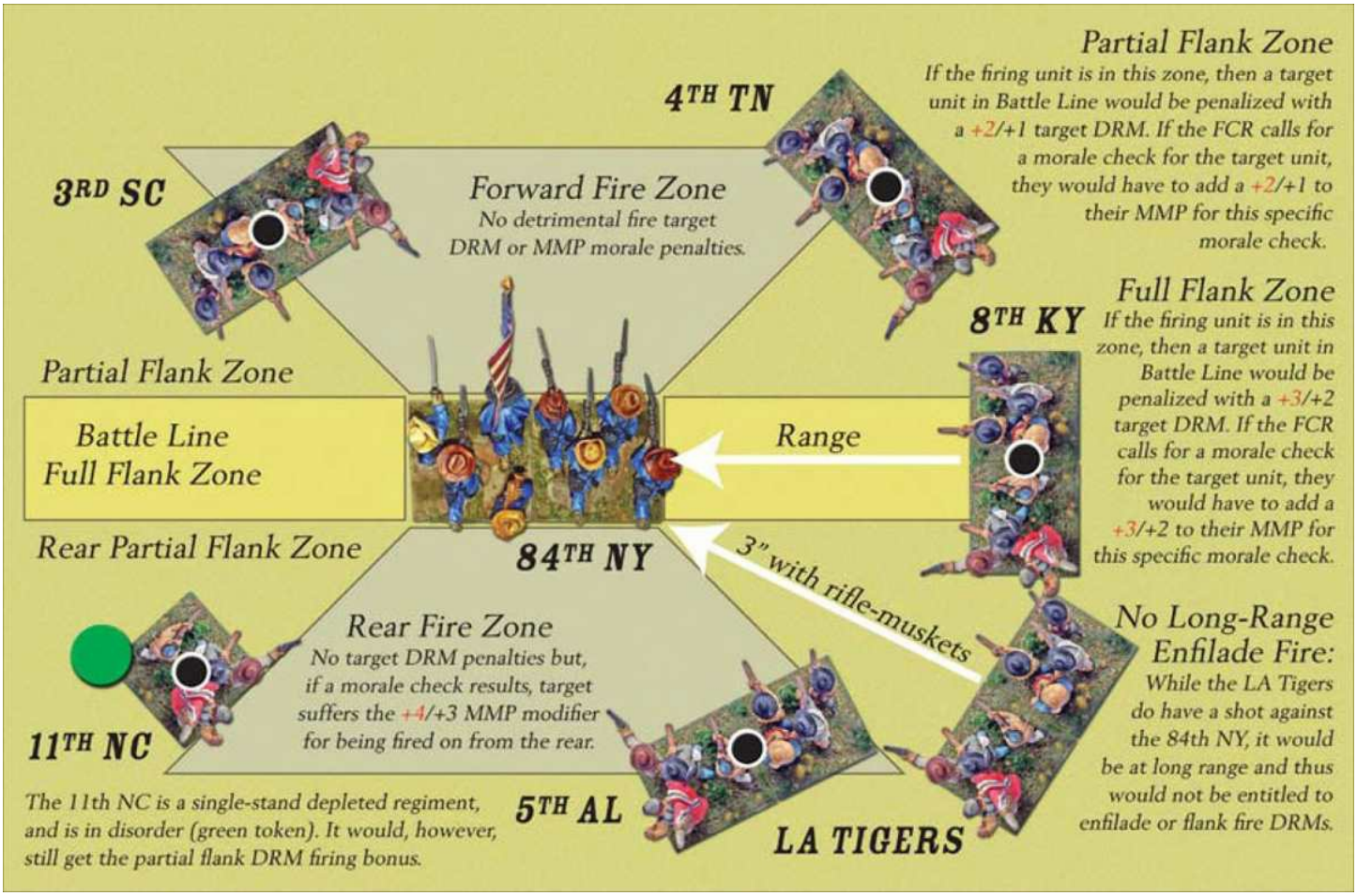
ENFILADE FIRE AGAINST BATTLE LINES AND EXTENDED LINES

The diagram below shows how the effects of enfilade or flanking fire are determined and calculated against either a battle line or an extended line for fire from the following units:

- The 4th Tennessee has a partial flank fire and is therefore entitled to a +1 DRM when it fires.
- The 8th Kentucky has a full flank fire and is therefore entitled to a +2 DRM when if fires.
- The 5th Alabama is in the full rear fire zone, so it gets no firing DRM benefits, but the target would suffer the fired-on-rear morale penalty

of +3 to its MMP.

- The 11th North Carolina is in the rear partial flank zone, so it is entitled to the partial flank +1 DRM, and the target unit would suffer the morale penalty of +3 to its MMP.
- The 3rd South Carolina, since it could be difficult to determine, is considered to be in the target's forward fire zone.



REAR FIRE ZONES

Firing units in the full rear fire zone get no DRM firing bonus, since their fire is not along the length of the enemy unit's line. However, should the FCR require the target unit to take a morale check it would have +3 added to its MMP for infantry fire from the rear. In this case, from the 5th Alabama. However, if the fire was from the rear and from artillery, the MMP modifier would be +4.

Firing units in the rear partial flank zone – such as the 11th North Carolina – do get the partial flank fire DRM of +2/+1 and the MMP morale modifier for partial rear fire, which is defined as being the same as for partial flank fire: +2/+1.

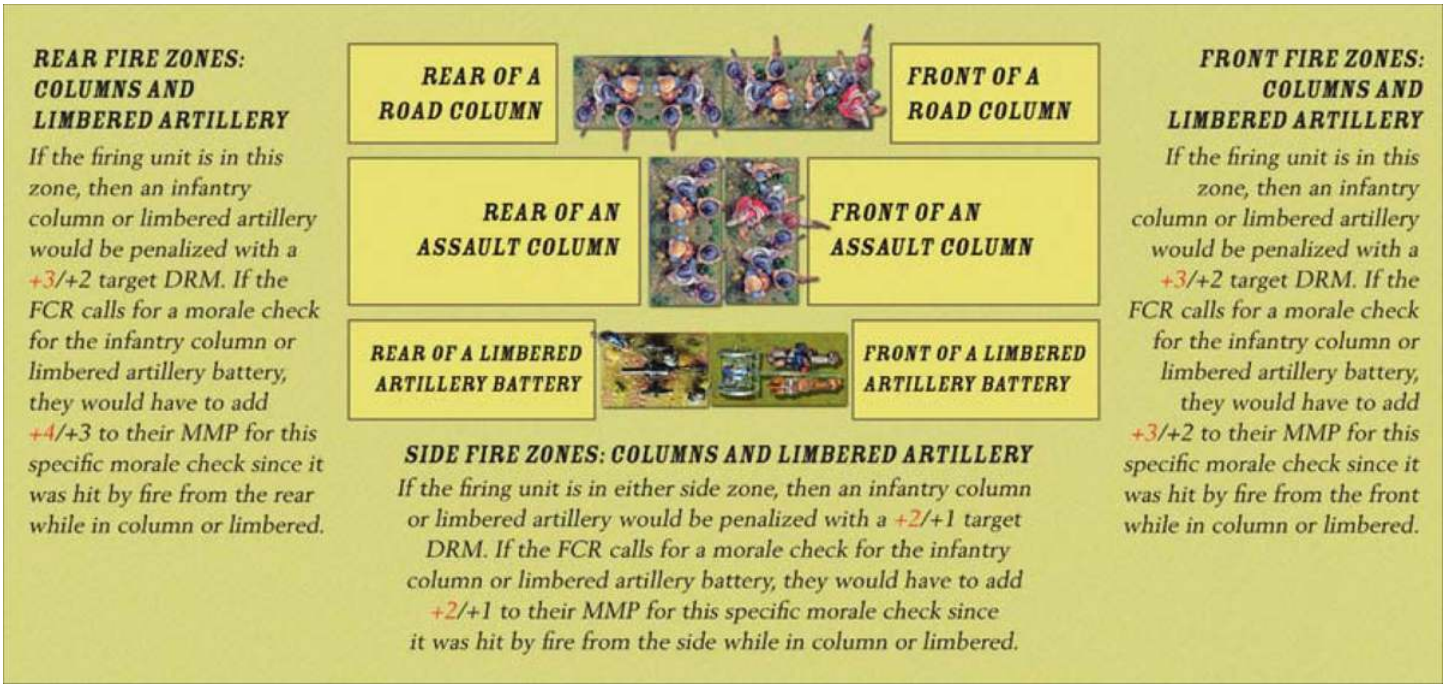
ENFILADE FIRE AGAINST INFANTRY COLUMNS AND ARTILLERY

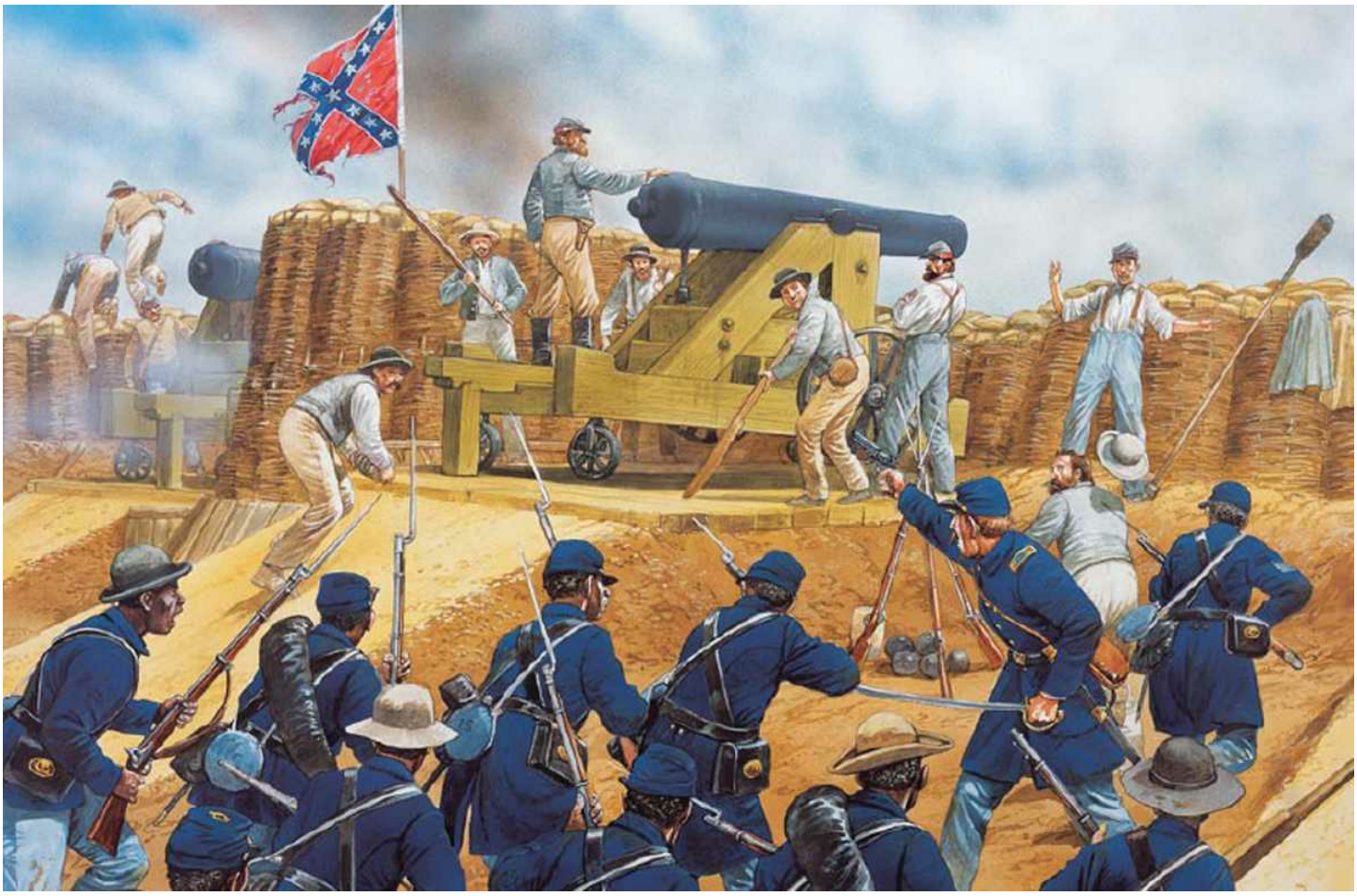
The applicable fire target DRMs and MMP morale penalty modifiers for the various types of flank fire against both road columns and attack columns are illustrated on the following pages, and can be from the front, the side, or the rear, with different effects from each.

ENFILADE FIRE AGAINST DISORDERED UNITS

Since a disordered regiment or battery is in the first stages of unraveling, its formation is starting to become less linear and more amorphous, and therefore it cannot be enfiladed. However, because it is becoming more ragged and discipline is beginning to erode, a disordered unit is much more vulnerable to combat stress than is a tightly formed unit. Consequently, it does suffer a target detriment of +3 DRM from artillery fire and +2 DRM from all other fire. Also, a disordered unit does not suffer a

charge-on-flank penalty, but instead suffers the +3 Charge Morale Modifier (CMM) to its MMP if it is charged.

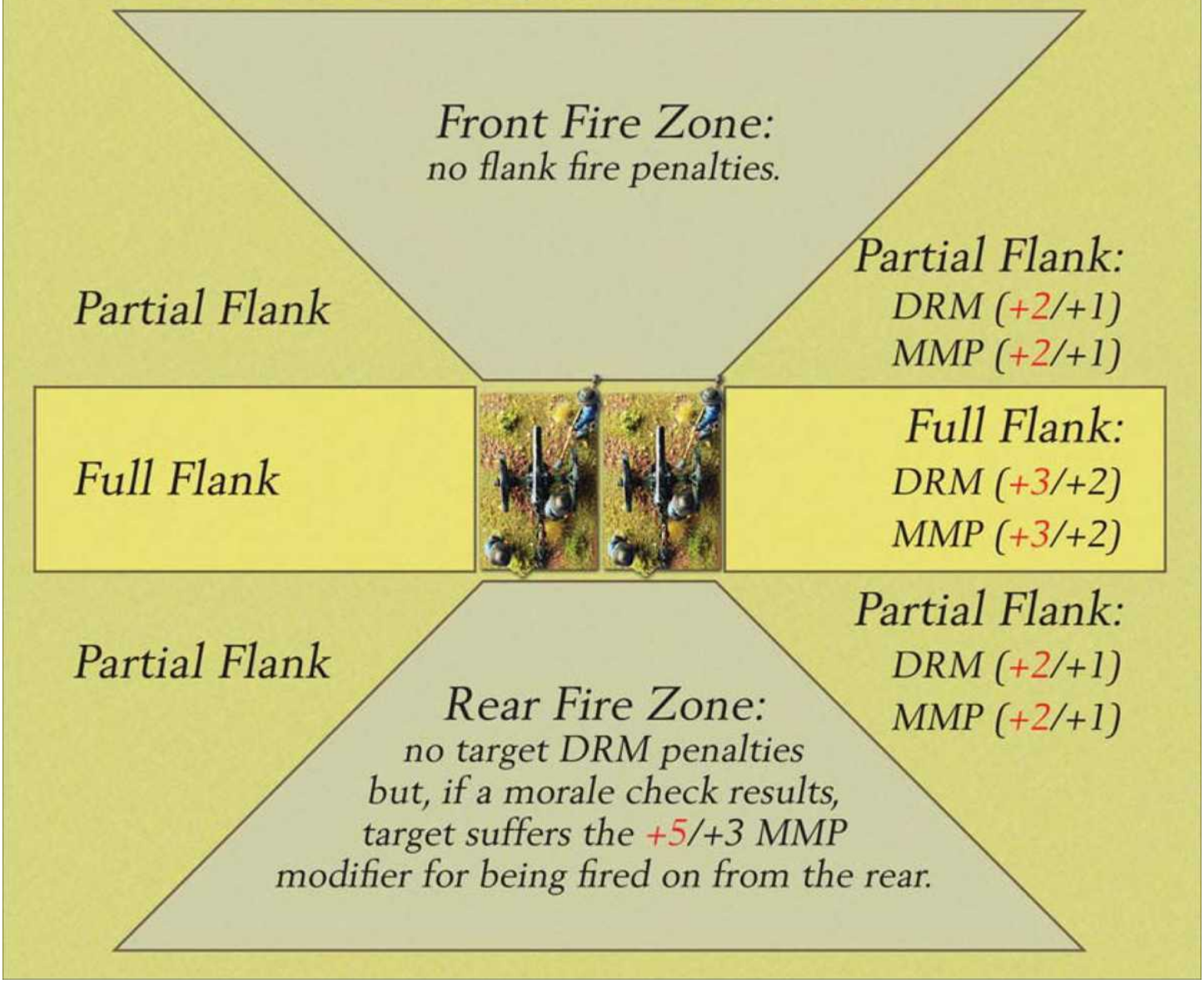




Confederate Battery No.9 at Petersburg, by Peter Dennis © Osprey Publishing Ltd. Taken from Fortress 38: American Civil War Fortifications (2).

UNLIMBERED ARTILLERY: PARTIAL AND FULL FLANK FIRE

If unlimbered artillery is targeted by partial or full flank fire, it loses its unlimbered beneficial target DRM of -3/-3 in addition to suffering the indicated flank fire penalties.



WANT TO PLAY NOW? YOU HAVE READ ALL THAT IS NEEDED TO PLAY THE FIRST SCENARIO, "T'AIN'T NO MILITIA!"

THE CAVALRY

Early in the war, the Confederate cavalry had a definite edge in horsemanship, leadership, and experience. But in the East, by the time of the battle of Gettysburg, the eastern Federal horseman were closing those gaps, and Union material advantages along with a consistent number of replacements was starting to tip the overall balance in favor of the Federal horsemen. In the West, however, the Confederate cavalry was never surpassed, and was a continuing irritant to Federal operations until the end. For the most part, the organization and doctrine of each side's cavalry was almost identical. Each regiment would have from about 200 to about 600 horsemen, which were divided into 10 to 12 companies or troops, which were then grouped into squadrons or battalions. The regiments were then organized into brigades of two to six regiments and then into a cavalry division. As with their infantry, the Confederate brigades and divisions were often larger than those of the Union. But the Federals compensated by having more brigades and multiple divisions. During the Gettysburg campaign the Union had one Cavalry Corps under Major General Alfred Pleasonton, with three separate divisions of generally two brigades each. In contrast, the Confederates had only one cavalry division, under Major General J. E. B. Stuart, but that division had six brigades along with Brigadier General J. D. Imboden's independent brigade.

Eastern cavalry usually charged in two or more ranks while the Western cavalry usually preferred a single rank. (Alan Sheward)

The obvious tactical difference between the cavalry and infantry was the horses. For the cavalry, a key issue was the space that the horses took up and the constant need to protect them. In a column, each mounted horseman took up three yards of space with another yard between riders. Hence, a four-regiment cavalry brigade traveling in a column of fours could easily take up over a mile of road space. When dismounted, every fourth rider would usually be detailed to take the horses back and secure them in a safe location – which reduced the firepower of the regiment by a fourth. But, if circumstances required it, the number of men detailed as horse holders could be less. At Gettysburg,

the Union made up for some of this loss of firepower by equipping almost all its cavalry regiments with the latest breech-loading carbines, and two of Custer's Michigan regiments with Spencer repeating carbines. In contrast, many of the Confederate cavalry regiments were still attempting to make do with muzzle-loading carbines, shotguns, captured Federal carbines, and, in the case of Robertson's and Jenkins's brigades, Enfield rifle-muskets. In a long-range firefight the short-range cavalry carbines were usually outclassed by the longer-ranged rifle-muskets of the infantry. But in a close-range melee the multiple six-shot revolvers of the horsemen often tilted the advantage to the cavalry, and once ranks closed the heavy cavalry saber was still a formidable and frightening weapon when wielded by an experienced rider against infantry that had fallen into disorder.

The cavalry battle, by Gerry Embleton © Osprey Publishing Ltd. Taken from Warrior 54: Confederate Cavalryman 1861–65.

As an example of what could happen if cavalry caught infantry in disorder or by surprise was when the 9th Virginia cavalry pounced on the Union 1st Maryland Infantry outside of Cedarville, Virginia. The Union infantry, about 800 strong, had just been disordered by their own cavalry retreating through their ranks when about 300 horsemen of the 9th Virginia charged across a three-squadron front. In the ensuing melee, the Union suffered over 400 casualties – mostly captured – while the Virginians lost less than 30. However, had the infantry been formed, ready, and a little more seasoned, the casualty ratio might very well have been reversed.

Nevertheless, once the main armies became engaged, the cavalry would usually disengage to continue its primary mission of reconnaissance and flank security. However, when it did stay on the field, its potential for delivering a hard-hitting charge on the flank of an enemy was not to be dismissed lightly. On the first day of Gettysburg, the threat of Gamble's Union cavalry operating on the flank of Brigadier General J. H. Lane's brigade appears to have prompted one or two of his regiments to form

square – the classic defense against mounted cavalry.

Bedford Forrest often deployed mounted and dismounted formations together. (Alan Sheward)

THE EASTERN CAVALRY

In the East, mounted cavalry tactics was based around the Poinsett Tactics of 1841, which were derived from the French system that advocated fighting in double ranks, tight boot-to-boot formations, and (when practical) massed-saber shock action. And while there were exceptions, such as Mosby's Rangers that fought guerrilla style, both Union and Confederate eastern cavalry continued to favor that approach for their mounted fighting throughout most of the war. However, in 1862 Colonel Phillip St George Crook and others began to advocate the use of a single mounted cavalry line. While this would become the norm in the West, the eastern cavalry doctrine continued to reflect European influence for much of its mounted tactics. In the East, cavalry almost always operated in conjunction with the main armies, and even their larger raids were in support of the operational plan of those armies. The European concept of cavalry as a shock force had a strong influence on the Army of the Potomac's best cavalry commander, Major General Philip Sheridan. When Sheridan took command of the Army of the Shenandoah, about a third of its 32,000 men were cavalry, totally capable of both dismounted combat and mounted shock action. At the Battle of Cedar Creek in 1864, Sheridan positioned a division of mounted cavalry on each of his flanks, and when the Confederates began to waver, he unleashed both divisions in a massed saber-swinging, converging cavalry charge that rolled up Jubal Early's faltering Army of the Valley in the finest Napoleonic tradition.

THE WESTERN CAVALRY

In the West, especially in the Trans-Mississippi, the longer distances, a more rugged and wooded

landscape, and less-developed road and rail networks lead to cavalry frequently becoming the main force in being. For example, in 1862 when Texas invaded New Mexico, the entire force was built around the Texas Mounted Volunteers. Out there, the dragoon tradition where the horsemen were expected to fight equally well mounted or dismounted, when coupled with the western experience of fluid warfare against the Native Americans, created a cavalry culture that stressed flexibility and adaptability over formulated tactics. In the West, a typical cavalry charge would usually be characterized more by a flurry of point-blank carbine, shotgun, and pistol fire than the flash of sabers. The long distances meant that guarding one's lines of communication was critical, and consequently long-range cavalry raids became much more operationally significant than they were in the East.

In December 1862, Confederate General Earl Van Dorn with three cavalry brigades riding 500 miles in two weeks swooped down on General Grant's massive supply depot at Holly Springs and destroyed what they could not carry away. The effect was so devastating that Grant's operation against Vicksburg was immediately curtailed until his supply chain could be re-established. In the spring of 1863, Federal Colonel Benjamin Grierson and his brigade returned the compliment and rode 600 miles into Mississippi and Louisiana, destroying much of the Confederate rail facilities and warehouses in his path. Finally, in March and April of 1865, General James Wilson settled the cavalry issue in the West by leading 13,000 mounted repeater-equipped Union troopers in a deep drive directed against the southern military facilities at Selma, Alabama. By that time the vaunted western Confederate cavalry were a mere shadow of their former strength, and the raid was totally successful with Selma captured and Bedford Forrest decisively defeated.

This six-figure mounted Confederate cavalry unit would represent a 180-man battalion of two squadrons, which would be a very typical cavalry deployment. Remember, cavalry is modelled as 30 men per figure.

This four-figure dismounted Federal cavalry unit would represent a typical Union cavalry battalion of 120 men. In May of 1861, the US Cavalry Regiments were reorganized with three battalions per regiment. So, a 720-man Federal cavalry regiment could be very correctly modelled with three battalions of eight figures each.

CAVALRY FORMATIONS

Cavalry in most of the scenarios in *Across a Deadly Field* will have a limited role, as by the time the infantry divisions and artillery battalions were on the field the horsemen would have retired to the flanks to continue their primary mission of screening and scouting. But when the need arose, with their unique ability to fight either mounted for shock action or dismounted for a firefight, cavalry could be a potent combat force that could hold its own on many a battlefield.

In the game, each cavalry figure represents 30 actual men rather than the 60 as is the case with infantry. This is to show that when a mounted cavalry regiment was in line it could take up to twice as much space as the same number of infantry, and over four times as much when in road column. Also, Western cavalry frequently operated in two- or three-company battalions to cover more ground and for

greater tactical flexibility, and the 30-to-1 figure scale enables a better modeling of these small but often very effective units.

The cavalry units are modeled the same way as infantry, with two or three stands representing the maneuver unit, whether it is a battalion or a regiment. Since cavalry can be mounted or dismounted, two sets of stands are needed for each unit, one mounted and one dismounted, with the same number of figures on each. The fact that a typical dismounted cavalry unit would usually have one fourth of its troopers holding horses and off the firing line is accounted for in the FP for dismounted cavalry, so no figure adjustment is needed to show this.

15mm Cavalry Firepower Points (FP)								
Cavalry Weapons	**Cav NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	3	1	2	3	4	5	6	7
Mixed Weapons	2	1	2	3	4	5	6	7
Shotguns*	1	2	3	4	5	6	7	8
Repeating Carbines	2	3	4	5	6	7	8	9
Sharps BL Carbines	3	2	3	4	5	6	7	7
Other BL Carbines	2	2	3	4	5	5	6	6
ML Carbines	1	1	2	3	4	4	5	5
Pistols*	1	1	1	2	3	4	5	6
* PBF only.								

Cavalry Fire Procedure	All benefits and penalties are cumulative
Cavalry combined fire	up to 12 figures/14 FP
Normal range (NR), as noted	FP + 2D6
Long range (LR), 2x normal range	FP + 1D6
Short range (SR), under 1 inch*	FP + 3D6
Point-blank fire (PBF), in a charge	FP (+ Pistols FP) + 4D6
Point-blank fire (PBF), in a melee	FP (+ Pistols FP) + 5D6
Firer in disorder (DO)	½FP
Firer is shaken or using area fire	½FP & 1 less die
Firer is elite	+2 DRM
Firer is green	-2 DRM
Opening volley (dismounted only)	+1 DRM
Cavalry operating as skirmishers or in column	Treat as infantry
***Optional Rule:** If using 25mm or larger figures, treat all "1-inch" distances as "2 inches."	

CAVALRY FIRE

Before the war, it was estimated that it took at least two years to fully train a cavalryman, while an

infantry soldier could be trained in two months. Hence cavalry firepower was very dependent on the combat experience of the unit in question, and while veteran cavalry units performed as well as veteran infantry units, less combat-seasoned units usually performed worse than their infantry counterparts. That being said, those very few truly hardened horsemen often performed better. Although some cavalry units carried rifle-muskets or repeating weapons, most troopers carried either a breech-loading (BL) or muzzle-loading (ML) carbine in addition to pistols, a saber, and sometimes a shotgun. If the situation was right, this assortment of close-range weapons could make the cavalryman a formidable opponent in a point-blank firefight or melee whether mounted or dismounted. In point-blank fire (PBF) against a charge, or in a melee following a charge, cavalry can add pistols to their other weapons, up to a maximum FP of 14 for any one cavalry fire. However, cavalry can only add pistols to their FP for a PBF against a charge or in melee. When fighting dismounted one out of every four troopers would generally serve as horse holders. This was not a hard-and-fast rule, as the tactical situation often dictated how many men were detailed as horse holders. Nevertheless, the protection of the horses was always a paramount concern of all cavalrymen.

Use unit's FP and adds dice as indicated. Three good-order dismounted adjacent units can combine up to 12 figures or 14 FPs for a single fire. Mounted cavalry can only fire at short range or point-blank fire (PBF). Pistols can only be used for PBF or melee.

MOVEMENT

Cavalry has two movement rates, mounted (Mtd) and dismounted (Dmtd). If Cavalry routs, it mounts and uses the routed rate. The Charge Bonus (CB½) is half that of mounted routed movement. Cavalry's dismounted charge bonus is the same as infantry. Cavalry has two charge morale modifiers (CMM): one for when mounted and one for when dismounted. This reflects the fact that that mounted cavalry's shock value is significantly better than when it is dismounted.

Mounting and/or dismounting takes half of a movement action for veterans and elites, and a full action for trained or green units. Any cavalry unit can use a reaction to either mount or dismount.

Cavalry has unique target DRMs that are used in conjunction with one other "best" and "worst" target DRM when fired upon.

The actual cavalry charge, according to accepted tactics of the day, should be a controlled advance that began at the walk, which accelerated to a trot, then to a maneuvering gallop, and finally at a full gallop into the enemy. While a mounted cavalry unit is a big target, and its target DRMs reflect that, it did have one compensating advantage in a charge. This was speed, which enabled charging cavalry to cover the "deadly field" a lot quicker than the infantry. For example, if a charge began at 1,500 yards, cavalry using the classic walk-trot-gallop approach would cover that distance in about five minutes, as opposed to an infantry advance that could take three times that long to cover the same distance.

Beneficial Fire Target DRMs	**Use only the best two**
	From artillery fire/other fire
Target is dismounted cavalry in line	-1/0 DRM
Target is dismounted cavalry skirmishers	-4/-2 DRM

Detrimental Fire Target DRMs	**Use only the worst two**	
	From artillery fire/other fire	
Target is mounted cavalry	Not charging	+5/+4 DRM
	Charging	+3/+2 DRM

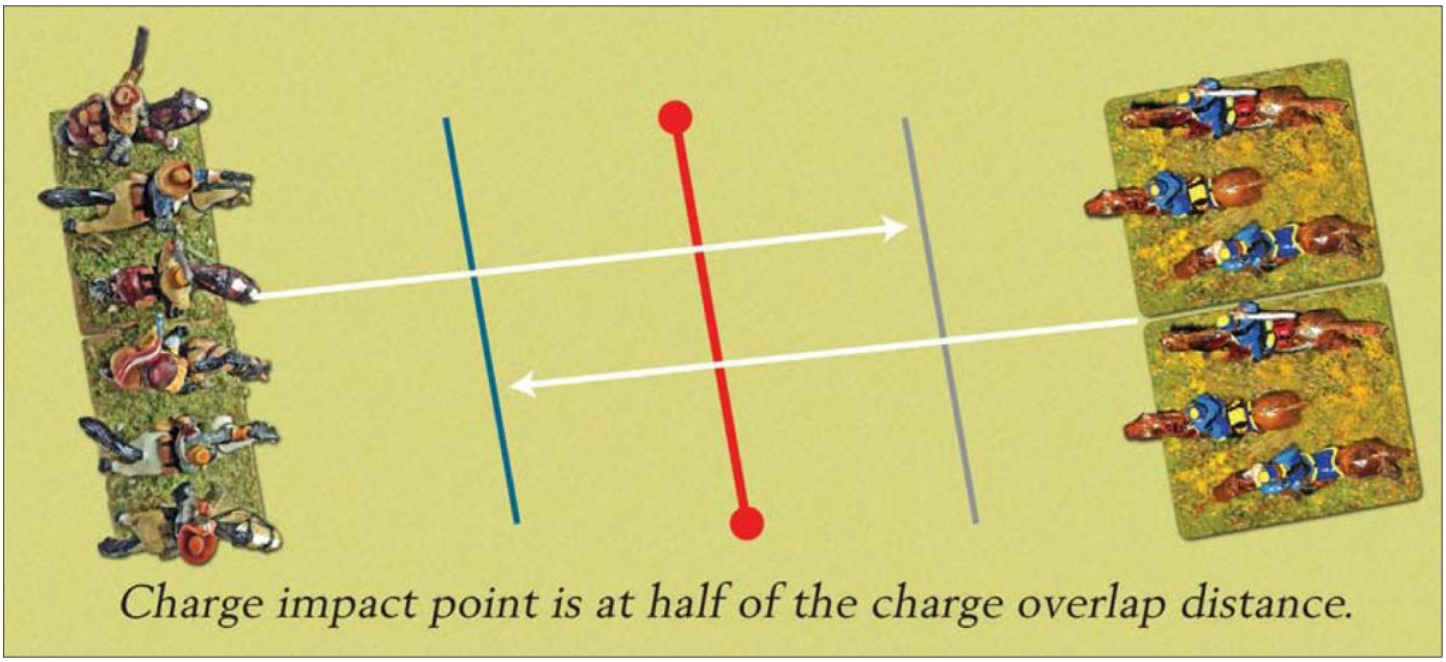
Cavalry Formations	CMM		15mm Cavalry Movement (Mounted / Dismounted)						
	Mtd	Dmtd	Road	Trail	Open	Broken	Rough	Light Woods	Heavy Woods
Cavalry Line	-1	+1	NA	NA	10 / 6	8 / 5	1 / 1	6 / 4	4 / 3
Skirmishing	+5	+6	NA	NA	14 / 8	12 / 6	3 / 2	9 / 6	7 / 4
Double Line	-2	NC	NA	NA	11 / 7	9 / 6	1 / 1	5 / 4	4 / 3
Road Column or Ldr	+1	+3	16 / 7	13 / 6	10 / 5	8 / 5	2 / 2	6 / 4	4 / 3
Disorder – Dis(2x)	+2	+4	10 / 6	8 / 5	6 / 4	5 / 3	2 / 1	4 / 2	3 / 2
Shaken	+5	+6	8 / 5	6 / 4	5 / 3	4 / 2	1 / 1	3 / 2	2 / 1
Routed – CB½	SR	SR	3D6 / 2D6	3D6 / 2D6	3D6 / 2D6	3D6 / 2D6	1D6 / 1D6	2D6 / 1D6	1D6 / 1D6

Dis(2x): Disengage at twice the disorder movement rate
CB½: Charge Bonus is ½ of the routed movement rate

Union cavalry skirmishing at Gettysburg, by Richard Hook © Osprey Publishing Ltd. Taken from

Warrior 13: Union Cavalryman 1861–65.

However, many cavalry commanders, particularly those from the West, did not follow the official manual. It was said that Colonel Benjamin Terry, the founder of the famed "Terry's Texas Rangers," knew only one command: an all-out charge with pistols blazing. Unfortunately, in his first battle, at Woodsonville, Kentucky, on December 17, 1861, he attempted this against a formed square of infantry. His first battle was his last, as he was killed following multiple charges against the Union defenders.



THE MOUNTED CAVALRY CHARGE AND THE CLASH OF SABERS

In any one turn, there may be multiple charges to be resolved – both by infantry and cavalry – and the active player chooses the order in which they are resolved by the order in which he activates his units or unit groups. Mounted cavalry may certainly charge infantry. Infantry, however, cannot charge mounted cavalry. A dismounted cavalry charge is resolved as an infantry charge. An active cavalry unit can charge only once per turn. The charge uses one action and has a required charge bonus (CB) equal to half of its routed movement for the terrain being moved into. As with infantry, a charge by elite or veteran cavalrymen goes into disorder when it reaches a distance of half its charge bonus. However, a mounted charge made by trained troopers goes into disorder at half of the total charge distance, and a charge made by green troopers is done entirely in disorder. For a group charge, roll the CB once for the lead unit, and the rest will follow.

When mounted cavalry is charged by another mounted cavalry unit and it has not used its reaction for this player turn, it may counter-charge the unit that was charging it with no detriments and full charge benefits, or it may perform an immediate disengagement. If, however, a mounted cavalry unit has used its reaction for this turn, it may still do a "desperation counter-charge," which is done all in disorder and without the normal -2 MMP benefit for charging cavalry. Alternatively it may voluntarily perform an immediate disengagement. A shaken cavalry unit cannot charge or counter-charge since a shaken unit cannot advance against the enemy. All disengagements end with the unit at one morale level worse than when they began, but never worse than shaken, unless already routed.

Cavalry clash at Yellow Tavern, by Richard Hook © Osprey Publishing Ltd. Taken from Warrior 13: Union Cavalryman 1861–65.

If two cavalry units are charging each other, first roll the change bonus and calculate the disorder points for each unit, and then the impact point. The impact point is defined as the midpoint of where the two charges overlap (see the diagram on page 81), and that will determine which units are in disorder or not at the actual point of impact.

Once the impact point of the charge has been determined, move the two opposing cavalry units to within 2 inches of each other where both units will take their pre-impact fear-of-charge morale check. Since both units are charging there is no reactive defensive fire. Should either unit fail their fear-of-charge morale check, it immediately disengages in addition to suffering the results of having failed that morale check. Cavalry charge impact resolution is handled almost the same as infantry impact resolution, except that a melee occurs if the final impact value is equal or within one point. Should a disordered or shaken cavalry unit flee from another cavalry unit due to a failed morale check, the other unit – provided it too did not become shaken – may pursue up to the limit of its charge distance. If it impacts the fleeing disordered or shaken unit, the impacted unit takes another fear-of-charge morale check, but this time with the +6 MMP modifier for being charged from the rear by cavalry. If, however, the fleeing unit was already routed and it was impacted by the pursuing cavalry, then it simply surrenders and is removed from the game.

When cavalry enters melee combat – either against other cavalry or against infantry – it adds its usual FP and its pistol FP to the normal 5D6 melee dice roll. Cavalry melee is resolved the same as infantry melee, with the lead units counting all figures, the supporting units counting as half, and with

the lead units taking full casualties while supporting units taking half. If there is not a melee, one side or the other will fall back and all fall-back distances are doubled (tripled if using 25mm or 28mm figures).

However, if one side or the other falls back in disorder or worse, the other side may pursue – in disorder – up to its previously determined maximum charge distance. If they re-impact the retreating cavalry, another melee results with both sides in disorder or worse. In this second melee, the normal reduced effectiveness of disorder (½FP) and shaken effects (½FP and less one die) are applicable. If any unit routs and is impacted by the enemy, they will surrender. If they rout while in a melee, they also surrender. After the second round of melee any opposing units still in contact immediately make a free disorder move out of the melee and retire towards friendly lines. Being in a melee ends that player turn for the involved units. So, if a unit charged using its first action and the charge resulted in a melee – win, lose, or draw – that unit does not get a second action.

Rebel troops cautiously cross a bridge under the gaze of Federal cavalry. (Malcolm Johnston)

CAVALRY AGAINST INFANTRY

STEP ONE: RESOLVE ANY ENEMY REACTION FIRE

As the charging cavalry gets within range of any enemy infantry, they may perform reaction fire with immediate results. When mounted cavalry is charging its detrimental target DRM is reduced from a +5/+4 DRM to a +4/+3 DRM.

STEP TWO: DEFENDER'S PRE-IMPACT MORALE CHECK

When charging cavalry is within 2 inches of the defending unit, the infantry must take a morale check with immediate results. This is a required morale check prior to any PBF or close-range canister fire. If there is a difference between the attacker's CMM and the defender's CMM then the net CMM difference is applied to the defender's pre-impact morale check.

For example: if a cavalry line (CMM of -2) is charging infantry in extended line (CMM of +1) the

pre-impact morale check for the infantry in extended line would have a net CMM modifier of (-3). Hence, if a hostile cavalry charge is expected, make sure your infantry line is supported on both flanks and, if possible, positioned behind a wall or fence for a total defensive MMP benefit of (-3).

STEP THREE: CHARGE IMPACT RESOLUTION

If the charging cavalry has not been stopped by fire, proceed to the charge impact resolution. Calculate the final impact values (FIV). Impact is resolved between the opposing lead units in contact using the formula below, with the opposing lead unit's modified morale point (MMP) modified by its charge morale modifier (CMM), any positive or negative situational morale modifiers, and all contiguous friendly units in support (up to -2 maximum support to MMP). If an adjacent unit is itself being charged or is itself charging a different unit, then it cannot provide support to another charge event.

- FIV = 2D6 plus (the impact unit's number of figures) minus (the impact unit's MMP)

In this "dice down for impact" the highest-total FIV wins with the following results:

Equal FIV: Mounted Cavalry versus infantry Melee: melee is resolved with a simultaneous melee rolls. Cavalry uses (FP + pistols FP + 5D6) and infantry uses (FP + 5D6). With the exceptions noted above, a melee between infantry and mounted cavalry is handled in the same way as infantry vs infantry. Any unit that routs in melee is assumed to surrender. Any melees are limited to two rounds and after two rounds any unit that did not surrender takes a full disorder move back to its own lines.

Result	Effect
Win by 1 to 4	All losing units fall back that many inches and all losing units lose one* figure and are in disorder.
Win by 5 to 7	All losing units fall back that many inches and all losing units lose two* figures and are shaken.
Win by 8 to 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 the loser was the defending infantry, it falls back as noted above. If the cavalry has any movement left, it may pursue in disorder up to the limit of that movement, and if it impacts the infantry again a melee results as detailed above. If a previously shaken unit fails a morale check in a melee, it routs and surrenders and is removed from the game. If the loser was the attacking cavalry, it falls back as noted above, plus the roll of a 1D6 in inches, but with one less figure loss than noted above. The final morale status for the loser is as noted above for both cavalry or infantry for all situations.

MOUNTED INFANTRY

In the Western theater, the Union was faced with the problem of facing large amounts of superbly mounted, well equipped, and skillfully led Confederate horsemen – both in the form of regular cavalry such as Bedford Forrest's formidable brigades and in the form of irregulars, such as Quantrill's guerrilla raiders. To address this issue, the Federals began informally mounting infantry with the intent that these regiments and brigades would use their horses or mules only for transport to and from the battlefield. Once there, they would do all their fighting as infantry. They were usually not issued sabers – though Wilder's Brigade did carry hatchets – and their cavalry drill was limited to learning only basic horsemanship. The results were varied, with some of these mounted infantry units – such as Wilder's "Lightening Brigade" with its Spencer repeating rifles – becoming one of the most effective units in the Western theater. Others, however, when confronted by veteran Confederate cavalry – that could fight equally well mounted or dismounted – were roughly handled. There is debate as to whether the concept of mounted infantry was new or not, as in many ways they were an outgrowth of the dragoon tradition, except unlike dragoons they had limited mounted combat capability.

If a regiment in a scenario is designated as mounted infantry it has only one mounted formation: road column. If mounted it cannot initiate a mounted charge, and if mounted infantry is charged while mounted by enemy cavalry will immediately disengage. Once mounted infantry dismounts for a scenario, it must remain dismounted for the rest of the scenario. If the unit starts the scenario dismounted and remounts it must leave the scenario. Once dismounted, the unit may use only the infantry formations and when it fires it has a -1 DRM firing modifier to account for detached soldiers acting as horse holders.

Cavalry action at Lott's Farm, by Richard Hook © Osprey Publishing Ltd. Taken from Campaign

IRREGULAR NATIVE AMERICAN CAVALRY

Both sides made use of irregular Native American cavalry. In the Trans-Mississippi theater they were invaluable as scouts and for extending the presence of whichever side they fought for. The Confederacy recruited Cherokee, Chickasaw, and Choctaw mounted units, while the Delaware and other tribes that had been driven into Kansas rallied to the Union cause. Their combat effectiveness depended on how they were used. When they fought as they traditionally did, with quick mobile raids followed by aggressive dismounted close action, they proved to be good combatants. However, they did less well in a pitched battle and were often seriously unnerved by artillery fire.

Any mounted or dismounted charge or counter-charge by Native American irregular cavalry is done in disorder. When dismounted they can only fight in a cavalry line or as skirmishers. In a melee, they get an additional +1 DRM benefit to their melee combat roll. If forced to take a morale check from artillery fire they have an additional +2 MMP detriment to their morale point.

LANCERS

Despite the obvious technological advances of the period, some old ideas died hard. One was that the lance was an effective weapon for cavalry. The Union equipped one cavalry regiment, the 6th Pennsylvania Cavalry, with lances, and they were considered an elite unit and certainly showed well in many a parade. They did carry their lances in the Chancellorsville campaign, but the wooded nature of the fighting there precluded any grand lancer charge. They were re-equipped with carbines prior to the Gettysburg campaign. Despite extensive practice, they never used their lances in battle. However, the Texas cavalry, recalling the effectiveness of the Mexican Lancers, equipped a number of their cavalry companies with lances, and many of those regiments prided themselves as “Lancer Regiments.” At least two companies of the 5th Texas Mounted Volunteers were equipped with 9-foot lances with 12-inch blades along with their pistols. Those two companies participated in the only lancer charge of the Civil War, at Valverde, New Mexico, and were easily repulsed by a formed square, taking almost 30 percent losses with no loss to the 70-man square. That night, the Texas Lancers used their lances for firewood and went looking for carbines and rifles.

If a lancer-equipped unit makes a mounted charge, its opponent’s fear-of-charge morale check and impact resolution has an additional +1 MMP penalty to reflect the fact that the lance did convey a certain fear factor.

THE SQUARE

Though outdated by the time of the Civil War, the infantry square was still an effective deterrent to mounted cavalry. Formed on more than a few battlefields, including Gettysburg, it was really only tested twice. First in December 1861, at Woodsonville, Kentucky, where Terry’s Texas Rangers were repulsed by a company square. And in February 1862, two companies of Texas Lancers suffered heavily when they attacked a square formed by a company of Captain Theodore Dodd’s Colorado Volunteers armed with percussion-cap smoothbores using buck-and-ball ammunition.

It takes an infantry regiment a full action or reaction to form a square. If charged by cavalry, a square has a CMM benefit of -2, and the mounted cavalry impacts in disorder with a CMM detriment of +2. A formed square fires with ½FPs in any direction. If a square is a fire target, a square suffers a +3/+2 DRM from all directions.

THE ENGINEERS

When the war began, the Union had two engineer corps, the Corps of Engineers and the Corps of Topographical Engineers. As their titles imply, the former was responsible for military construction and the latter for map making. Since both functions usually occurred almost simultaneously, the two branches were consolidated in 1863 as simply the Corps of Engineers. As with most of the technical service branches, the North had an advantage in trained engineering professionals and a manufacturing infrastructure to provide everything that was needed and then some. Much of the efficiency of the Federal engineers was due to the energy of General George McClellan, who rigorously expanded this branch by authorizing 12 companies for each engineer regiment with 150 men per company. In addition, he encouraged the individual states to raise volunteer engineer battalions, and many of them, such as the 50th New York Engineers, became as efficient as any of the West Point-trained engineers. A key element of Union engineering success was the prepositioning of construction materials close to where they might be needed. This enabled Sherman's Army to rebuild any destroyed railroad bridges faster than the prowling Confederate cavalry could burn them. The most notable Union engineering achievement may have been Grant's rapid crossing of the James River in 1864, which was made possible by the construction of a 2,200-foot pontoon bridge in less than six hours by the Army of the Potomac engineers.

Federals defend behind hasty works. (Doug Kline)

Union engineers laying pontoon bridges across the Rappahannock, by Adam Hook © Osprey Publishing Ltd. Taken from Campaign 63: Fredericksburg 1862.

While the South had numerous dedicated engineering professionals, such as the brilliant map maker Jed Hotchkiss, this service never got the official support it had in the North, and consequently the first Confederate engineer battalion was not officially formed until the fall of 1863. Nevertheless, despite fewer trained officers and a consistent lack of resources, Confederate forces became very good at creative construction using temporarily drafted workers or slaves and any available local material. A classic case of their engineering improvisation was with Lee's retreat from Gettysburg. As Lee approached the rain-swollen Potomac River, a dash by Federal cavalry destroyed his entire pontoon train. Not having an engineering staff, Lee turned to Major Harmon – one of his quartermasters – to fix this, and fix it he did. Harmon stripped every structure on both sides of the Potomac of all their wood and timbers and cobbled together a makeshift floating bridge that was described by Moxley Sorrel of Lee's staff as "a crazy affair." But that "crazy affair" was good enough that it enabled almost all of Lee's battered army to escape to Virginia.

PONTOON BRIDGES

The rapid deployment and building of pontoon bridges may very well have been the most important task of the Army of the Potomac engineers. Advancing south from the Washington area toward Richmond meant crossing many substantial rivers, most of which ran from west to east. Almost all of

its campaigns against the Army of Northern Virginia started with a river crossing in force. The use of the geography of the eastern-flowing rivers – the Rappahannock, the Rapidan, the North Anna, the Pamunkey, and the mighty James River – were all key elements of Robert E. Lee's defensive strategy. If the Union Army could quickly establish a multi-bridge river crossing, it had a good chance of stealing a march on the Confederates. The two times that the pontoons failed to arrive on time – Burnside's Fredericksburg campaign and Meade's Mine Run campaign – the result was frustrated Federals and a failed campaign.

Andersons Division charges towards Hancocks line. (Alan Sheward)

MODELING THE PONTOON TRAIN

To represent the main elements of a pontoon train, there should be at least two pontoon wagons with a wooden pontoon, a "chess" or lumber wagon, and one or two wagons for the forges and other equipment. A Federal pontoon train would be accompanied by at least one 360-man engineer battalion (six figures) while the Confederates would have four figures.

RULES FOR DEPLOYMENT AND USE

Upon reaching the river bank, the pontoon train stops. It then takes one complete active turn to unload the pontoons, lumber, and tools before building can begin. After that one turn, Federal engineers take two complete turns to complete the first 100 yards of pontoon bridge (1 inch for 10mm and 15mm figures, or 2 inches for 25mm or 28mm figures). After that, each additional 100 yards costs one complete turn. Hence, to bridge a 1-inch stream in 15mm scale would take Federal engineers a total of three turns – one turn to unload and two turns to complete the span. Except for the one turn to unload,

Confederate engineers take twice the above times – so, in most cases, the Rebs might be better off finding a ford. Once the pontoon bridge is finished, units may cross the bridge at the "trail rate."

IF UNDER INFANTRY FIRE

Assume the engineers are in disorder while they work, so having a "disorder" fire result does not slow the work. However, if the engineers are fired upon while working, they do suffer the disorder target penalty of +3/+2 DRM and the MMP morale disorder penalty of +2 to their MMP. If the engineers become shaken or routed all work stops until they are rallied.

IF UNDER ARTILLERY FIRE

All normal FCR affects the engineers plus, for every hit scored 1 inch (2 inches for 25mm) of bridge is destroyed. If three hits are scored in one turn then the bridge has been totally destroyed and construction must start over again.

ENTRENCHMENTS AND WORKS

Prior to 1863, most units did not bother to entrench unless the army was involved in a prolonged siege operation, such as McClellan's siege of Yorktown in 1862. In the early war years, more than a few soldiers and officers simply considered fighting behind dirt as being somewhat dishonorable. When Robert E. Lee – a former engineering officer – took over the Confederate army outside Richmond in 1862, he was mocked as the "King of Spades" for his obsession with building a ring of fortifications around Richmond. However, that extensive line of forts and trenches saved Richmond from Grant's assaults in September of 1864. And on the other side of the field, when Jubal Early's Army of the Valley approached Washington DC in July of 1864, the physical strength of Fort Stevens discouraged any serious assault, even though it was only lightly manned.

Activity	Hasty Works	Light Works	Heavy Works
Build / "Turn"	4 turns / 2 turns	8 turns / 4 turns	Multiple days
Enter Disorder to Cross	As broken terrain	As rough terrain	See scenario
Firer Benefit	+1 DRM	+2 DRM	+2 DRM
Target Benefit**	-2 DRM, -1 MMP	-3 DRM, -2 MMP	-4 DRM, -4 MMP
Artillery Destroy*	1 inch per hit	1 inch per 2 hits**	1 inch per 3 hits**

*Infantry fire has no effect
**Hits are per 1 turn's worth of firing

Even the experienced General P. G. T. Beauregard failed to consider entrenching after the first day of Shiloh, though Bedford Forrest advised him that the Union had been substantially reinforced and that an assault on the following morning was likely. Beauregard failed to heed the warning, and his army was driven off the field the next day. A subtle Union advantage was that many more of its officers were engineers in their previous civilian life, and these were now sprinkled throughout the Army as regimental or brigade commanders. Brigadier General George Greene, a former civil engineer, when commanding a XII Corps brigade at Gettysburg, on his own initiative and contrary to his division commander's orders, directed his men to build hasty works on Culp's Hill early on the second day of Gettysburg. Because of those works, his small 1,400-man brigade repulsed repeated attacks by General Johnson's superb 6,300-man division later that evening. This and other examples of how digging and piling up rock and logs saves lives was not lost on the soldiers. Consequently, by 1864 soldiers were regularly throwing up hasty works whenever they were in the presence of the enemy.

BUILDING AND DESTROYING WORKS

The time and effort it takes to build or destroy works are detailed in the table below, with the rules for their implementation following the table. To "turn" works is to rebuild existing works so that they face

the opposite direction. The obvious use for “turning the works” is after they have been captured, so that much of their protective cover now faces the enemy’s direction.

The storming of Casey's Redoubt, by Steve Noon © Osprey Publishing Ltd. Taken from Campaign 124: Fair Oaks 1862

- To destroy works by artillery fire requires the noted amounts of hits to destroy 1 inch of works – 2 inches if using 25mm or 28mm figures – to be accomplished in one turn of firing, though the firing can be from multiple artillery groups. When firing at a unit that is behind defensive works, one dice roll (using the works' DRM) applies to both the target unit and the occupied works.
- A unit cannot build hasty or light works in open terrain. It can only build hasty works in broken terrain, woods, or rough terrain. Heavy works would take days to build, and if available would be defined as being already in place by the scenario.
- The above-listed turns must be consecutive. If the work is interrupted than the effort is abandoned and must begin anew. If the regiment is assisted by an engineer stand, then use the shorter of the listed times.
- For a regiment to begin building hasty works, it must first spend an action taking a tactical competence test (TCT) to see if the unit thinks of doing it at all. If it does, building begins immediately, with this turn counting as the first full turn. If the unit fails its TCT then it has wasted an action for no purpose. If the unit is adjacent to a leader, his LB can assist that roll. Depleted units cannot build hasty works, but merged units and units with attached elements can.
- When a regiment completes the work, it has built a length of works equal to its extended line frontage and the benefits begin immediately after completion. If the regiment building the works is a two-stand engineer battalion unit, then the works are complete in the shorter listed time and are equal to twice the line frontage of the engineer unit.
- To convert existing hasty works to light works requires only four consecutive turns or two turns with assisting engineers.
- To "turn" works uses the shorter time span, and with engineers would be half that again. But, as with original construction, the work must be done in consecutive turns and/or actions. Both hasty and light works can be turned. Heavy works, however, cannot be turned to face the enemy, except by engineers working overnight.

Activity	Type of Obstacle			
	Abatis	Flooded Ditch	Fraise	Chevaux-de-Frise
Build	1 regiment, 2 turns	1 regiment, 2 turns	1 regiment, 4 turns	1 regiment, 2 turns
Pivot	NA	NA	NA	2 actions
Destroy	1 regiment, 2 turns	1 regiment, 2 turns	1 regiment, 4 turns	1 regiment, 2 turns
Move Across	As inch of rough	As inch of rough	3 inches of rough	As inch of rough
Charge Across	As Move Across and disorder	As Move Across and disorder	As Move Across and disorder	As Move Across and disorder
Effect on Fire	No effect	If in, -1 DRM for all	-1 DRM for infantry fire	No effect

BUILDING AND REMOVING OBSTACLES

While much of the engineers' tasks centered around improving the mobility and efficiency of the army with road, rail, and bridge construction, they also had to be concerned with hampering the enemy's mobility. This could take the form of devising better ways of destroying railroad rails (such as twisting them) and creating a maze of obstacles in front of their own entrenchments to delay and break up an enemy's assault so as to maximize the time the attacker flounders in disorder in front of the defender's guns and muskets. These obstacles could take the form of abatis, ditches, fraises, and chevaux-de-frises.

A regiment builds or destroys obstacles equal to its extended line frontage, with the above-listed action or turn costs being consecutive. If the activity is interrupted for any reason then it must begin anew. If an engineer stand assists an infantry regiment in any of the above activities, reduce construction or destruction time costs by half. Each two-stand engineer battalion can have one stand assisting one regiment. If a two-stand engineer battalion is attached to the regiment, then that regiment will complete twice its extended line length of obstacles. The time to build, rotate, or destroy these obstacles, in addition to their effect on combat and movement, is detailed in the table below.

HISTORICAL AND POINTS-BASED SCENARIOS

THE ADF MUSTER POINT SYSTEM

It is very satisfying to research and recreate an exact historical scenario where each unit is modeled as it was, with the correct muster strength, weapons, and morale. However, more often than not, that can result in an unbalanced scenario because in almost all historical situations the opposing commanders had no intention of making the battle a “fair fight.” Each general would have managed their resources and shaped the battlespace so as to leverage every possible military advantage in their favor. While it is certainly enjoyable to take the underdog in a scenario and win, it can become tedious if one side or the other is constantly playing against the odds. However, with ADF’s “muster point” (MP) system a balanced battlefield environment can be quickly created where each side has an equal chance of victory. In this way, gamers can use whatever forces they currently have completed and give both themselves and their freshly painted and mounted formations some battle experience. Or, as was said at the time, “to see the elephant.”

A Confederate division rolls forward. (Malcolm Johnston)

To use the muster point system with the some of the included scenarios, each side builds their brigades or division following the point system guidelines listed below up to their maximum points as specified by the scenario. The point system below is structured to reflect the 1863 organization of the Army of the Potomac and the Army of Northern Virginia. At this point both armies, while certainly different, were still fairly equally matched, and the weapon mix had matured to the point that many of the obsolete weapons of the early war such as squirrel guns and old flintlocks had been replaced. In general, the Confederates fielded larger infantry brigades and divisions then did the Federals. However, the Union compensated by having better artillery and usually more of it. In some scenarios, both sides will have almost identical muster point totals, whilst in others they will not. In most

instances, the side with the higher point limit might have the tougher victory condition, or the side with the lower point limit could have other compensating factors, such as being in previously constructed light works, enjoying an initial tactical benefit, or the advantage of the defender and thus able to select the ground on which the battle will take place.

1863 – INFANTRY ORGANIZATION

By 1863, both sides had settled into similar, but differing organizations. Each side would group three to six infantry regiments into a brigade, usually commanded by a brigadier general. The Confederate brigades tended to have more regiments than the Union ones, but this was certainly not a hard-and-fast rule. Then three to five brigades would be grouped into a division. In general, the Confederate divisions were larger than the Union ones and the Confederates tended to commit their forces by the division, while the Union tended to commit by corps. Both sides grouped their divisions into corps, and here was where the organizational differences really showed. The Union tended to have smaller corps, but more of them, while the Confederates seem to prefer fewer, but larger, corps. The net result of having larger brigades, larger divisions, and larger corps was very evident in the infantry corps strengths immediately prior to Gettysburg, as listed below. That, of course, begs the question of which system worked better. In practice, they both had advantages and disadvantages and both depended on key people making “their” system work.

Army of Northern Virginia			Army of the Potomac		
I Corps	22,400 men	87 guns	I Corps	14,300 men	28 guns
			II Corps	13,500 men	28 guns
			III Corps	13,000 men	30 guns
II Corps	21,800 men	79 guns	V Corps	13,200 men	26 guns
			VI Corps	15,700 men	20 guns
			XI Corps	10,800 men	20 guns
III Corps	23,300 men	84 guns	XII Corps	10,700 men	20 guns
			Artillery Reserve	3,000 men	114 guns

The key problem with the Union system was that it risked poor coordination between the smaller corps, as it generally would take at least two of them to face off against a Confederate corps. The Army of the Potomac solved this problem by appointing “wing commanders” that would command two or three corps. That worked well enough as long as the appointed wing commander knew his business. On the first day of Gettysburg the Union held the upper hand as long as General John Reynolds – the wing commander for I Corps, III Corps, and XI Corps – was alive. But when he was killed leading from the front, the wing command went to General O. O. Howard of XI Corps, who was already out of his depth commanding a corps let alone a wing, and the Union defense unraveled.

The Confederate system had the inherent advantage of each corps being large enough that it could fight by itself until the rest of the army arrived, and each division within the corps was familiar with their commander and used to working with him. Previously, the Army of Northern Virginia had only two even larger corps – the First, commanded by General James Longstreet, and the Second, commanded by General Thomas “Stonewall” Jackson. These were two superb commanders. But, when Jackson was killed at Chancellorsville, his corps was broken into what would become the new II and III Corps under Richard S. Ewell and A. P. Hill respectively. Both had been excellent division commanders, but Gettysburg would be the first time either commanded a corps and their performance reflected the uneasiness of first timers.

1863 – ARTILLERY ORGANIZATION

In the early war years the artillery for both armies was decentralized, with each infantry brigade having its own artillery battery. However, it was very quickly realized by both sides that this system did not work, as it almost insured that the artillery would be used piecemeal rather than in mass, and that its positioning would be directed by infantry commanders rather than trained artillerymen. After the initial battles, both sides began grouping their batteries into artillery battalions or brigades of three to six batteries that would be controlled at a higher level. The Confederates assigned one gun battalion to each division and usually two gun battalions to each corps as a "Corps Artillery Reserve." At Gettysburg, however, the Confederate artillery was hobbled by its overly decentralized artillery organization and a semi-clueless Chief of Artillery, William Pendleton. Those two factors would consistently contribute to an ongoing difficulty in insuring that the Confederate guns were massed at the right place, at the right time, and in the most effective manner. The Army of the Potomac pushed the guns up the command chain even further. Unlike the Confederate divisions, most Union divisions had no organic guns of their own. The Union artillery was kept at the Corps level as "artillery brigades" of about five to seven batteries each, which meant that in a meeting engagement the first arriving Confederate divisions would probably have an artillery advantage over the initial Union opposing division. But, as the rest of Union Army came on to the field, that artillery ascendancy would clearly shift in favor of the Federals. The Army of the Potomac's Chief of Artillery, Henry J. Hunt, had created an Artillery Reserve of over 100 guns that could be parceled out as individual batteries, battalions, or brigades when and where they were needed. Likewise, when massed artillery was called for, it could easily be mobilized and controlled by Hunt himself. It is interesting to note that after Gettysburg, the Army of Northern Virginia began to adapt a more Union-style approach, moving their gun battalions out of divisional control and into concentrations at the corps level, with a small army artillery reserve.

Union brigades sweep through a wheat field. (Malcolm Johnston)

1863 – CAVALRY ORGANIZATION

Like the artillery, the cavalry began the war in penny packets with individual squadrons attached to single brigades. At First Bull Run this proved, for the most part, to be ineffective. After Bull Run both

sides began massing their cavalry into brigades, with the Confederates clearly in the lead in terms of creating a cavalry division and then a cavalry corps. It was not until Brandy Station in 1863 that the Union appeared able to hold their own against Jeb Stuart's formidable cavalry corps. From then on the cavalry organization of both sides was roughly identical. The cavalry's primary mission was reconnaissance together with protecting the army's flanks and lines of communication. Once the infantry divisions and artillery battalions were on the field, the cavalry invariably departed to resume their primary mission unless the situation was desperate and cavalry was all that was available. For example, John Buford's two Union cavalry brigades did well in delaying the advance of Heth's Confederate infantry division on the first day of Gettysburg, but he was more than willing to pull back when John Reynolds and the Union I Corps arrived. So, in wargaming terms, it would be rare – except for in some early battles – to find cavalry on the battlefield in less than brigade strength, and a well-designed scenario would have the cavalry withdrawing as soon as practical after the infantry divisions moved onto the field.

The 1st Kansas (Colored) at Honey Springs, by Peter Dennis © Osprey Publishing Ltd. Taken from Warrior 114: African American Soldier in the Civil War.

1861–63 MUSTER POINTS SYSTEM

The *Across a Deadly Field* muster point rules should be viewed as guidelines for most scenarios, *unless the scenario specifically states otherwise.* For example, some scenarios may restrict the size of the regiments that may be used, or may allow the wargamer much more latitude in forming his brigades. The total points available will usually be specified by the scenario.

- **Infantry Brigades:** Each brigade will have at least three, but no more than six regiments and will cost no more than 70 MPs for a

Confederate brigade or 60 MPs for a Union one, including the point cost of a required brigade leader. In any one brigade, no more than two regiments can be elite or green and only one of those elite regiments can be sharpshooters. No more than two regiments in an 1863/1864 brigade can have Spencer or Henry Repeating Rifles unless otherwise specified in the scenario. For example, by late 1863 all the regiments in Wilder's Mounted Infantry Brigade – the 17th and the 72nd Indiana and the 92nd, the 98th, and the 123rd Illinois regiments – all had Spencer repeating rifles.

- **Infantry Divisions:** Each division will have at least two, but no more than four brigades and will cost no more than 300 MPs for a Confederate division or more than 260 MPs for a Federal division, including the point cost of a required division leader for each division. However, each Federal division may have up to 40 additional MPs of artillery attached to it from corps- or army-level reserve artillery. On average, a three-brigade division with three batteries would cost about 250 points.
- **Artillery Battalions:** For each brigade that is purchased the wargamer must acquire one or two batteries. The Confederates must purchase their artillery in two-section batteries, while the Federals may purchase their guns in two-or three-section batteries. If the Federals have more than four batteries they may purchase a 1LB artillery leader for 10 MPs that adds a +1 DRM modifier to any adjacent battery or battalion artillery fire. No more than one artillery leader may be acquired.
- **Cavalry Units:** The amount of cavalry that can be purchased will be dictated by the scenario. Usually when allowed, cavalry would have to be purchased in brigades, with at least three four-figure regiments or battalions per brigade. Only Union cavalry is equipped repeating carbines unless specified otherwise, and no more than two regiments per brigade may have them – unless specified otherwise by the scenario. For example, by early 1865 some Union cavalry brigades were entirely equipped with the Spencer repeating carbines.

A four-regiment brigade with leader. (Cory Ring and Chris Ward)

1864–65 MUSTER POINT SYSTEM

By the spring and summer of 1864, the manpower and material advantage of the North was definitely coming into play. The brutal battles of 1863, such as Gettysburg and Chickamauga, had taken a fearful toll on both sides, but the Union with its superior resources had more than made up for its losses, while the Confederates had not, and as the 1864 campaigns played out the odds continued to grow against the South. By 1865 those odds were growing long indeed. To reflect this, the typical point strength should be modified as so:

- A typical early 1864 Union brigade would cost 70 points, and a typical early 1864 Confederate brigade would cost 60 points.
- A typical late 1864 Union brigade would cost 60 points, and a typical late 1864 Confederate brigade would cost 50 points.
- A typical early 1864 Union division would cost 280 points, and a typical early 1864 Confederate division would cost 270 points. The Union

division would also have another 30 points of attached artillery from the corps or the artillery reserve.

- A typical late 1864 Union division would cost 260 points, and a typical late 1864 Confederate division would cost 200 points. The Union division would also have another 20 points of attached artillery from the corps or the artillery reserve.
- At any point in 1864 a Union corps would cost about 600 points and a Confederate corps would cost about 900 points, but it would be unlikely that a single Union corps would be deployed. Almost always, there would be at least two Union corps under a single wing commander, which would usually also be the senior corps commander.
- By 1865, a typical Union brigade would probably still cost 60 points, but by 1865 the typical Confederate brigade would have dwindled to about 40 points with a few as low as 30 points. However, in any one Union brigade at least two regiments would be green or trained, while all the Confederate regiments would be at least veterans.
- By 1865, the typical Union division would probably have been worn down to 240 points, but the Confederate division would have eroded to about 160 points. The Union corps would probably have about 500 points, and the Confederate corps would be down 600 points. Also, as in 1864, it would be unlikely that there would only be one Union corps involved in a battle. There would certainly be two, with a third close behind.

Longstreet's two divisions swarm up Little Round Top. (Malcolm Johnston)

MUSTER POINT VALUES

The point values are per regiment for infantry, per regiment or battalion for cavalry, and per battery for the artillery. The entries are arranged with a slash separating the point values for green, trained, veteran and elite units. Where an option is not available, a "–" will indicate such. For example, "2 / 3 / 4 / 5" would represent 2 points for a green unit, 3 for trained, 4 for veteran and 5 for elite. "3 / 4 / 5 /" – would represent 3 points for green, 4 for trained and 5 for veteran, with elite not being an option. If any of the above units are also rated as "sharpshooters" the unit must be an elite unit and add another 4 muster points for a four-figure unit and an additional 6 muster points for a six-figure unit. No sharpshooter unit beyond six figures is allowed. No Confederate units are allowed to have repeaters unless the scenario specifies it.

INFANTRY

1861–63

Infantry Weapon	Infantry Regiment Point Values (1861–63) (Green / Trained / Veteran / Elite)					Leader Points (USA & CSA)
	4 figures	6 figures	8 figures	10 figures	12 figures	
Old Flintlocks (FLT)	– / 2 / 3 / 4	2 / 3 / 4 / 5	3 / 4 / 5 / –	5 / 6 / – / –	8 / – / – / –	Brigade (1LB) 6 pts
Smoothbore Muskets (SBM)	– / 3 / 4 / 6	4 / 5 / 6 / 8	6 / 7 / 8 / –	8 / 9 / – / –	11 / – / – / –	Brigade (2LB) 12 pts
Mixed Muskets (MM)	– / 2 / 3 / 5	3 / 4 / 5 / 7	5 / 6 / 7 / –	7 / 8 / – / –	10 / – / – / –	Div/Corps (1LB) 8 pts
Rifle-Muskets (R/M)	– / 4 / 5 / 7	5 / 6 / 7 / 9	7 / 8 / 9 / –	9 / 10 / – / –	12 / – / – / –	Div/Corps (2LB) 16 pts

1864–65

Infantry Weapon	Infantry Regiment Point Values (1864–65) (Green / Trained / Veteran / Elite)					Leader Points (USA & CSA)
	4 figures	8 figures	8 figures	10 figures	12 figures	
Rifle-Muskets (R/M)	– / 4 / 5 / 7	5 / 6 / 7 / 9	7 / 8 / 9 / –	9 / 10 / – / –	12 / – / – / –	Brigade (1LB) 6 pts
Colt Revolving Rifles (CRR)	– / 6 / 7 / 8	7 / 8 / 9 / 11	9 / 10 / 11 / –	11 / 12 / – / –	– / – / – / –	Brigade (2LB) 12 pts
Sharps BL Rifles (SBL)	– / 7 / 8 / 9	8 / 9 / 10 / 12	10 / 11 / 12 / –	12 / 14 / – / –	– / – / – / –	Div/Corps (1LB) 8 pts
Spencer/Henry Rpting Rifles	– / – / 17 / 20	– / – / 19 / 22	– / – / 23 / 25	– / – / – / –	– / – / – / –	Div/Corps (2LB) 16 pts

CAVALRY

Cavalry Weapon	Cavalry Point Values (Green / Trained / Veteran / Elite)		
	4 figures	6 figures	8 figures
Muzzle-loading (ML) Carbines	– / 6 / 8 / 10	– / 8 / 9 / 11	– / – / 10 / 12
Mixed Weapons	– / 8 / 9 / 11	– / 10 / 11 / 13	– / – / 12 / 14
Breech-loading (BL) Carbines	– / 10 / 11 / 13	– / 11 / 13 / 15	– / – / 13 / 15
Sharps BL Carbines	– / 11 / 12 / 14	– / 12 / 14 / 16	– / – / 14 / 16
Repeating Carbines (*Union Only*)	– / – / 15 / 18	– / – / 17 / 20	– / – / – / –

ARTILLERY

Artillery Type	Battery Point Values (Green / Trained / Veteran / Elite)		
	1 sec bat	2 sec bat	3 sec bat
6-pounder gun, 12-pounder howitzer	1 / 2 / 3 / 5	2 / 3 / 5 / 8	3 / 5 / 7 / 10
12-pounder Napoleon	2 / 3 / 4 / 6	4 / 5 / 7 / 10	6 / 7 / 9 / 12
3-inch or 10-pounder Parrot rifle	2 / 3 / 4 / 6	4 / 5 / 7 / 10	6 / 7 / 9 / 12
20-pounder Parrot rifle	– / 4 / 6 / 8	– / 7 / 9 / 12	– / – / – / –
Mixed Sections	2 / 3 / 4 / 6	3 / 4 / 6 / 9	4 / 6 / 8 / 11

PLAYING AND DESIGNING SCENARIOS

Scenarios can either be historical scenarios or points-based ones, or they can be a blend of both

approaches. For example, the introductory scenario of "T'ain't No Militia" can be played either with the actual historical orders of battle or with a points-based approach, or alternatively one side can take the historical order of battle and one a mutually agreed points-based combat force. Scenarios can also be linked so that one will impact the other. If a group of gamers were playing the entire first day of Gettysburg, they could certainly start with the "T'ain't No Militia" scenario since it represented the first serious infantry clash of Gettysburg, and then carry the battle onward with the losses incurred by the four involved brigades carried over into the following scenarios.

A series of scenarios can also be loosely based on an actual situation that would give the game a historical framework, but the details of the actual terrain and orders of battle, while reflecting what actually happened, would have been tweaked by the scenario designer so as to create that all-present fog of war. One rather unrealistic aspect of purely historical scenarios is that they give the wargamer much more knowledge than the battlefield commanders actually had. A case in point is the above scenario at Gettysburg. On July 1, 1863, when Henry Heth sent the brigades of Archer and Davis forward to Gettysburg, those three Confederate commanders were sure that once they had brushed aside the Union cavalry they would be facing nothing more than Pennsylvania militia, rather than two of the best brigades in the Army of the Potomac. Wrong intelligence, faulty maps, and troops taking the wrong road were – and still are – irritating frictions of war that ensure that no plan survives contact with the enemy.

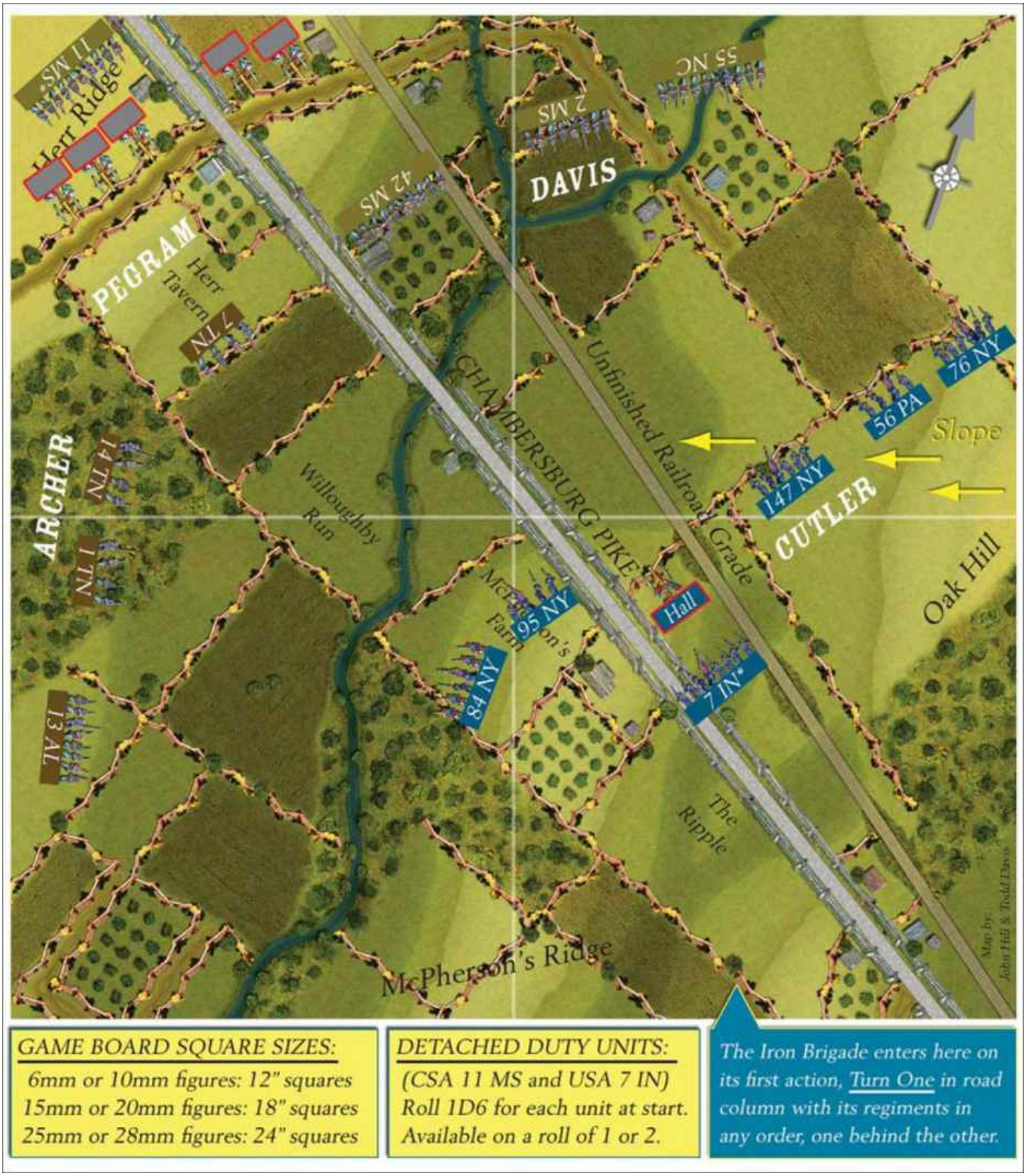
1st Division / I Corps				
Maj Gen John Reynolds			2LB	16 MPs, Commander, I Corps
Brig Gen James Wadsworth			1LB	8 MPs, Commander, 1st Div, I Corps
1st Brigade / 1st Division ("The Iron Brigade")				
Brig Gen Solomon Meredith			2LB	12 MPs
24th Michigan	8 figures	R/M	Veteran	9 MPs
19th Indiana	6 figures	R/M	Elite	9 MPs
2nd Wisconsin	4 figures	R/M	Elite	7 MPs
6th Wisconsin	6 figures	R/M	Elite	9 MPs
7th Wisconsin	6 figures	R/M	Elite	9 MPs
2nd Brigade / 1st Division				
Brig Gen Lysander Cutler			1LB	6 MPs
7th Indiana	8 figures	R/M	Veteran	9 MPs
76th New York	6 figures	R/M	Veteran	7 MPs
84th New York	6 figures	R/M	Elite	9 MPs
95th New York	4 figures	R/M	Elite	7 MPs
147th New York	6 figures	R/M	Veteran	7 MPs
Hall's Battery, 2nd Maine Lt/Bty B		Three 3-inch rifle sections	Elite	12 MPs
Total Union MPs				**138 MPs**

SCENARIO: "T'AIN'T NO MILITIA", 10:00 AM, JULY 1, 1863

HISTORICAL SITUATION

On the morning of July 1, 1863, west of Gettysburg, the Confederate III Corps division under Major

General Henry Heth had been skirmishing with Brig Gen John General Buford's Union cavalry. With Major William Pegram's gun battalion in support, the brigades of Brig. Gen James Archer and Brig Gen James Davis's had steadily pushed the cavalry back. As the cavalry withdrew, some of the advancing Rebels believed that they saw ranks of Pennsylvania Militia moving to take their place. But what they were about to encounter was two of the best infantry brigades in the Army of the Potomac, together with Maj Gen John Reynolds, one of the Army of the Potomac's best field leaders, and the senior Union commander on the field. As Archer's men closed with the enemy, one of them exclaimed, "It's them dammed black-hatted fellers again! T'ain't no militia!"



HISTORICAL RESULT

It was not a good day for the lead brigades of General Henry Heth. The “black-hatted” men of the Union’s Iron Brigade under Brig Gen Solomon Meredith hit Archer’s brigade hard on the flank and rolled it up, capturing General Archer himself. On the north, Davis’s brigade initially did well against Brig Gen Lysander Cutler’s regiments, but Davis – the nephew of President Jefferson Davis – lost

control of his brigade and a Union counterattack by the 84th New York, the 95th New York, and the 6th Wisconsin caught the Mississippians in the railroad cut and forced over 200 of them to surrender, throwing the rest of Davis' brigade back in confusion. However, the Union forces paid a most serious price for this victory. General John Reynolds, who may have been the best general in the Army of the Potomac, was leading his soldiers from the front as he always did and was fatally shot. So, while the Union may have won the battle, the death of General Reynolds may have guaranteed that they would lose the day.

Heth's Division / III Corps				
Maj Gen Henry Heth			1LB	8 MPs, Division Commander, III Corps
Archer's Brigade / Heth's Division				
Brig Gen James Archer			1LB	6 MPs
13th Alabama	6 figures	R/M	Veteran	7 MPs
5th Alabama	4 figures	R/M	Elite	7 MPs
1st Tennessee	4 figures	R/M	Elite	7 MPs
7th Tennessee	4 figures	R/M	Elite	7 MPs
14th Tennessee	4 figures	R/M	Elite	7 MPs
Davis' Brigade / Heth's Division				
Brig Gen Joseph R. Davis			1LB	6 MPs
2nd Mississippi	8 figures	R/M	Veteran	9 MPs
11th Mississippi	8 figures	R/M	Veteran	9 MPs
42nd Mississippi	10 figures	R/M	Trained	10 MPs
55th North Carolina	10 figures	R/M	Trained	10 MPs
Pegram's III Corp, Artillery Battalion				
Maj W. Pegram (Artillery Leader)			1LB	10 MPs
Johnson's Bty		Two mixed sections	Veteran	6 MPs
Marye's Bty		Two mixed sections	Veteran	6 MPs
Brander's Bty		Two mixed sections	Veteran	6 MPs
Zimmerman's Bty		Two sections of rifles	Veteran	7 MPs
McGraw's Bty		Two sections of Napoleons	Veteran	7 MPs
Total Confederate MPs				**135 MPs**

Anderson's Brigade at Sharpsburg, by Gerry Embleton © Osprey Publishing Ltd. Taken from Warrior 6: Confederate Infantryman 1861–65.

THE UNION FORCES

First two brigades of the First Division of the First Corps. Due to superior leaders the Union has the initiative for the whole scenario.

SPECIAL RULES: UNION

- If Reynolds is killed then all Union units from then on have a +1 MMP detriment to their morale.
- If General Wadsworth is killed all Union units then have a +1 MMP detriment – unless General Reynolds is still alive, in which case there is no change.
- The 7th Indiana was originally detached as cattle guards. Roll 1D6 for availability at start: on a 1, 2, or 3 they are available; on a 4, 5, or 6 they are not.

THE CONFEDERATE FORCES

SPECIAL RULES: CONFEDERATES

- Pegram's artillery batteries cannot leave Herr Ridge.
- If General Heth is killed, there is no effect; he is not missed.
- The 11th Mississippi was detached as train guards. Roll 1D6 for availability at start: on a 1, 2, or 3 they are available; on a 4, 5, or 6 they are not.

THE TERRAIN

Artillery on McPherson's Ridge or Herr Ridge can see and fire over units, farms, and orchards on lower ground, including those on the Low Ridge. However, units on McPherson's or Herr Ridge do have their line of sight blocked by the tall trees of the light woods (all woods are light woods). The light woods, orchards, and farms block all line of sight beyond 1 inch into them. The Low Ridge blocks line of sight of units lower than it. Units crossing any number of fence lines and/or Willowboughby Run do

so as if crossing broken terrain. Units going up or down slopes suffer no additional movement penalties as the slopes were very gradual with no sharp crest lines.

SPECIAL RULE: THE RAILROAD CUT

Units traversing along the railroad cut do so at the column rate for trail. Units crossing the railroad cut treat it as 1 inch of rough terrain. Units that fire out of the railroad cut do so as a disordered unit. Units that are fired on while in the railroad cut suffer a +4 target DRM in addition to any other penalties.

A Union brigade in a good defensive position behind a stone wall. (Cory Ring and Chris Ward)

UNIT PLACEMENT

Units deploy as indicated in any formation. Leaders start adjacent to any unit in their command.

VICTORY CONDITIONS

At the end of four turns the Confederates must have totally cleared all Union units off either the north or south wing of the high ground of McPherson's Ridge. Otherwise, the Union forces win.

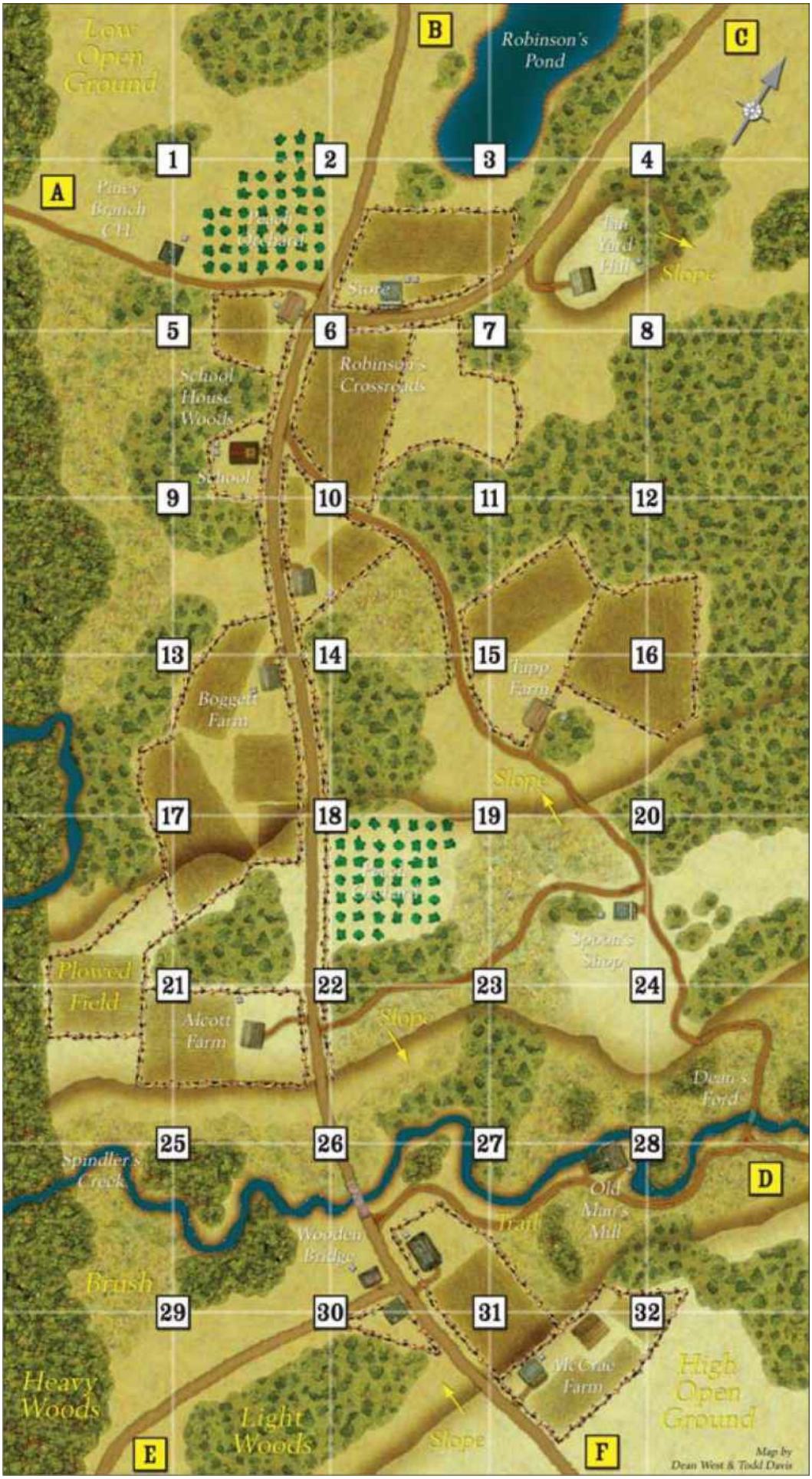
ALTERNATE POINT-BASED BATTLE

The Union player sets up a 160-point division based on the *Across a Deadly Field* muster point guidelines anywhere on the high ground of McPherson's Ridge. General Reynolds must be included in the Union forces. Likewise, the Confederate player sets up a 180-point division anywhere on the high ground of Herr Ridge and General Heth must be included as the divisional commander. Initiative goes to the side with most total leadership benefits (LBs). If total LBs are equal, the initiative goes to the Confederates. Victory conditions and the game length are unchanged. All special rules apply, except that Pegram's batteries are free to maneuver as they wish.

CREATING A CIVIL WAR SCENARIO

DEFINING A CIVIL WAR GAME BOARD

The battlespace is usually determined by the specific scenario, which will identify the squares that will be fought over. The smallest battlespace would be a total of four squares – two-by-two – and would be defined by the midpoint of those squares. For example, battlespace 06 would be the four squares that make up the Robinson's Crossroads complex, with the Peach Orchard in the northwest square and the school in the southwest square. A six-square battlespace would be defined by two adjacent intersection points. For example, battlespace 14-15 would be the six squares with those two intersection points as their midpoints, which would include the Boggett Farm in the western squares and the Tapp Farm in the eastern squares. Likewise, a two-square wide battlespace that encompassed all of Spindler's Creek would be defined as battlespace 25-26-27-28. The only practical limit on the size of the battlespace is the size of the gaming table available. The road or trail entrances are denoted by letters, which may or may not be used by arriving reinforcements.

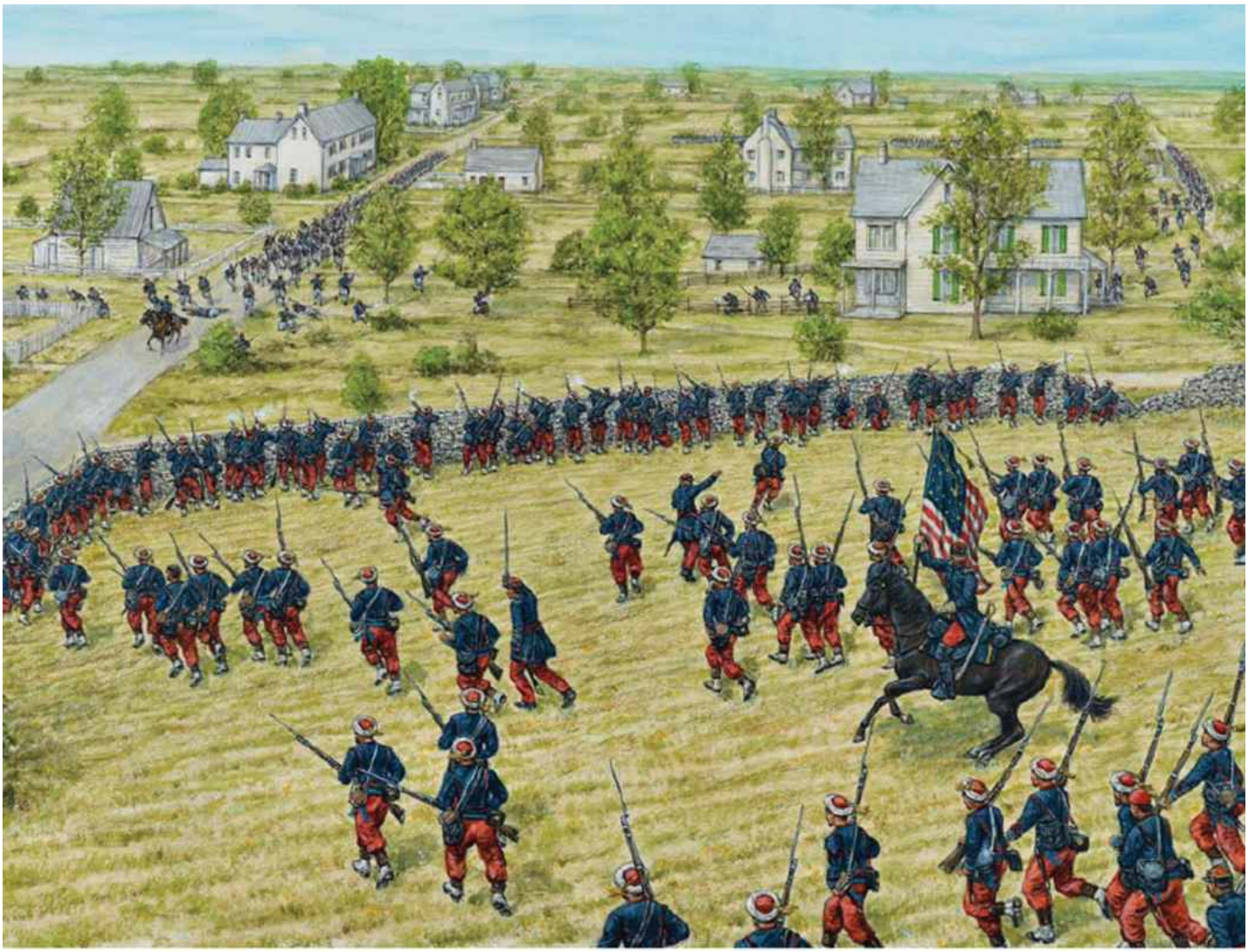

Low Open Ground
B
Robinson's Pond
C
A
1
2
3
4
Piney Branch Ch.
Store
Tan Yard Hill
Slope
5
6
7
8
School House Woods
Robinson's Crossroads
School
9
10
11
12
13
14
15
16
Boggett Farm
Tapp Farm
Slope
17
18
19
20
Spoon's Shop
Plowed Field
21
22
23
24
Alcott Farm
Slope
Dean's Ford
25
26
27
28
Spindler's Creek
D
Old Mav's Mill
Trail
Wooden Bridge
Brush
29
30
31
32
McCrae Farm
High Open Ground
Heavy Woods
Light Woods
Slope
E
F
Map by
Dean West & Todd Davis

SHAPING THE GAME BOARD

The terrain displayed is representative and typical of much of that fought over during the Civil War; it could be just about anywhere from Arkansas to Virginia. However, Civil War maps were notoriously inaccurate, so the gaming host should feel free to actually set up the terrain a little different than shown – a few surprises always keeps the game interesting. That said, it would be very easy to tweak the terrain as follows:

- If fighting in a hardscrapple rural area, such in Arkansas or Tennessee, the ground would be less clear. The areas shown as brush would probably still be light woods, but the farms would be smaller, with mostly one or two wooden buildings, and the roads would have sections that were little better than trails. The hills would probably be a little higher and the slopes a little steeper.
- If it was a prosperous area, such as in Pennsylvania, Maryland, or the Shenandoah Valley, it would be more clear. Almost all the brush areas would be gone and about half of the light woods would have been reduced to brush or orchards. There would be more farms with more fences, and many of the wooden fences would have been replaced by stone walls. The farms would have three-to-four buildings and would be tidy affairs with many of them built of stone. The hills might be gentle rolling affairs, with gradual slopes, but they could also be punctuated with rocky outcroppings and the creeks might be very rocky.
- Until topographic engineers got to work, any available maps of the period would probably only show where the roads generally went and little more. Weather is also a feature you can introduce into a game. If it had been very dry, creeks might be treated simply as broken terrain and the trails might be as good as roads. However, if it had been rainy – a very common occurrence in spring in the Southern states – creeks might now become rough terrain, with trails non-existent and roads reduced to muddy trails. That was exactly what happened during the Confederate march from Corinth to Shiloh. A downpour had turned the roads into quagmires, and as a result the entire Confederate attack was delayed by a whole day, which meant that by nightfall Grant's beleaguered force was reinforced by Buell's welcome Army of the Ohio. However, if the attack had been launched a day earlier as originally planned, with Buell's force still a day away, then Grant's illustrious Civil War career might have been cut very short. The weather could also play a decisive battlefield role during combat itself. At Mill Springs, a constant drizzly rain had rendered the old flintlock muskets carried by the Confederate forces virtually useless, while the Federal forces armed mostly with percussion-cap muskets were much better off and eventually drove the Rebels from the field.

Civil War battlefields tended to be cluttered with small farms and partially cleared woods. (Doug Kline)



The first battle of Winchester, by Adam Hook © Osprey Publishing Ltd. Taken from Campaign 258: Shenandoah Valley 1862.

TERRAIN DEFINITION AND EFFECTS

Roads	Dry weather: movement unchanged Wet weather: movement as trails No LOS restrictions
Trails	Dry weather: unchanged Wet weather: as broken terrain No LOS restrictions
Ponds	Dry weather: rough terrain Wet weather: impassable No LOS restrictions
Light Woods	Spring through Fall: LOS restricted to ½ inch Winter: LOS restricted to 1 inch into or out of the woods
Heavy Woods	Restricts LOS into or out of the woods, units can see out only if poitioned at the edge
Orchards	Spring through Fall: LOS restricted to 1 inch Winter: LOS restricted to 2 inches into or out of the orchard
Brush	Spring through Fall: move through as broken terrain, LOS restricted to 3 inches Winter: open terrain, no LOS restrictions
Wooden Fences & Stone Walls	Cross one or more as broken terrain

Creeks or Runs	Go into disorder after crossing Dry weather: broken terrain Wet weather: rough terrain
Low, Gentle Slopes	Go up as if in broken terrain LOS blocked if at base
Higher, Steeper Slopes	Movement up or down in disorder Go up as if in broken terrain LOS blocked if more than 2 inches back from the crest
Freshly Plowed Fields (if indicated)	Dry weather: open terrain Wet weather: broken terrain
Farm Buildings or Villages	Blocks LOS Treat as broken terrain For combat or target DRMs and/or morale MMP modifiers consult the rules unless uniquely defined by the scenario
Terrain Combinations	If two "slowing" terrains are combined, move at the rate of the most difficult. However, all units can always move at least 1 inch per action unless the terrain has been declared as "totally impassable," such as a major river.

DETERMINING THE SIZE OF THE FORCES

The size of the available forces can be determined by mutual agreement, defined by the scenario, or randomized, but it should be proportional to the space available. A more enjoyable game will usually result if the battlespace is not crammed shoulder-to-shoulder with troops, and there is space for each side to maneuver and to use the terrain to their best advantage. In general, it is recommended that for each "square" of battlespace, each side gets 40 muster points' worth of troops, so if the battlespace had a total of four squares each side would have 160 muster points to use. If it had six squares, then each side would have up to 240 muster points to use. Obviously, those totals can be modified by scenario or personal preference. For example, if one side had the burden of the attack or was less experienced, the battle could be balanced by giving those players a 25 percent MP bonus.

Little details like signal towers add realism to the tabletop. (Malcolm Johnston)

RANDOM FORCE STRENGTHS

Often, battle was engaged without the commanders of each side knowing exactly what they were up

against. That was almost certainly a factor in Lee's hesitancy to fully commit his available forces on the first day of Gettysburg. At that time, he did not know exactly how much of the Army of the Potomac he was facing. To capture that "fog of war" you will need a well-shuffled deck of cards. Decide in advance how many cards each player will draw to determine his available muster points. Each card will be worth ten times its number value in points, with face cards being worth 50 muster points. The total amount of forces that were available to each side is not to be revealed until the conclusion of the scenario.

RANDOM REINFORCEMENTS

Battle is unpredictable, and once the forces are engaged it is a rare commander that does not quickly send back a messenger with requests for additional support and reinforcements. In some cases they would be close at hand, but in other cases maybe not that close. Having random reinforcements may sometimes unbalance a scenario, but very few real battles were as neatly balanced as many of our wargames. Also, giving one side the possibility of reinforcements can be a way of compensating for unequal experience levels or to compensate for one side having an initial tactical advantage. For instance, one side could start with twice the available muster points for their initial attack force, but the other side being allowed to draw for reinforcements.

To play with random reinforcements, you will again need a well-shuffled deck of cards. At the beginning of every turn, each player draws a card. If the player draws a face card, he gets reinforcements on the first action of his player turn. If he is to get reinforcements, he then draws another card and receives that card's value multiplied by ten in additional muster points that he can bring onto the battlefield in road column on one the road entrances behind his lines. So, if for his reinforcements, he draws a 4, he would then be entitled to bring on 40 muster points of additional infantry regiments. As above, face cards are worth 50 muster points. This system can be tweaked in many ways, such as having fewer reinforcements come in, or requiring the Union player to draw a black face card to trigger reinforcements and the Confederate player to draw a red face card to trigger theirs.

SCENARIO EXAMPLES

With the use of the *Across a Deadly Field* muster point system and a semi-generic map, many different scenarios can be generated. For example:

Union reinforcements are on the way. (Cory Ring)

MID-1864: AMEETING ENGAGEMENT

Any two-by-four-square space, along the north–south road. The scenario runs for eight turns and the Union wins if inflicts 50 percent or more casualties on the Confederates then it suffers itself. Otherwise the Confederate forces win.

Turn one: An 1864 Union cavalry brigade (60 points) enters from the north edge, while an 1864 Confederate cavalry brigade (40 points) enters from the south edge.

Turn two: A Federal division of 240 points, plus 30 points of corps artillery enters in road column on the north edge.

Turn three: A small Confederate division of 220 points enters in road column on the south edge.

Turn four: All the cavalry withdraws off their respective board edges.

LATE 1864: ATTACK ON THE RICHMOND DEFENSES

This scenario is loosely based on the September 1864 Union attack on one section of the outer Richmond defense known as the battle of New Market Heights. A thin Confederate line of one dismounted cavalry brigade and an elite infantry brigade with good artillery support defended a strong position overlooking a marshy creek. Initially, the Confederates were able to repulse the Federals, but once a break in the defenses had been achieved the Unionist forces were able to take the heights. The battlefield uses a three-by-five-square segment (15 squares) of the game board defined by the following intersections points: 21-22-23-24 and 25-26-27-28. The creek is defined as costing an extra 2 inches of movement to cross, and after any unit crosses it that unit is in disorder. The slopes are gentle and moderate slopes, with movement up them being at half speed (for example, 15mm soldiers in line formation would move 3 inches up slope per action). The brush is treated as broken terrain for movement. The dark-green woods are heavy woods and the light green woods are light woods.

The Confederates have one elite brigade of five six-figure elite regiments with a 2LB brigade

leader, and one brigade of four veteran cavalry dismounted regiments of six figures each with a 1LB leader. In addition to those units the Confederates have one section of 8-inch Columbiad fortress guns plus 48 points of field artillery. The Confederates have a sufficient amount of light works with an abatis in front to cover the entire crest line of the ridge facing south. The Confederates start with all their troops using hidden deployment, with two picket markers per real unit. The Confederate player has to put his units on the board after any of them fires or moves.

The battle of McDowell, by Adam Hook © Osprey Publishing Ltd. Taken from Campaign 258: Shenandoah Valley 1862.

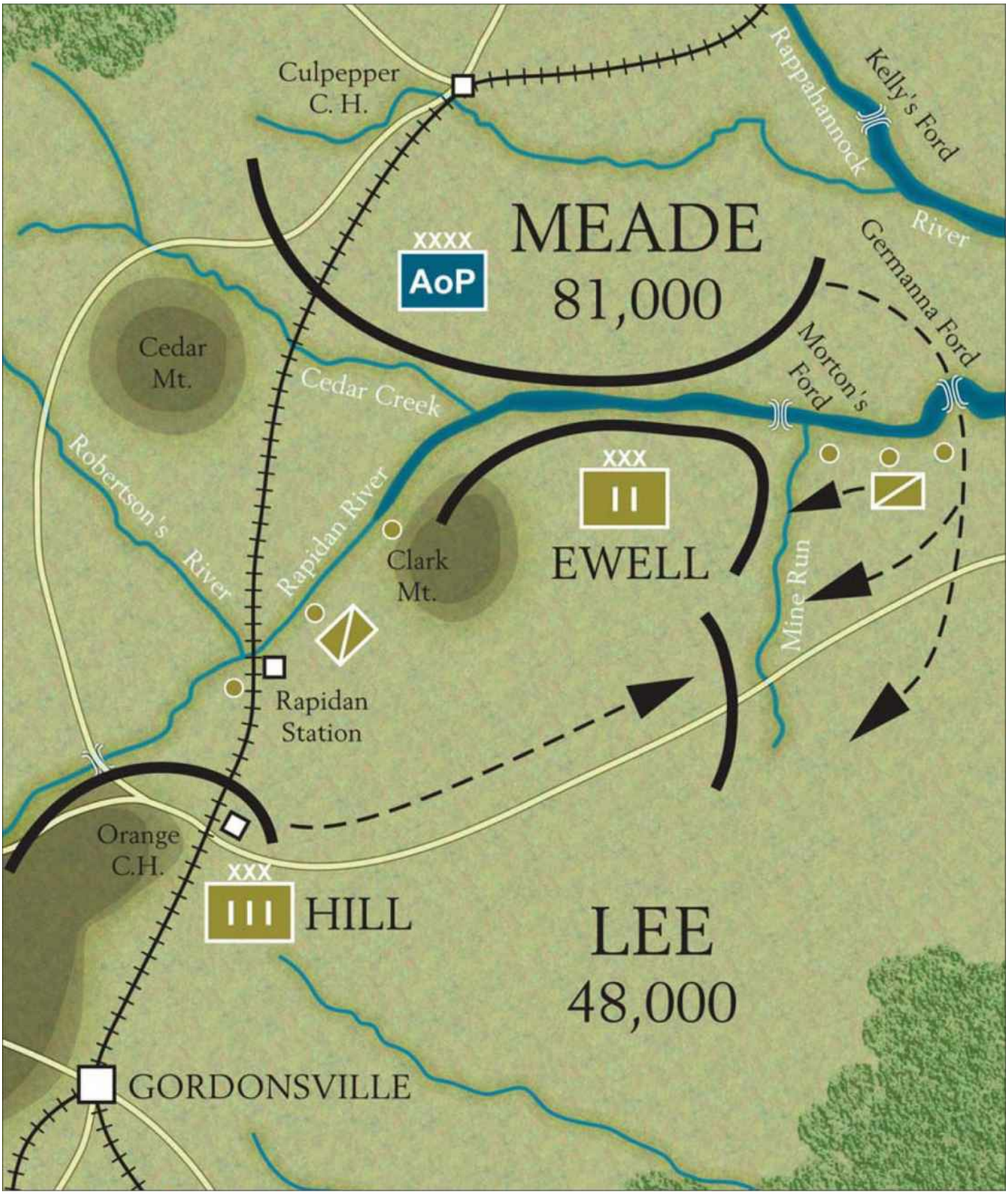
After the Confederates have secretly deployed their forces, the Union player sets up a two-division corps. Each division will have three 60-point brigades. All Union commanders are 1LB leaders. The Union effort is supported by 72 points of corps artillery. The Union can set up anywhere within 6 inches of the south board edge in any formation.

The Union has the initiative throughout the game and has five turns to take the heights. The heights are declared as “taken” if at the end of any one complete turn the Union player has five or more regiments beyond the crest of the bluffs. If that happens, the Confederates abandon the heights and fall back to the inner Richmond defenses, and the Union wins. The Confederates win if after six turns they have prevented the Union victory condition. Historically, this was a hard-fought Union victory.

THE MINE RUN CAMPAIGN, LATE FALL 1863 – A POINT-BASED MINI-CAMPAIGN

In November of 1863 the commander of the Army of the Potomac, Major General George Meade,

believed that Robert E. Lee's defensive line along the Rapidan River could be turned at Germanna and Ely Fords and that II Corps of the Army of Northern Virginia was vulnerable to being rolled up from its right flank. Key to the movement's success was speed. Meade needed to get overwhelming force across the Rapidan River before Lee's army could react. If, however, the movement was detected or delayed before sufficient force could be brought to bear, the Confederates would have time to react and shift their forces so that no advantage would be gained. Unfortunately for the Union, that was exactly what happened, and in a series of moves and countermoves Lee was able to establish a solid defensive line along Mine Run creek and check what might have been an excellent post-Gettysburg opportunity to deliver a hard blow to the Army of Northern Virginia. Finally, in early December, Meade decided that his moment had passed and withdrew back across the Rapidan River, whereupon the Army of the Potomac went into winter quarters until the spring of 1864. By the time the Federal forces withdrew Lee had brought up enough reserves that the Confederates were readying a flank attack of their own, but their enemy had left.



This series of scenarios is loosely based on the sequence of events of that 1863 fall campaign, in that it portrays an initial movement that is detected and responded to, with each side then beginning to rush reinforcements into the area in an attempt to establish decisive force superiority. Sometimes it worked, and sometimes it did not. For the most part, the Federals will have more points – because

they historically had superior numbers – but the Confederates will usually have the advantage of the defense.

SCENARIO 1: BATTLE OF TAN YARD HILL – MORNING, NOVEMBER 25, 1864

On a map, Meade's plan looked promising, but it depended on getting sufficient force across the Rapidan River before the Confederate Cavalry could respond and alert Lee to what was happening. To ascertain the Confederate force in the area and to establish a bridgehead, a single Union cavalry brigade, using a drizzling rain as cover, has crossed the Rapidan at Germanna Ford with orders to probe the Confederate defenses and establish a protected bridgehead suitable for a Union corps to cross.

GAME BOARD

This scenario uses the six board squares defined by the two midpoints 04 and 08.

WEATHER

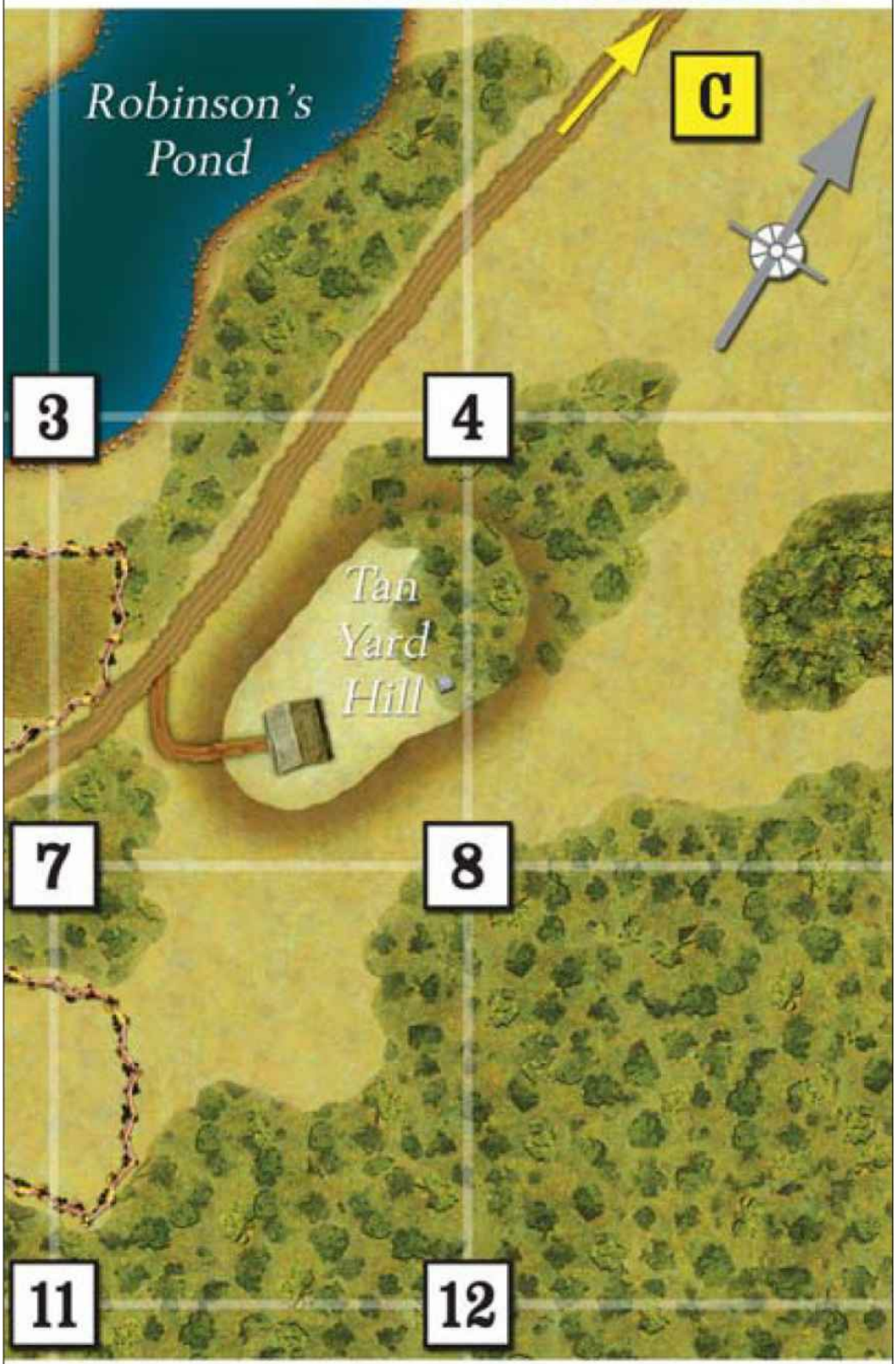
Roll 1D6 for weather. A roll of 1, 2, 3, or 4 means that it has been raining, in which case treat the roads as trails, and trails as broken terrain. A roll of 5 or 6 means the roads and trails are dry.

TERRAIN DESCRIPTION

Tan Yard Hill is a low hill with gentle slopes. Units on Tan Yard Hill can see over buildings, fences, and orchards, but not over the either light or heavy woods.

NORTH EDGE

THE ELY FORD ROAD



SOUTH EDGE

SCENARIO LENGTH

The Union has the initiative and the scenario is five turns long.

VICTORY CONDITIONS

The Union objective is to secure Tan Yard Hill so as to facilitate an unhindered arrival of reinforcements from Ely Ford (road entrance C). The Union wins if after five turns there are no Confederate units in any of the elevated parts of Tan Yard Hill or in the woods immediately adjacent to it. Otherwise, the Confederates win. Either side wins if they can force the other side to immediately retire. Either side is forced to immediately retire after they lose four stands for any reason.

A fresh Union brigade about to engage the thinly stretched Rebels. (Alan Sheward)

THE UNION CAVALRY

For this scenario the Union has the initiative. One Union cavalry brigade of 84 points enters mounted in road column on Turn One using road entrance C, leading to Ely Ford. The Union cavalry brigade may elect to have one battery of 3-inch ordnance rifles – counting against its 84 points total – and/or one unit equipped with repeating carbines. The Union cavalry brigade can have no elite units, and at least one unit must be green or trained. Once they dismount they must remain dismounted for the rest of the game, unless they are forced to retire, in which case they remount and exit the board from road entrance C toward Ely Ford.

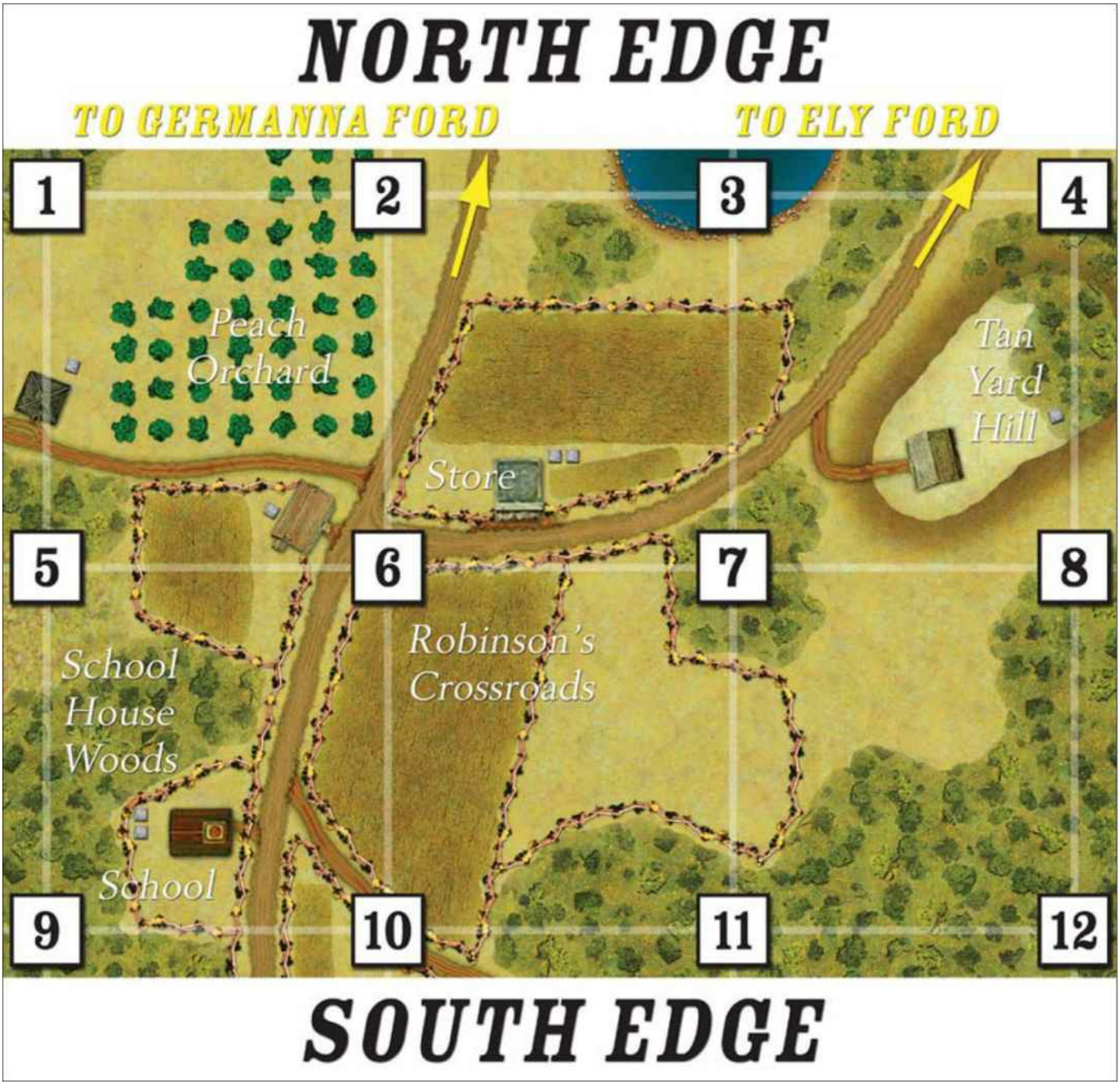
THE CONFEDERATE CAVALRY

The Wade Hampton's Confederate cavalry brigade of 72 points has an initial setup with one mounted or dismounted battalion or regiment on Tan Yard Hill. The Confederates may have one elite unit if they choose, and their commander, Colonel Wade Hampton, is a 2LB leader (worth 10 points). The remaining units, including one limbered artillery battery, the rest of the brigade, and their brigade commander enter mounted onto the board on Turn One on the west edge between board points 07

and 11. The Confederate cavalry starts mounted or dismounted and can mount or dismount only once in the scenario, unless they are forced to retire. They will be forced to mount up and immediately retire off the west edge of the game board if they have four or more stands removed.

SCENARIO 2: "THEY ARE ACROSS!" – MID-DAY, NOVEMBER 25, 1863

This scenario assumes that the first Federal division of the Union III Corps, under Major General David Birney (1LB) and with a small cavalry brigade in the lead, has crossed the Rapidan and is now advancing to establish a position that can be expanded to eventually flank the Confederate II Corps. At the moment all the Confederates have to delay the Federals is Wade Hampton's single cavalry brigade. But the warning has been sent, and Major General Jubal Early's infantry division is hurrying to the defense. The game board uses the six full squares defined by midpoints 06 and 07 as shown above.



IF THE UNION WON SCENARIO 1

Initial Setup: Unable to hold the Tan Yard Hill, Wade Hampton's cavalry brigade has fallen back to the fence line that runs roughly from board points 05-06-07-11, and is now dismounted. The victorious Union brigade – now dismounted – can set up anywhere in the northeast square, where the Tan Yard Hill is located. Having defeated Wade Hampton's highly regarded cavalry brigade, all Union cavalry regiments get a -1 MMP benefit for their first morale check of this scenario.

Entering on Turn One: Birney's Union infantry division (140 points) of two or three brigades and two or three batteries arrives on Turn One. All Union brigade commanders are 1LB leaders, but the division commander can be either a 1LB or a 2LB leader. Each Union brigade may have one elite regiment, but must have at least two trained regiments and one green regiment in each brigade. The Union division enters the game board in road column formation on either road coming from the north edge. Each complete brigade may use either road, and the brigades cannot be split. The artillery must enter together as a single artillery battalion on either road.

Turn Two – Confederate Variable Entry: General Early's division (120 points) enters at the beginning of the Confederate player's turn with a 1D6 roll of 1 or 2 on Turn Two. Any other result (3, 4, 5, or 6) indicates the turn that Early's division does arrive. Early's division arrives in road column on the one road leading off the south edge of the game board. If the Union has accomplished its victory condition before Early arrives, then this scenario is a Union victory and Early does not appear until the next scenario.

IF THE CONFEDERATES WON SCENARIO 1

Initial Confederate Setup: Having won control of Tan Yard Hill, Wade Hampton has set up his artillery battery there with at least one regiment in support. His other regiments are dismounted along the fence line that runs roughly along *board points* 05-06-07-11. Having defeated and driven off the Union cavalry brigade, all of Hampton's brigades get a -1 MMP benefit for the first morale check of the scenario. However, since they are expecting Early's infantry division to be arriving shortly to relieve them, they have not bothered to throw up any hasty breastworks.

Turn Two – Confederate Variable Entry: General Early's division (120 points) enters at the beginning of the Confederate player's turn with a 1D6 roll of 1 or 2 on Turn Two. Any other result (3, 4, 5, or 6) indicates the turn that Early's division does arrive. Early's division arrives in road column on the one road leading off the south edge of the game board. If the Union has accomplished its victory condition before Early arrives, then this scenario is a Union victory and Early does not appear until the next scenario.

The Union Response: The Union divisional and corps commanders were upset that the resistance was unexpectedly heavy along the Ely Ford Road, so they have decided that the entire initial thrust will come from the Germanna Ford roads, at least until the Ely Ford Road can be cleared. Since it appears that the Rebs are present in stronger force than expected, they will have to advance with a little more caution and have decided to move up and attach another brigade to the effort. However, the muddy conditions of the roads may not make this practical.

- Turn one: one brigade of no more than 40 points of Birney's 140-point division as noted above enters in battle order (skirmish, extended line or battle line formation) anywhere on the north edge of the game board, between board point 01 and Robinsons's Pond.
- Turn two: another 40-point brigade and the divisional artillery enters on the Germanna Ford Road (Road B) in road column and limbered.
- Turn three: the last brigade of the above-noted 140-point division arrives on the Germanna Ford Road.
- Also, the attached brigade (40 points) from the second division of III Corps – all trained or green troops and no artillery – rolls for arrival with 1D6. On a roll of 1, 2, or 3 and it arrives now. A roll of 4, 5, or 6 indicates the turn that it will arrive.

WEATHER

Roll 1D6 for weather: a roll of 1, 2, or 3 means that it has been raining, so treat the roads as trails and trails as broken terrain. However, a roll of 4, 5, or 6 means the roads and trails are dry. Historically, it had been raining.

SCENARIO LENGTH

The Union has the initiative and the scenario is seven turns long.

VICTORY CONDITIONS

The Union objective is to secure Robinson's Crossroads along with the roads leading to Germanna and Ely Ford's so as to facilitate an unhindered arrival of fresh troops. The mission is considered successful if after six turns no more than two Confederate units are in any of three northern squares. Otherwise, the Confederates win.

THE UNION CAVALRY

The Union cavalry enters mounted, but once they dismount they must remain dismounted for the rest of the game. Once the Union infantry has reached the crossroads, the Union cavalry remounts and retires off the north edge of the game board.

THE CONFEDERATE CAVALRY

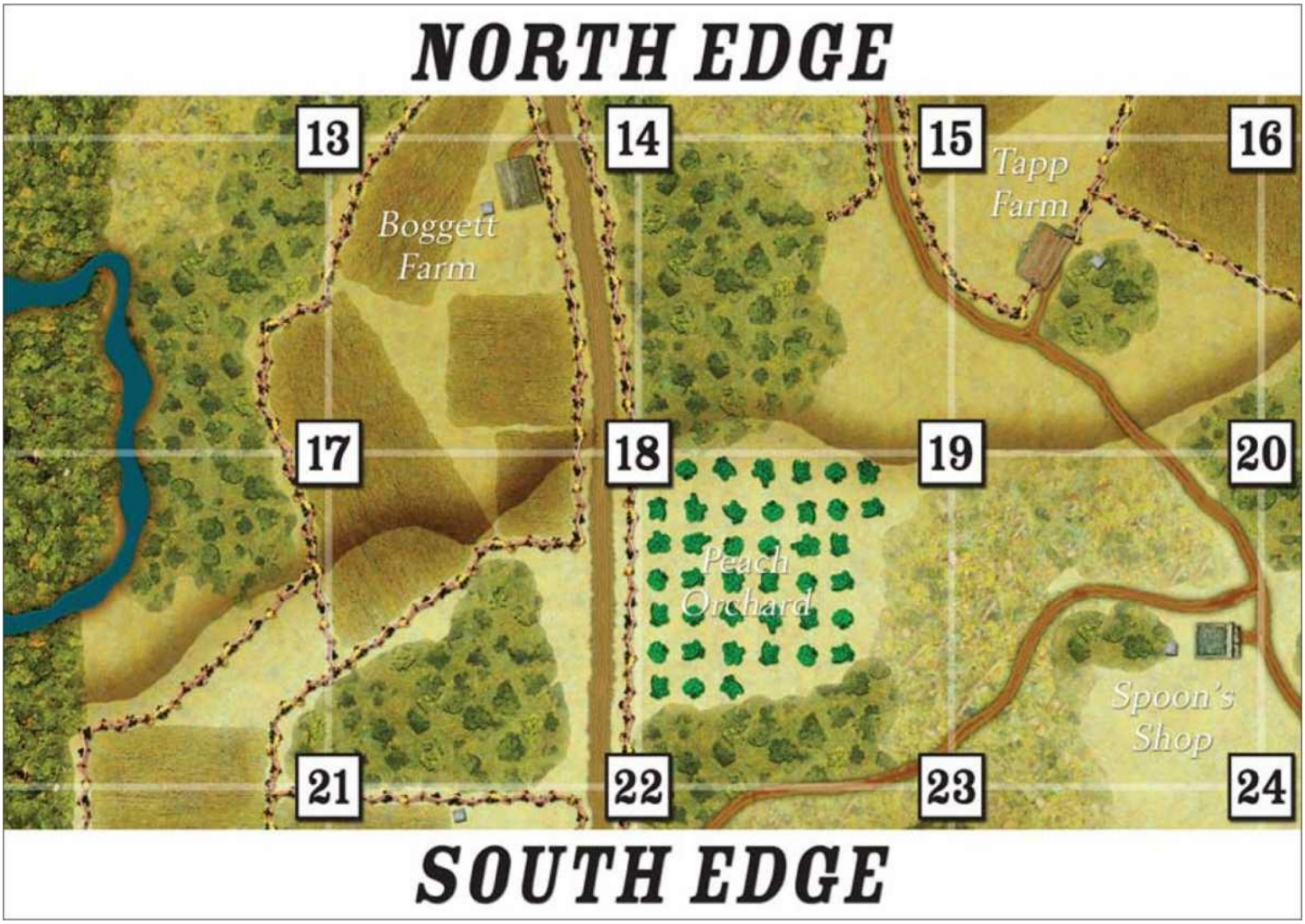
The Confederate cavalry starts mounted or dismounted and can mount or dismount only once in the scenario unit they retire. Once General Jubal Early's entire division is on the game board, the existing cavalry brigade remounts and retires off the south edge of the game board.

SCENARIO 3: "WE'LL HOLD THEM HERE..." – NOVEMBER 26, 1863

Over the night of November 25, the Confederates have retreated to the ridge running across the road with the intent of holding the line there. All through the night they have listened to the rumble of more Unionist men coming up the road. They know that the next day will see a heavy assault against their position. Fortunately, during the night much of General Robert Rode's division has arrived to stiffen the defenses. The game board uses the eight squares adjacent to the intersection points of 17, 18, and 19.

IF THE UNION WON SCENARIO 2

Early's division was roughly handled and has retreated to the ridge line where it has taken up a defensive position. Since it was forced to retreat under pressure it must fight this scenario with all its infantry suffering a +1 modifier to their BMP. It is expected that the victorious Unionists will attack at first light.



IF THE CONFEDERATES WON SCENARIO 2

Early's division gave a good account of itself and was able to give a few of the Federal brigades a good rap before the Confederates retreated in good order to the ridge line. The Federals, having encountered tougher resistance than expected, have taken the morning to reorganize and it is expected that their attack will come around midday. This has given the Confederates enough time to throw up hasty works across the entire front of the ridge.

WEATHER

The weather has cleared and the roads and trails have dried. There are no wet-weather effects.

SCENARIO LENGTH

The Union has the initiative and the scenario lasts for six turns.

VICTORY CONDITIONS

Whichever side wins this third scenario wins the mini-campaign. The Union wins the third scenario if they are able to have six regiments beyond the crest of the ridge at the end of turn six. Confederates win if they can prevent the Union from having six regiments beyond the crest line of the ridge by this time.

THE UNION AND CONFEDERATE CAVALRY

All cavalry has departed.

THE UNION FORCES

Despite some unexpected delays and setbacks the Federals are determined to push the Confederates off their ridge and to continue the advance south. The Union forces set up after the Confederates anywhere within 6 inches of the north edge of the game board. They have all the forces from the

previous fight and have been reinforced with two additional divisions and corps-level artillery battalions. The additional two 70-point brigades of the second division of III Corp are under Brig Gen Henry Prince (1LB). Also available are the three brigades of the third division of III Corps under Brig Gen Joseph Carr (1LB) for a total of 150 points. One brigade must have at least five regiments no better than green or trained. Also, Major General William French (1LB), the commander of III Corps, has arrived. Artillery support is provided by 72 points of artillery from the III Corps artillery brigade.

ORDER OF BATTLE, III CORPS, ARMY OF THE POTOMAC, NOVEMBER 1863

Army of the Potomac, III Corps, Major General William French
1st Division – Maj Gen David Birney
- 1st Brigade – Col Charles Collis – 6 regiments
- 2nd Brigade – Brig Gen John Ward – 7 regiments
- 3rd Brigade – Col Regis de Trobriand – 6 regiments

2nd Division – Brig GenHenry Prince
- 1st Brigade – Col William Blaisdell – 6 regiments
- 2nd Brigade – Col William Brewster – 6 regiments
- 3rd Brigade – Brig Gen Gershom Mott – 5 regiments

3rd Division – Brig Gen Joseph Carr
- 1st Brigade – Brig Gen William H. Morris – 3 regiments
- 2nd Brigade – Col Joseph W. Keifer – 4 regiments
- 3rd Brigade – Col Benjamin Smith – 4 regiments

III Corps, Artillery Brigade – Capt George Randolph – 8 batteries

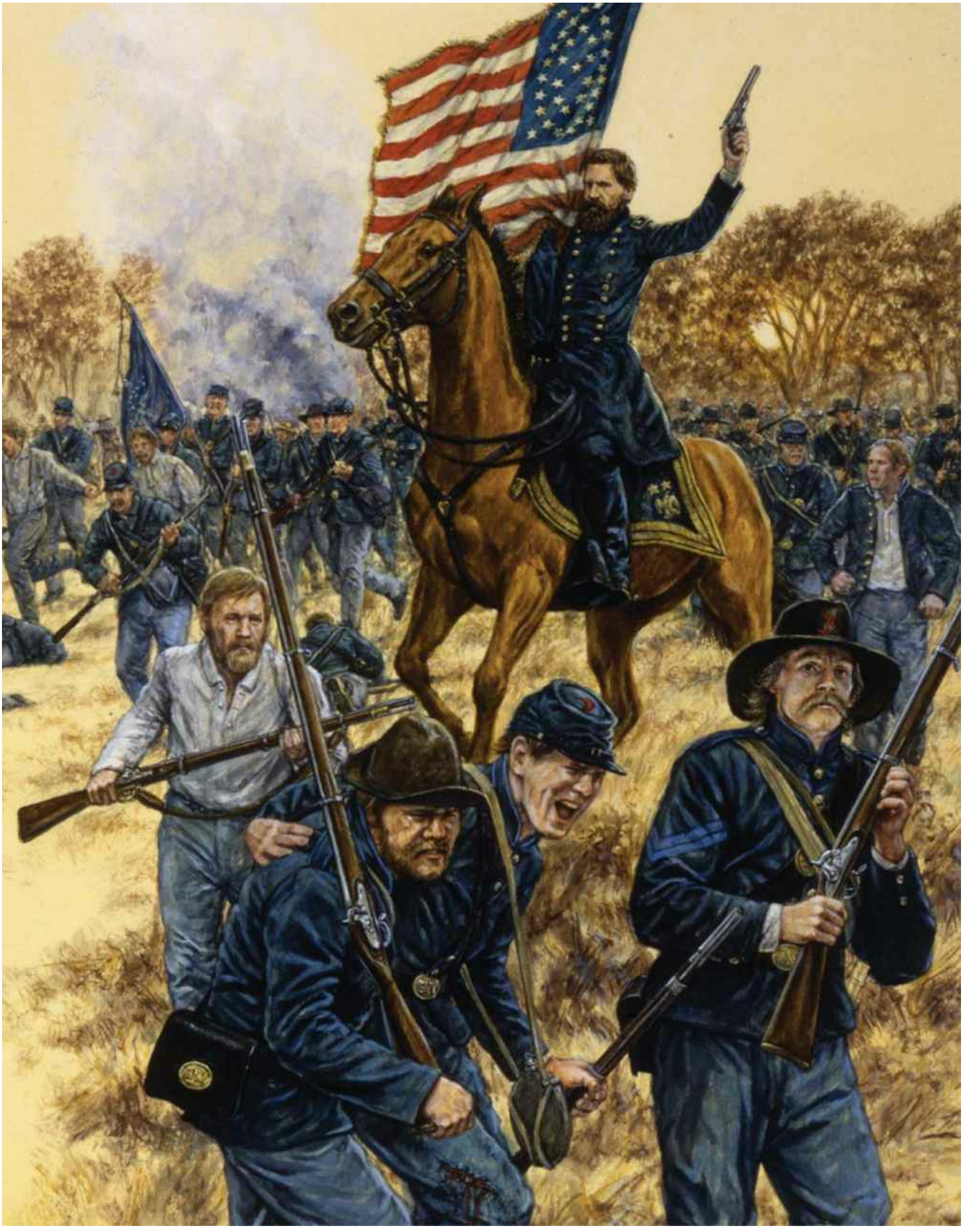
ORDER OF BATTLE, ARMY OF NOTHERN VIRGINIA, II CORPS, EARLY'S AND RODES' DIVISIONS

Early's Division – Brig Gen Harry T. Hays (Early was temporarily commanding the II Corps)
- Peagram's Brigade – Brig Gen John Pegram – 5 regiments
- Gordon's Brigade – Brig Gen John B. Gordon – 6 regiments
- Hay's Brigade – Brig Gen W. Monagham – 5 regiments
- Hoke's Brigade – Lt Col Samuel Tate – 5 regiments

Rodes Division – Maj Gen Robert Rodes
- Daniel's Brigade – Brig Gen Junius Daniel – 5 regiments
- Ramsuer's Brigade – Brig Gen Stephen Ramseur – 4 regiments
- Dole's Brigade – Brig Gen George Doles – 4 regiments
- Battle's Brigade – Col Edward O'Neal – 5 regiments
- Johnston's Brigade – Brig Gen Robert Johnston – 4 regiments

THE CONFEDERATE FORCES

The Confederates have all of the remaining units of Jubal Early's division and have been reinforced by elements of Robert Rodes' division. Rodes' division is a three- or four-brigade 180-point division. The Confederates set up first on the ridge. The ridge is not that steep and going up it is done as if crossing broken terrain. All of Rodes' regiments are veteran or elite. Both General Jubal Early and General Robert Rodes are 1LB leaders. Both Confederate divisions must have at least two batteries of artillery, but no more than five per division.



Howard attempts to rally XI Corps, by Adam Hook © Osprey Publishing Ltd. Taken from

Campaign 55: Chancellorsville 1863.

RULES SUMMARY 1

TURN OVERVIEW AND CHARGE (ALL FIGURE SCALES)

ACROSS A DEADLY FIELD – GAME TURN OVERVIEW

- In any 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. The initiative is almost always defined by the scenario.
- The active units or active unit groups can perform any two concurrent actions. They can fire and move, move and fire, fire twice, move twice, charge, reform from disorder, change formation, or attempt to rally. If routed, the unit must move with their first action and then try to rally with their second action. Elite, veteran, and trained units may change formation by spending half of one movement. Green units take one action to change formation, limber/unlimber, or mount/dismount.
- Any non-active unit or unit group may react once to any fire or any enemy movement of 1 inch or more, provided that the movement can be seen by the unit or a leader that is within his reaction radius of the reacting unit. However, any enemy action that occurs within 2 inches of a non-active unit is considered to be a legal reaction trigger. If an elite or veteran unit is charged, it may also perform a counter-charge. Only one unit or unit group can react per reaction trigger – if the active unit moves another inch, another unit or unit group may react. After performing reaction fire, a unit may still perform desperation fire if a different enemy unit moves within 1 inch of it. However, a unit cannot carry out both reaction fire and desperation fire against the same unit.
- During any portion of a player turn, all morale checks must be taken as soon as required and with immediate results. If a leader is attached to a unit that takes one or more hits, the leader immediately rolls 1D6 for each hit on the unit he was attached to. If a 6 is rolled the leader is killed. Any attached or adjacent unit must then also check morale.
- After one side has completed all unit actions, the other side now has the initiative and becomes active with two actions per unit or unit group, with the opposing side's units now becoming reacting units.

ACTIVE AND REACTIVE UNIT GROUPS

- The active player can designate any adjacent and contiguous units in the same formation as a unit group and by declaring both actions of the group for this turn. A unit group does not have to be permanently defined, but to function as a unit group for this specific player's active turn the units must be of the same type, in the same formation, and must all do the same thing for each of their two concurrent declared actions. If enemy fire breaks up the contiguous unit group, the remaining members of the group will close up and continue the previously declared actions. If a leader is attached to a unit within an active and moving unit group all members may use his leadership benefit leadership as extra movement, equal in inches to his leadership benefit rating. However, only the specific units that the leader is adjacent to are entitled to a morale benefit and only the unit he is attached to is entitled to a firing benefit. The reacting player can declare any adjacent and contiguous units that are in the same formation as a unit group for any one immediate reaction opportunity. For a group reaction, it is not required that these units be previously declared as a unit group.

INFANTRY CHARGE PROCEDURE AND CHARGE IMPACT RESOLUTION

In the case of multiple charges, the active player chooses the order of resolution. Charges are resolved as follows:

Step One: Declare Charge Target and Advance the Charging Units

- A charging infantry unit(s) uses one action and has a required charge bonus (CB) equal to its routed movement. A charging mounted cavalry unit has a CB equal to half of its routed movement (CB½).
- An elite or veteran charging unit will go into disorder once it reaches a point at half of its rolled charge bonus. A trained unit will go into disorder at half of the total charge distance (the regular move plus the charge bonus), and a green unit makes the entire charge in disorder.
- In a charge-versus-charge situation, impact will occur at halfway point in the overlap area (see diagram page 81).

Step Two: Resolve any Enemy Reaction Fire Against the Charging Unit(s)

- As the charging unit(s) gets within range of any enemy unit(s), those unit(s) may make one reaction fire with immediate results, including morale checks. Defending unit(s) 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 to within 1 inch (2 inches for 25mm figures). If the defender wants to perform his reaction fire as a point-blank fire (PBF) or 1-inch close canister fire he must first take a pre-impact fear-of-charge morale check (see step three). A defender can only fire once – reaction fire or a DF – against any one unit during his inactive or reactive phase of the turn. If, when performing the 1D6 Desperation Fire (DF), the defender rolls a 6, then the defender gets to roll an extra 1D6 and add it to the total for a more effective fire.

Step Three: Defender's Pre-Impact Fear-of-Charge Morale Check

- When the charging unit is within 1 inch (2 inches for 25mm figures) of the defender, the defending unit must take an immediate fear-of-charge morale check. This must be done prior to any PBF, DF, or close canister fire.

Step Four: Charge Impact Resolution

- If the charging units have not been stopped by fire, proceed to charge impact resolution. Calculate the final impact value (FIV) of the lead

units in contact as shown below, with the opposing lead unit's MMP modified by its charge morale modifier (CMM) and any positive and/or negative situational morale modifiers (SMMs) as listed. For FIV calculations, the lead charging unit may count up to two contiguous units for support up to a -3 maximum benefit to his to MMP.

Result	Effect
Exact tie	Go to Melee
Win by 1	Attacker stops short. Roll 1D6 for distance in half inches. Both sides fire a "no cost" disordered volley at that range.
Win by 2, 3, or 4	All losing units fall back that many inches*, the lead impact unit loses one figure and all units are in disorder.
Win by 5, 6, or 7	All losing units fall back that many inches*, the lead impact unit loses two** figures and all losers are shaken.
Win by 8, 9, or 10	All losing units fall back that many inches*, the lead impact unit loses three** figures and all losers are routed*
Win by 11 or 12	All losing units – attacker or defender – surrender and are removed from the game.
* If the loser was the attacker he falls back that many half inches. ** Supporting units lose one fewer figures than the lead unit. If the "loser" was the attacker his morale drop is limited to shaken.	

FIV = 2D6 + (lead impact unit's number of figures) – (lead impact unit's MMP)

The highest FIV wins the charge impact resolution with the results detailed in the table below.

All units involved in the impact resolution, including any supporting units, go into disorder after the completion of charge resolutions. If the attackers won, they may advance in disorder, following the defender at up to 1 inch less than he fell back. They may also advance in disorder and impact a new enemy unit if desired, repeating the charge procedure. If the defending unit was the winner, it does not advance but continues to hold its position.

RULES SUMMARY 2

SCALE AND MORALE (ALL FIGURE SCALES)

REGIMENTAL GAME SCALES

- 6mm/10mm figure ground scale = 1 inch equals approximately 100 to 120 yards.
- 15mm/20mm figure ground scale = 1 inch equals approximately 80 to 100 yards.
- 25mm/28mm figure ground scale = 1 inch equals approximately 60 to 80 yards.
- One turn = 30 minutes.
- One infantry figure = 60 men.
- One cavalry figure = 30 men.
- One gun = one battery, with each crew figure equaling one section of two real guns.

Unit Type	BMP 2-stand Units		BMP 3-stand Units		
	2 stands	1 stand	3 stands	2 stands	1 stand
Green	6	12	6	9	12
Trained	5	10	5	7	10
Veteran	4	8	4	6	8
Elite	3	6	3	4	6

Positive Situational Morale Modifiers to a Unit's MMP		Use only the best two
Unit is adjacent (within supporting distance) to a leader*		-(the leader's LB) MMP
Unit is behind	Hasty works	-1 MMP
	Light works	-2 MMP
	Heavy works	-4 MMP
Unit is 6 or more inches behind intervening friendly units		-6 MMP
Infantry unit charging		-1 MMP
Cavalry unit charging		-2 MMP
Unit is supported by adjacent non-shaken, non-skirmishing units		-1 MMP per supporting unit**
Unit is in or directly behind	Cover***	-1 MMP
	Any works	-2 MMP
In a charge situation, the net difference in the number of supporting units between the attacker and the defender is included as a morale modifier for both the defender's fear-of-charge morale check and the charge impact resolution (see pages 50-54).		
* Any applicable leader benefits are over and above the "best two" limitation. ** Up to a maximum of -2 MMP unless in a charge situation, where -3 MMP is a maximum. *** To claim the cover morale benefit from a morale check caused by enemy fire, the cover in question must provide some protective DRM from the fire. Hence, if the target was behind a wooden fence or stone wall it would be entitled to the cover morale benefit from infantry fire, but not from artillery fire. If a hill is blocking line of sight between a friendly unit and any enemy units then the friendly unit can claim the cover morale benefit. A unit does not get this benefit if the cover is not between it and any visible enemy unit within normal range.		

THE BASIC MORALE POINT (BMP) AND THE MODIFIED MORALE POINT (MMP)

Each ADF unit has a BMP based on its training and combat experience as so:

- **BMP = 3:** An elite unit with a solid record of proven combat experience over many battles.
- **BMP = 4:** A veteran unit that is a well-trained formation with some combat experience.
- **BMP = 5:** A trained unit with two or three months of training, but no combat experience.
- **BMP = 6:** A green unit with minimal training and no combat experience.

A one-stand unit is considered to be depleted and is always considered to be in disorder.

If an unit is depleted its BMP is doubled; but it does not suffer the additional +2 MMP disorder penalty.

Negative Situational Morale Modifiers To a Unit's MMP		Use only the worst two
Enfilade fire		**From artillery fire/other fire**
Enfilade against unlimbered artillery	Fire from partial flank	+2/+1 MMP
	Fire from full flank	+3/+2 MMP
	Fire from rear	+4/+3 MMP
Enfilade against columns and limbered	Fire from side	+2/+1 MMP

artillery	Fire from front	+3/+2 MMP
	Fire from rear	+4/+3 MMP
Enfilade fire against all infantry lines	Fire from partial flank	+2/+1 MMP
	Fire from full flank	+3/+2 MMP
	Fire from rear	+4/+3 MMP
Other negative situational morale modifiers		
Unit is within 1 inch* of a non-shaken, non-skirmishing enemy unit**		+1 MMP
Per each regiment "eliminated" from the same brigade		+1 MMP
If a brigade, division or corps leader is killed***		+1 MMP
Regiment is a merged regiment (use original BMP of best unit)		+2 MMP
Unit is charged by infantry	On partial flank	+2 MMP
	On full flank or rear	+4 MMP
Unit is charged by cavalry	On partial flank	+3 MMP
	On full flank or rear	+6 MMP
The charge morale modifier (CMM) is a morale modifier used in a charge or impact situation. It shows the relative strength of this formation in a charge or in an impact situation, with high CMM numbers being bad. The net CMM difference is added to a unit's MMP for impact-related morale, including the defender's pre-impact morale check. For details see Charge and Impact Resolution.		
* **Optional Rule:** If using 25mm or larger figures, treat all "1-inch" distances as "2 inches." ** The +1 MMP modifier does not apply if the enemy unit is an unsupported artillery battery. *** The maximum modifier for units with leaders killed is +3.		

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 this becomes its MMP, which is then used for all morale checks or rally attempts. A unit's MMP is calculated as follows:

MMP = BMP + unit morale level + the two best and the two worst situational morale modifiers (SMM) + any leader benefit (LB)

A unit's morale level is quantified as follows:

- Unit is in good order (+0)
- Unit is not depleted and in disorder (+2)
- Unit is shaken (+4)
- Unit is routed (+6)

In any situation, a unit can never have an MMP better than "0" or worse than "12".

In addition, any applicable fire combat results (FCRs) and morale-check modifiers (1MC, 2MC, or 3MC) are included in the MMP.

WHEN TO CHECK MORALE

A unit must check morale with immediate results following any of the situations listed below:

- When the unit is required by a fire combat result (FCR) to take a morale check (MC) or a 1MC, 2MC or 3MC.
- If the unit is within 1 inch of a unit that was eliminated by casualties or surrendered (see below) or is within 1 inch of a leader that was killed, it must check morale immediately following that event.
- If the unit was passed *within 1 inch* by a routing unit.
- If the unit is defending against a charge, it must take a *pre-impact morale check* as soon as the charge gets within 1 inch of it, *with* the +1 MMP penalty of being within 1 inch of an enemy unit.

Morale/Rally Result	Effect
Roll a natural 2	Elite units are immediately shaken. All others are immediately routed.
	Elite units go immediately into disorder. All others are immediately

Roll a natural 3	shaken.
Roll 5 or more less than MMP	Drop two morale levels, unit falls back in inches equal to what it failed its morale check roll by.*
Roll 1 to 4 less than MMP	Drop one morale level, unit falls back in inches equal to what it failed its morale check roll by.*
Roll exactly its MMP	No morale change, unit stays the same, even if already routed.
Roll 1 to 4 higher than its MMP	Unit improves by one morale level.
Roll 5 or higher than MMP	Unit improves by two morale levels.
Roll a natural 12	Unit goes to “good order” and recovers a figure or gun.
* If the unit was mounted cavalry that failed a MC, it falls back twice in inches (three times if using 25mm miniatures) by what it failed by.	

MORALE CHECK AND RALLY RESULTS

The unit rolls 2D6, attempting to match or roll higher than its current MMP, with immediate results as shown below. The procedure and the results are the same for both rally attempts and morale checks.

IF ARTILLERY ROUTS

If the rout roll is even, the guns are abandoned. If odd, the guns limber up and leave limbered, but routed.

RULES SUMMARY 3

FIRE PROCEDURES (ALL FIGURE SCALES)

Infantry Fire Procedure	All benefits and penalties are cumulative
Infantry combined fire	up to 16 figures or 18 FP
Normal range (NR), as noted	FP + 2D6
Long range (LR), 2x normal range	FP + 1D6
Short range (SR), under 1 inch*	FP + 3D6
Point-blank fire (PBF), only against a charge	FP + 4D6
All melees	FP + 5D6
Firer in disorder (DO)	½FP
Firing out of farms or villages	½FP
Firer is shaken or using area fire	½FP & 1 less die
Firer is in skirmishing formation	½FP & 1 less die
Desperation fire (DF)	FP + 1D6
Smoothbore muskets, only at PBF	+1 DRM
Infantry is elite	+1 DRM
Infantry is green	-1 DRM
Opening infantry volley (not for green units)	+2 DRM
***Optional Rule:** If using 25mm or larger figures, treat all "1-inch" distances as "2 inches."	

Artillery Fire Procedure	All benefits and penalties are cumulative
Deliberate artillery fire (only normal or long-range fire)	+2 DRM & costs 2 actions
Artillery combined fire	up to six sections or 18 FP
Long range (LR), 2x normal range	FP + 1D6
Short range (SR), under 1 inch*	FP + 3D6
Smoothbore canister (PBF)*	FP + 4D6 (FP + 5D6)
Rifled artillery canister (PBF)*	FP + 3D6 (FP + 4D6)
Artillery in disorder (DO)	½FP
Artillery is shaken or using area fire	½FP & 1 less die
Artillery is elite	+1 DRM
Artillery is green	-1 DRM
***Canister range:** 2 inches for 10mm, 3 inches for 15mm, 4 inches for 25mm. But PBF canister range for all scales against a charge is 1 inch.	

Cavalry Fire Procedure	All benefits and penalties are cumulative
Cavalry combined fire	up to 12 figures or 14 FP
Normal range (NR), as noted	FP + 2D6
Long range (LR), 2x normal range	FP + 1D6
Short range (SR), under 1 inch*	FP + 3D6
Point-blank fire (PBF), in a charge	FP (+ Pistols FP) + 4D6

Point-blank fire (PBF), in a melee	FP (+ Pistols FP) + 5D6
Firer in disorder (DO)	½FP
Firer is shaken or using area fire	½FP & 1 less die
Firer is elite	+2 DRM
Firer is green	-2 DRM
Opening volley (dismounted only)	+1 DRM
Cavalry operating as skirmishers or in column	Treat as infantry
***Optional Rule:** If using 25mm or larger figures, treat all "1-inch" distances as "2 inches."	

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+
Infantry Fire				MC	MC	1MC	2MC	2MC	1H	1H	1H	2H	2H	2H	3H	3H	4H	4H
Artillery Fire		MC	MC	MC	1MC	1MC	1MC	2MC	2MC	2MC	1H	1H	1H	2H	2H	3H	3H	4H
Cavalry Fire								MC	MC	1MC	1MC	2MC	2MC	1H	2H	2H	3H	4H

Fire Combat Results (FCR)

MC: Morale Check – 1MC or 2MC is a morale check with a +1 or +2 to the unit's MMP.
1H: 1 Hit – lose a figure or a gun section – and a 2MC morale check.
2H, 3H or 4H: 2, 3 or 4 Hits – lose that many figures or gun sections – and take a 2MC, 3MC or 4MC morale check per the number of hits.
Pass through fire: Extends through two units for infantry fire, three units for artillery. Same roll, -2 DRM per unit passed through.

Beneficial Fire Target DRMs	Use only the best two From artillery fire/other fire
Target is in light woods or orchards*	0/-1 DRM
Target is in heavy woods*	-1/-2 DRM
Target is in hasty works*	-2/-2 DRM
Target is in light works*	-3/-3 DRM
Target is in heavy works*	-4/-4 DRM
Target is behind wood fence*	0/-1 DRM
Target is behind stone wall*	0/-2 DRM
Target is in farms or villages (no other 'good' DRMs)*	-1/-3 DRM
Target is unlimbered artillery**	-3/-3 DRM
Target is infantry in extended line	-2/-1 DRM
Target is infantry skirmishers	-5/-3 DRM
Target is 2+ inches behind infantry skirmishers	-3/-2 DRM
Target is elite unit	-1/-1 DRM
Target is dismounted cavalry in line	-1/0 DRM
Target is dismounted cavalry skirmishers	-4/-2 DRM
*No fire or morale cover benefits if charging. ** Not applicable against any enfilade fire.	

Detrimental Fire Target DRMs	Use only the worst two From artillery fire/other fire	
	From side fire*	+2/+1 DRM

All road or attack columns	From front or rear fire*	+3/+2 DRM
All lines	From partial flank fire*	+2/+1 DRM
	From full flank fire*	+3/+2 DRM
Unlimbered artillery	From partial flank fire*	+2/+1 DRM
	From full flank fire*	+3/+2 DRM
Limbered artillery	From side fire*	+2/+1 DRM
	From front or rear fire*	+3/+2 DRM
Target is any artillery fired on by rifled artillery		+1/0 DRM
Target is in disorder**		+3/+2 DRM
Target is a trained unit		+1/0 DRM
Target is a green unit		+2/+1 DRM
Target is mounted cavalry	Not charging	+5/+4 DRM
	Charging	+3/+2 DRM

* Enfilade fire: No enfilade or flank fire DRMs from or at skirmishers, or at long range.
** No enfilade fire against disorder. No target disorder penalty for depleted units.

10MM REFERENCE CHARTS

10mm Infantry Firepower Points (FP)								
Infantry Weapons	**Inf NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	2	2	3	4	5	6	7	8
Smoothbore Muskets*	1	2	3	4	5	6	7	7
Mixed Muskets (MM)	2	2	3	4	5	5	6	6
Spencer/ Henry Repeating Rifles	3	3	4	6	7	9	10	11
Colt Revolving Rifles	2	3	4	5	6	8	9	10
Sharps BL Rifles	3	3	4	5	6	7	8	9
Sharpshooter R/Ms	3	2	3	4	5	6	7	8
Old Flintlocks	1	1	2	3	3	4	4	5
* Smoothbore Muskets get a +1 DRM using point-blank fire (PBF) to represent the use of buck-and-ball ammunition.								

10mm Infantry Movement and Charge Morale Modifiers (CMM)								
Infantry Formations	**CMM**	**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
Battle Line	NC	NA	NA	5	4	1	3	2
Extended Line	+1	NA	NA	6	5	1	4	3
Skirmishers	+6	NA	NA	7	6	2	5	3
Attack Column	-2	NA	NA	6	5	2	4	3
Road Column	+2	10	8	7	6	2	5	3
Disorder – Dis(2x)	+3	6	5	4	3	1	2	1
Shaken	+6	5	4	3	3	1	2	1
Routed – CB½	Surrender	2D6	2D6	2D6	2D6	1D6	1D6	1D6
Dis(2x): Disengage at twice the disorder movement rate. All fire against a disengaging unit loses one die. **CB½:** Charge Bonus is ½ of the routed movement rate								

10mm Cavalry Firepower Points (FP)								
Cavalry Weapons	**Cav NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	2	1	2	3	4	5	6	7
Mixed Weapons	1	1	2	3	4	5	6	7
Shotguns*	½	2	3	4	5	6	7	8
Repeating Carbines	1	3	4	5	6	7	8	9
Sharps BL Carbines	2	2	3	4	5	6	7	7
Other BL Carbines	1	2	3	4	5	5	6	6
ML Carbines	1	1	2	3	4	4	5	5
Pistols*	½	1	1	2	3	4	5	6
* PBF only.								

Cavalry Formations	**CMM**		**10mm Cavalry Movement (Mounted / Dismounted)**						
	Mtd	**Dmtd**	**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
Cavalry Line	-1	+1	NA	NA	8 / 5	6 / 4	1 / 1	4 / 3	2 / 2
Skirmishing	+5	+6	NA	NA	10 / 7	9 / 6	3 / 2	7 / 5	5 / 3
Double Line	-2	NC	NA	NA	9 / 5	7 / 4	1 / 1	5 / 3	3 / 2
Road Column or Leader	+1	+3	14 / 9	12 / 8	10 / 7	8 / 5	2 / 2	6 / 4	4 / 3
Disorder – Dis(2x)	+2	+4	9 / 6	7 / 5	6 / 4	5 / 3	2 / 1	4 / 2	3 / 2
Shaken	+5	+6	7 / 5	6 / 4	5 / 3	4 / 2	1 / 1	3 / 2	2 / 1
Routed – CB½	SR	SR	3D6 / 2D6	3D6 / 2D6	3D6 / 2D6	3D6 / 2D6	1D6 / 1D6	2D6 / 1D6	1D6 / 1D6

Dis(2x): Disengage at twice the disorder movement rate
CB½: Charge Bonus is ½ of the routed movement rate

Artillery Types	**Artillery NR**	**10mm Artillery Firepower (FP) (Union / Confederate)**		
Smoothbore Battery		**1 sec**	**2 secs**	**3 secs**
6-pounder gun	7	2 / 2	3 / 3	5 / 4
12-pounder Napoleon	8	3 / 3	5 / 4	8 / 7
12-pounder howitzer	6	3 / 3	5 / 4	8 / 7
24-pounder howitzer	7	4 / 4	7 / 6	11 / 10
Rifled Battery		**1 sec**	**2 secs**	**3 secs**
10-pounder Parrott Rifle	13	3 / 3	5 / 4	8 / 7
3-inch Ordnance Rifle	12	3 / 3	6 / 5	9 / 8
14-pounder James Rifle	11	3 / 3	6 / 5	9 / 8
BL Whitworth Rifle	18	3 / 3	5 / 5	8 / 8
6-pounder Wiard Rifle	11	2 / 2	4 / 4	6 / 5

20-pounder Parrott Rifle	14	4 / 4	7 / 6	11 / 10
30-pounder Parrott Rifle	16	5 / 5	8 / 7	12 / 11
Mixed Gun Battery	10	3 / 3	5 / 4	8 / 7
All Routed Artillery	None	None	None	None

10mm canister range is 2 inches, PBF canister range is 1 inch.

Artillery Types	Artillery NR	10mm Artillery Movement (Limbered / Unlimbered)						
Smoothbore Battery		**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
6-pounder gun	7	13 / 3	10 / 2	8 / 2	7 / 2	2 / 1	4 / 2	3 / 1
12-pounder Napoleon	8	12 / 2	8 / 2	7 / 2	6 / 2	1 / 1	3 / 2	2 / 1
12-pounder howitzer	6	12 / 3	9 / 2	8 / 2	7 / 1	1 / 1	3 / 2	2 / 1
24-pounder howitzer	7	11 / 2	7 / 1	6 / 1	5 / 1	1 / 1	3 / 2	2 / 1
Rifled Battery		**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
10-pounder Parrott Rifle	13	13 / 3	10 / 2	8 / 2	7 / 2	1 / 1	3 / 2	2 / 1
3-inch Ordnance Rifle	12	13 / 3	10 / 2	8 / 2	7 / 2	2 / 1	4 / 2	3 / 1
14-pounder James Rifle	11	13 / 2	8 / 2	7 / 2	6 / 2	1 / 1	3 / 2	2 / 1
BL Whitworth Rifle	18	12 / 3	9 / 2	8 / 2	7 / 2	1 / 1	3 / 2	2 / 1
6-pounder Wiard Rifle	11	13 / 3	10 / 2	8 / 2	7 / 2	1 / 1	3 / 2	2 / 1
20-pounder Parrott Rifle	14	11 / 2	7 / 1	6 / 1	5 / 1	1 / 1	3 / 2	2 / 1
30-pounder Parrott Rifle	16	9 / 1	6 / 1	5 / 1	4 / 1	0 / 0	2 / 2	2 / 1
Mixed Gun Battery	10	13 / 2	8 / 2	7 / 2	6 / 2	1 / 1	3 / 2	2 / 1
All Routed Artillery*	None	3D6	2D6	2D6	2D6	Abandon	1D6	2 inches

* Only on the turn that artillery routs: if the roll is even, the guns are abandoned and eliminated. If the roll is odd the guns limber up and rout the rolled distance. If routing as limbered, on all other turns roll for routed limbered distance.

15MM REFERENCE CHARTS

15mm Infantry Firepower Points (FP)								
Infantry Weapons	**Inf NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	3	2	3	4	5	6	7	8
Smoothbore Muskets*	2	2	3	4	5	6	7	7
Mixed Muskets (MM)	3	2	3	4	5	5	6	6
Spencer/ Henry Repeating Rifles	4	3	4	6	7	9	10	11
Colt Revolving Rifles	3	3	4	5	6	8	9	10
Sharps BL Rifles	4	3	4	5	6	7	8	9
Sharpshooter R/Ms	4	2	3	4	5	6	7	8
Old Flintlocks	2	1	2	3	3	4	4	5
* Smoothbore Muskets get a +1 DRM using point-blank fire (PBF) to represent the use of buck-and-ball ammunition.								

15mm Infantry Movement and Charge Morale Modifiers (CMM)								
Infantry Formations	**CMM**	**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
Battle Line	NC	NA	NA	6	5	1	4	2
Extended Line	+1	NA	NA	7	6	1	5	3
Skirmishers	+6	NA	NA	9	7	3	6	4
Attack Column	-2	NA	NA	7	6	2	5	3
Road Column	+2	13	11	9	7	2	6	4
Disorder – Dis(2x)	+3	6	5	4	3	1	2	1
Shaken	+6	5	4	3	3	1	2	1
Routed – CB½	Surrender	2D6	2D6	2D6	2D6	1D6	1D6	1D6
Dis(2x): Disengage at twice the disorder movement rate. All fire against a disengaging unit loses one die. **CB½:** Charge Bonus is ½ of the routed movement rate								

15mm Cavalry Firepower Points (FP)								
Cavalry Weapons	**Cav NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	3	1	2	3	4	5	6	7
Mixed Weapons	2	1	2	3	4	5	6	7
Shotguns*	1	2	3	4	5	6	7	8
Repeating Carbines	2	3	4	5	6	7	8	9
Sharps BL Carbines	3	2	3	4	5	6	7	7
Other BL Carbines	2	2	3	4	5	5	6	6
ML Carbines	1	1	2	3	4	4	5	5
Pistols*	1	1	1	2	3	4	5	6
* PBF only.								

Cavalry Formations	**CMM**		**15mm Cavalry Movement (Mounted / Dismounted)**						
	Mtd	**Dmtd**	**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
Cavalry Line	-1	+1	NA	NA	10 / 6	8 / 5	1 / 1	6 / 4	4 / 3
Skirmishing	+5	+6	NA	NA	14 / 8	12 / 6	3 / 2	9 / 6	7 / 4
Double Line	-2	NC	NA	NA	11 / 7	9 / 6	1 / 1	5 / 4	4 / 3
Road Column or Leader	+1	+3	16 / 7	13 / 6	10 / 5	8 / 5	2 / 2	6 / 4	4 / 3
Disorder – Dis(2x)	+2	+4	10 / 6	8 / 5	6 / 4	5 / 3	2 / 1	4 / 2	3 / 2
Shaken	+5	+6	8 / 5	6 / 4	5 / 3	4 / 2	1 / 1	3 / 2	2 / 1
Routed – CB½	SR	SR	3D6 / 2D6	3D6 / 2D6	3D6 / 2D6	3D6 / 2D6	1D6 / 1D6	2D6 / 1D6	1D6 / 1D6

Dis(2x): Disengage at twice the disorder movement rate
CB½: Charge Bonus is ½ of the routed movement rate

Artillery Types	**Artillery NR**	**15mm Artillery Firepower (FP) (Union / Confederate)**		
Smoothbore Battery		**1 sec**	**2 secs**	**3 secs**
6-pounder gun	10	2 / 2	3 / 3	5 / 4
12-pounder Napoleon	13	3 / 3	5 / 4	8 / 7
12-pounder howitzer	10	3 / 3	5 / 4	8 / 7
24-pounder howitzer	12	4 / 4	7 / 6	11 / 10
Rifled Battery		**1 sec**	**2 secs**	**3 secs**
10-pounder Parrott Rifle	18	3 / 3	5 / 4	8 / 7
3-inch Ordnance Rifle	17	3 / 3	6 / 5	9 / 8
14-pounder James Rifle	16	3 / 3	6 / 5	9 / 8
BL Whitworth Rifle	26	3 / 3	5 / 5	8 / 8
6-pounder Wiard Rifle	14	2 / 2	4 / 4	6 / 5

20-pounder Parrott Rifle	20	4 / 4	7 / 6	11 / 10
30-pounder Parrott Rifle	22	5 / 5	8 / 7	12 / 11
Mixed Gun Battery	14	3 / 3	5 / 4	8 / 7
All Routed Artillery	None	None	None	None

15mm canister range is 3 inches, PBF range is 1 inch.

Artillery Types	Artillery NR	15mm Artillery Movement (Limbered / Unlimbered)						
Smoothbore Battery		**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
6-pounder gun	10	16 / 4	13 / 3	11 / 3	9 / 3	2 / 1	6 / 2	4 / 1
12-pounder Napoleon	13	14 / 3	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
12-pounder howitzer	10	15 / 3	12 / 2	10 / 2	8 / 1	3 / 1	6 / 1	4 / 1
24-pounder howitzer	12	14 / 2	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
Rifled Battery		**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
10-pounder Parrott Rifle	18	14 / 3	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
3-inch Ordnance Rifle	17	15 / 4	11 / 3	11 / 2	9 / 2	2 / 1	6 / 2	4 / 1
14-pounder James Rifle	16	14 / 2	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
BL Whitworth Rifle	26	15 / 4	11 / 2	11 / 2	9 / 2	2 / 1	6 / 2	4 / 1
6-pounder Wiard Rifle	14	16 / 4	13 / 3	11 / 3	9 / 3	2 / 1	6 / 2	4 / 1
20-pounder Parrott Rifle	20	13 / 2	10 / 1	7 / 1	6 / 1	1 / 0	4 / 1	2 / 1
30-pounder Parrott Rifle	22	10 / 1	7 / 1	5 / 1	4 / 1	0 / 0	3 / 1	1 / 0
Mixed Gun Battery	14	14 / 2	10 / 3	9 / 2	8 / 2	2 / 1	5 / 1	3 / 1
All Routed Artillery*	None	3D6	2D6	2D6	2D6	Abandon	1D6	2 inches

* Only on the turn that artillery routs: if the roll is even, the guns are abandoned and eliminated. If the roll is odd the guns limber up and rout the rolled distance. If routing as limbered, on all other turns roll for routed limbered distance.

25MM REFERENCE CHARTS

25mm Infantry Firepower Points (FP)								
Infantry Weapons	**Inf NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	4	2	3	4	5	6	7	8
Smoothbore Muskets*	3	2	3	4	5	6	7	7
Mixed Muskets (MM)	4	2	3	4	5	5	6	6
Spencer/ Henry Repeating Rifles	5	3	4	6	7	9	10	11
Colt Revolving Rifles	4	3	4	5	6	8	9	10
Sharps BL Rifles	5	3	4	5	6	7	8	9
Sharpshooter R/Ms	5	2	3	4	5	6	7	8
Old Flintlocks	3	1	2	3	3	4	4	5
* Smoothbore Muskets get a +1 DRM using point-blank fire (PBF) to represent the use of buck-and-ball ammunition.								

25mm Infantry Movement and Charge Morale Modifiers (CMM								
Infantry Formations	**CMM**	**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
Battle Line	NC	NA	NA	8	7	2	5	3
Extended Line	+1	NA	NA	9	8	2	6	4
Skirmishers	+6	NA	NA	11	9	3	7	5
Attack Column	-2	NA	NA	9	8	2	6	4
Road Column	+2	15	13	12	9	2	7	5
Disorder – Dis(2x)	+3	8	7	6	5	1	4	2
Shaken	+6	7	6	5	4	1	3	2
Routed – CB½	Surrender	2D6	2D6	2D6	2D6	1D6	1D6	1D6
Dis(2x): Disengage at twice the disorder movement rate. All fire against a disengaging unit loses one die. **CB½:** Charge Bonus is ½ of the routed movement rate								

25mm Cavalry Firepower Points (FP)								
Cavalry Weapons	**Cav NR**	**2 figures**	**3 figures**	**4 figures**	**5 figures**	**6 figures**	**7 figures**	**8 figures**
Rifle-Muskets (R/M)	4	1	2	3	4	5	6	7
Mixed Weapons	3	1	2	3	4	5	6	7
Shotguns*	1	2	3	4	5	6	7	8
Repeating Carbines	3	3	4	5	6	7	8	9
Sharps BL Carbines	4	2	3	4	5	6	7	7
Other BL Carbines	3	2	3	4	5	5	6	6
ML Carbines	2	1	2	3	4	4	5	5
Pistols*	1	1	1	2	3	4	5	6
* PBF only.								

Cavalry Formations	**CMM**		**25mm Cavalry Movement (Mounted / Dismounted)**						
	Mtd	**Dmtd**	**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
Cavalry Line	-1	+1	NA	NA	12 / 9	10 / 8	2 / 2	8 / 6	5 / 4
Skirmishing	+5	+6	NA	NA	15 / 11	12 / 9	3 / 3	9 / 7	7 / 5
Double Line	-2	NC	NA	NA	11 / 9	9 / 8	2 / 2	5 / 6	4 / 4
Road Column or Leader	+1	+3	19 / 14	16 / 12	13 / 11	10 / 9	2 / 2	8 / 6	5 / 4
Disorder – Dis(2x)	+2	+4	12 / 8	10 / 7	8 / 6	6 / 4	3 / 2	5 / 3	4 / 3
Shaken	+5	+6	10 / 7	9 / 6	8 / 6	7 / 3	2 / 1	5 / 2	3 / 1
Routed – CB½	SR	SR	3D6 / 3D6	3D6 / 3D6	3D6 / 3D6	3D6 / 3D6	1D6 / 1D6	2D6 / 2D6	1D6 / 1D6

Dis(2x): Disengage at twice the disorder movement rate
CB½: Charge Bonus is ½ of the routed movement rate

Artillery Types	**Artillery NR**	**25mm Artillery Firepower (FP) (Union / Confederate)**		
Smoothbore Battery		**1 sec**	**2 secs**	**3 secs**
6-pounder gun	13	2 / 2	3 / 3	5 / 4
12-pounder Napoleon	17	3 / 3	5 / 4	8 / 7
12-pounder howitzer	13	3 / 3	5 / 4	8 / 7
24-pounder howitzer	15	4 / 4	7 / 6	11 / 10
Rifled Battery		**1 sec**	**2 secs**	**3 secs**
10-pounder Parrott Rifle	23	3 / 3	5 / 4	8 / 7
3-inch Ordnance Rifle	22	3 / 3	6 / 5	9 / 8
14-pounder James Rifle	21	3 / 3	6 / 5	9 / 8
BL Whitworth Rifle	34	3 / 3	5 / 5	8 / 8
6-pounder Wiard Rifle	18	2 / 2	4 / 4	6 / 5

20-pounder Parrott Rifle	26	4 / 4	7 / 6	11 / 10
30-pounder Parrott Rifle	28	5 / 5	8 / 7	12 / 11
Mixed Gun Battery	18	3 / 3	5 / 4	8 / 7
All Routed Artillery	None	None	None	None

25mm canister range is 4 inches, PBF canister range is 1 inch (optional: 2 inches).

Artillery Types	Artillery NR	25mm Artillery Movement (Limbered / Unlimbered)						
Smoothbore Battery		**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
6-pounder gun	13	20 / 5	17 / 4	14 / 4	12 / 3	3 / 1	8 / 2	5 / 1
12-pounder Napoleon	17	18 / 3	13 / 3	12 / 2	10 / 2	2 / 1	7 / 1	4 / 1
12-pounder howitzer	13	19 / 3	16 / 3	13 / 3	11 / 2	3 / 1	8 / 2	5 / 1
24-pounder howitzer	15	18 / 3	13 / 3	12 / 2	10 / 2	3 / 1	7 / 1	4 / 1
Rifled Battery		**Road**	**Trail**	**Open**	**Broken**	**Rough**	**Light Woods**	**Heavy Woods**
10-pounder Parrott Rifle	23	18 / 3	13 / 3	12 / 2	10 / 2	3 / 1	7 / 1	4 / 1
3-inch Ordnance Rifle	22	19 / 4	14 / 3	14 / 3	12 / 2	2 / 1	8 / 2	5 / 1
14-pounder James Rifle	21	18 / 3	13 / 3	12 / 2	10 / 2	3 / 1	7 / 1	4 / 1
BL Whitworth Rifle	34	19 / 4	14 / 3	14 / 3	12 / 2	2 / 1	8 / 2	5 / 1
6-pounder Wiard Rifle	18	20 / 5	17 / 3	10 / 2	7 / 2	2 / 1	6 / 2	4 / 1
20-pounder Parrott Rifle	26	17 / 3	10 / 2	7 / 2	6 / 2	1 / 0	4 / 2	2 / 1
30-pounder Parrott Rifle	28	13 / 3	12 / 2	10 / 2	7 / 2	0 / 0	4 / 1	2 / 1
Mixed Gun Battery	18	18 / 3	13 / 3	12 / 2	10 / 2	3 / 1	7 / 1	4 / 1
All Routed Artillery*	None	4D6	3D6	3D6	2D6	Abandon	2D6	3 inches

* Only on the turn that artillery routs: if the roll is even, the guns are abandoned and eliminated. If the roll is odd the guns limber up and rout the rolled distance. If routing as limbered, on all other turns roll for routed limbered distance.

SIEGE AND FORTRESS ARTILLERY

BIG GUN MOVEMENT

Siege Gun Movement Rates	Limbered Move		
	10mm	15mm	25mm
Road	5	6	7
Trail	3	4	5
Open	2	3	4
Broken	1	2	3

- It costs all siege guns two consecutive actions to limber or unlimber.
- Siege guns have no unlimbered movement, but may pivot.
- Siege guns have one active fire that uses two actions and one reactive fire per turn.
- Siege guns have no deliberate fire or desperation fire.
- Siege guns cannot move through either light or heavy woods or enter rough terrain.
- If already limbered, siege guns may use two movement actions. No movement in any woods and/or rough terrain.
- Fortress guns cannot move, can only fire within their frontal arc, and may not pivot outside their casemate.

BIG GUN FIRE PROCEDURES

Siege and Fortress Gun Fire Procedure	All benefits and penalties are cumulative
Combined fire by adjacent batteries	up to three sections or 22 FP
Siege gun long range (LR), 2x normal range	FP + 1D6
Fortress gun* long range (LR), 3x normal range	FP + 1D6
Normal range (NR), as noted	FP + 2D6
Short range (SR), ½ normal range	FP + 3D6
Canister range (CR), as noted	FP + 5D6
Point-blank fire canister range (PBF), 1 inch	FP + 6D6
Heavy artillery in disorder (DO)	½FP
Heavy artillery is shaken	½FP & 1 less die
Heavy artillery is elite	+1 DRM
Heavy artillery is green	-1 DRM
Heavy artillery routs	Guns abandoned: Impact Value (IV) = 2 per section
* Fortress guns cannot move, must fire within their frontal arc, and may not pivot outside their casemate. Fortress guns mounted in heavy works or casemates get a +1 DRM modifier for each consecutive shot against non-moving targets.	

Heavy Artillery Types	CR / NR			Artillery Firepower (FP) (Union / Confederate)		
Siege Guns	**10mm**	**15mm**	**25mm**	**1 sec**	**2 secs**	**3 secs**
30-pounder Parrott Rifle	1–2 / 14	1–3 / 18	1–4 / 24	5 / 5	9 / 8	12 / 10
4.5-inch Ordnance Rifle	1–2 / 14	1–3 / 18	1–4 / 24	6 / 6	11 / 10	15 / 13
18-pounder smoothbore	1–3 / 10	1–4 / 14	1–5 / 20	4 / 4	7 / 6	9 / 8
24-pounder smoothbore	1–3 / 11	1–4 / 15	1–5 / 21	5 / 5	9 / 8	12 / 10
8-inch gun/ howitzer	1–3 / 12	1–4 / 16	1–5 / 22	7 / 7	13 / 12	18 / 16
Mixed siege guns	1–2 / 12	1–3 / 16	1–4 / 23	5 / 5	9 / 8	12 / 10
Fortress Guns	**10mm**	**15mm**	**25mm**	**1 sec**	**2 secs**	**3 secs**
32-pounder smoothbore	1–2 / 8	1–3 / 10	1–4 / 14	4 / 4	7 / 6	9 / 8
42-pounder smoothbore	1–2 / 8	1–3 / 10	1–4 / 14	5 / 5	9 / 8	12 / 10
8-inch Columbiad SB	1–2 / 8	1–3 / 10	1–4 / 14	7 / 7	13 / 12	18 / 16
10-inch Columbiad SB	1–3 / 8	1–4 / 12	1–5 / 16	8 / 8	14 / 13	19 / 17
15-inch Columbiad SB	1–3 / 10	1–4 / 14	1–5 / 18	9 / 9	16 / 14	21 / 18
100-pounder Parrott Rifle	1–3 / 12	1–4 / 14	1–5 / 20	8 / 8	14 / 13	19 / 17
200-pounder Parrott Rifle	1–3 / 12	1–4 / 16	2–5 / 22	9 / 9	16 / 14	21 / 18
300-pounder Parrott Rifle	1–3 / 14	1–4 / 18	2–5 / 24	10 / 10	17 / 15	22 / 19
7-inch Brooke Rifle	1–3 / 12	1–4 / 16	1–5 / 22	7 / 7	13 / 12	18 / 16
15-inch Rodman SB	1–3 / 10	1–4 / 14	1–5 / 18	10 / 10	17 / 15	22 / 19
10-inch Dahlgren SB	1–3 / 10	1–4 / 12	1–5 / 18	8 / 8	14 / 13	19 / 17
80-pounder Whitworth	1–3 / 14	1–4 / 18	2–5 / 24	8 / 8	14 / 13	19 / 17
Mixed fortress guns	1–3 / 10	1–4 / 12	1–5 / 18	7/ 7	13 / 12	18 / 16

PBF canister range: normal canister range / normal artillery range. Values assume that fortress guns have grape shot ammunition available.

GLOSSARY AND ABBREVIATIONS

GLOSSARY

1D6, 2D6, 3D6 etc. – This is the number of six-sided dice to be rolled.

Active Player – In one game turn, the player who currently is "active" and moving with two actions per unit or unit group per player turn.

Adjacent – Supporting units or leaders are adjacent and may confer benefits if within a supporting distance of each other. "Adjacent" distance varies with terrain (in open terrain it is 1 inch, in broken or light woods it is ½ inch, and in heavy woods or rough terrain the stands must be touching). A continuous chain of units, all within supporting distance of each other, would be contiguously adjacent.

Attached Unit – A depleted unit "attached" to a two-stand unit. Its figures count for fire and impact value without the disorder penalty unless the two-stand unit is itself disordered. The attached depleted unit takes losses first. For any morale checks use the MMP of the two-stand unit. Only one unit can be attached to a two-stand unit and once attached a unit cannot be "detached." If playing with three-stand regiments, a unit can only be attached if the three-stand regiment is down to two stands. A four-stand regiment cannot be created.

Basic Morale Point (BMP) – A unit's morale with no situational modification. A unit can be elite (BMP=3), veteran (BMP=4), trained (BMP=5), or green (BMP=6). A depleted one-stand unit has its BMP doubled. An artillery battery's BMP is modified for each section loss with +3 per section lost. In a charge situation, an unsupported artillery battery has its BMP doubled for its fear-of-charge morale check and the calculations for impact resolution, but not for morale checks from fire.

Canister Fire – Canister fire for rifles is FP + 3D6/4D6 with the 4D6 being only for point-blank fire (PBF) against a charge. Canister fire for smoothbores is FP +4D6/5D6 with the 5D6 being only for PBF against a charge.

Canister Range – Maximum canister range is 2 inches for 10mm figures, 3 inches for 15mm figures, and 4 inches for 25mm or larger figures. However, use 1 inch* for PBF against a charge. *Optional rule: if using 25mm figure use 2 inches.

Charge Bonus (CB) (CB½) – This is extra movement given when a unit is charging. It is half that of a rolled routed move. An elite or veteran charging unit will go into disorder once it reaches a point at half of its rolled charge bonus. A trained unit will go into disorder at half of the total charge distance (the regular move plus the charge bonus), and a green unit makes the entire charge in disorder. If this is a group charge, the point at which the group goes into disorder is determined by the quality of the lead unit (see the rules on charging).

Charge Impact Resolution – After all defensive fires are completed, resolve the final impact with a 2D6 "dice down." Both the attacker's and defender's unit impact value are added to a 2D6 roll to determine the final impact value and charge winner (for details see the entries on final impact value and charge resolution).

Charge Morale Modifier (CMM) – A formation-specific morale modifier used for a defender's pre-impact fear-of-charge morale check and as an MMP modifier for both the attacker and defender's MMP in the "dice down" for charge impact resolution. The net CMM is the CMM difference between the formation of two opposing units in a charge or impact situation, and is used for a defender's fear-of-charge pre-impact morale check and in the impact resolution.

Command and Control (C&C) – This is determined at the start of the player's active turn for all units, for that entire player turn, and is only used if leaders are being used in the game. Unit C&C is determined immediately after independent leader movement. If a unit is outside any of its leader's command radius, it is defined as being out of C&C. However, a unit is not out of C&C if it is

contiguously adjacent to a unit in its brigade that *is* in C&C. A unit out of C&C uses two actions for a movement or charge. All other actions, including fire, rallying, and reforming still only cost a single action or reaction to perform.

Current Morale Level (CML) – A unit's current morale. A unit can be in good order, disorder, shaken, or routed.

Deliberate Fire – Can only be done by field artillery and sharpshooters and only at normal or long range. It costs the active battery, gun battalion, or sharpshooter unit two actions for a single fire with a firer benefit of +2 DRM. Deliberate fire may not be used for a reaction fire. Siege and fortress artillery cannot perform deliberate fire since it already takes them two actions to fire.

Depleted Unit – This is a unit that is down to one stand. It has its BMP doubled and fires and moves as a disordered unit. Artillery batteries do not become depleted, but have their BMP increased by +3 for each section eliminated. Depleted units do not suffer the additional +2 MMP penalty for being disordered, as that is factored in by having their BMP doubled.

Desperation Fire (DF) – This is a 1D6 fire performed by an inactive unit that has already performed its reaction for this turn, and can only be done immediately after an enemy unit comes within 1 inch of it (2 inches for the 25mm scale). If a 6 is rolled for the DF, the defender gets to roll a second 1D6 and add that to the total. If different units come within 1 inch (2 inches for 25mm) of that defender, the defender gets a DF against each of them. A unit cannot perform more than one DF against any one unit, and a unit cannot perform a DF against a unit that it has already "reaction fired" against.

Die Roll Modifier (DRM) – A modifier to a die roll, to improve or degrade a fire or morale die roll (see DRMs for firer and target and morale)

Disengage (Dis) – To run away from the enemy with double a normal disorder move, either as an action or reaction. It ends with the unit one morale level worse than when it began, but never ending up as worse than shaken. All fire against a disengaging unit loses 1D6.

Disorder – The unit has lost its internal cohesion and is starting to waver. A disordered unit has a target DRM detriment of +3/+2 and an MMP morale-level detriment of +2. A disordered unit fires with ½ FPs. It takes an action or reaction to automatically reform from disorder – no dice roll is necessary.

Disorder Point – In a charge, this is the point at which a unit or unit group goes into disorder. An elite or veteran charging unit will go into disorder once it reaches a point at half of its rolled charge bonus. A trained unit will go into disorder at half of the total charge distance (the regular move plus the charge bonus), and a green unit makes the entire charge in disorder. If this is a group charge, the point at which the group goes into disorder is determined by the quality of the lead unit (see the rules on charging).

Eliminated Element – This is a regiment or leader that has been lost due to casualties or surrender. It worsens all the remaining regiments of that brigade by +1 to their MMP per unit or leader lost. Merged or attached regiments are not considered to be eliminated until they are removed from play. If a division or corps leader is killed, all units in his command suffer a +1 MMP modifier. The maximum total detriment for elements eliminated is +3 MMP, including units or leaders.

Enfilade Fire (EF) – This is fire delivered into the flank of a unit, down a line or lengthwise through a column. Fire can be either partial or full enfilade, with full enfilade causing the highest casualties and the worst morale penalties. There is no enfilade fire at long ranges or by or at skirmishers. For details see the enfilade diagrams on pages 71-73.

Fall Back – This is to move directly away from the enemy.

Final Impact Value (FIV) – This is the final "impact" total to see which side prevails in a charge impact resolution, and is calculated as follows: FIV = 2D6 + (impact unit's number of figures) - (impacting unit's MMP). The impact unit's MMP is modified by its formation CMM and any positive and/or negative situational morale modifiers. A unit's FIV can never be less than zero. The highest FIV

wins the impact "dice down."

Fire Combat Results (FCR) – This is the result of fire by a unit. It can be nothing, a morale check (MC, 1MC, or 2MC), or a number of hits (1H, 2H, 3H, or 4H). The hits represent the number of figures or artillery sections lost. Hits will also force a morale check with a +l, +2, +3, or +4 modifier to the unit's MMP equal to the number of hits it took. One hit always causes at least a 2MC.

Firepower Points (FP) – This is a relative rating of a regiment's men and weapons in terms of combat firepower: the higher the FP the better. For most Civil War rifle-musket regiments, one figure represents one FP.

Firer DRM – This is a DRM that is specific to the firer. All firer DRMs are cumulative (see appropriate charts on pages 125 and 126 for specific values).

Frontal or Fire Arc (FA) – This is a 45-degree area in front of a unit defining where a unit can fire and move. Movement outside of an infantry unit's frontal arc is always done completely in disorder unless it is preceded by a wheel movement.

Holding Unit – This is another term for an inactive unit waiting for a reaction opportunity.

Impact Value (IV or UIV) – See Unit Impact Value.

Interpenetration – This is when one friendly unit moves through another friendly unit. There is no extra movement penalty. However, all involved units must pass a tactical competence test (TCT) or go into disorder. To pass a TCT a unit with 1D6 must roll equal or higher than its BMP. An attached leader may help with a TCT.

Leader Command Radius (LCR) – This is four times a leader's LB in inches (eight times for 25mm). A unit within one of its leader's LCRs is within command and control (C&C), and one that is beyond it is out of C&C.

Leader Reaction Radius (LRR) – This is twice a leader's LB in inches (four times for 25mm). It is used for the possible triggering of a reaction from a "holding" or "non-active" unit that has no LOS to an active unit but is within the LRR of a leader that does have an LOS to the active unit.

Leadership Benefit (LB) – This is a relative rating of a commander's leadership ability ranging from 0 to +2. A leader's LB can help the morale of any adjacent unit and/or the morale, fire and movement of any one unit he is attached to. A leader's LB morale benefit is over and above the best two positive situational MMP benefits.

Line of Sight (LOS) – This determines which units can see which units.

Melee – A rare instance of very intense hand-to-hand fighting following a charge impact that only occurs if the final impact value (FIV) is exactly equal (or within one for cavalry vs cavalry) for two opposing units or unit groups in charge impact resolution. In the first round of melee, each side uses FP + 5D6 and cavalry gets to add their pistol FPs. In any following rounds of melee, both sides are in disorder and fire with ½FPs + 5D6. In melee, the lead units in contact count all their figures while supporting units count half of their figures.

Merged Unit – This is a two-stand regiment made up of two depleted one-stand regiments of the same brigade. Consolidate losses onto one stand. A merged unit may use all the infantry formations, but suffers an additional +2 penalty to its MMP for all morale checks or rally attempts. Once merged, units cannot be unmerged. If playing with three-stand regiments, units cannot merge until they are both down to one stand. Two-stand units will continue to fight as separate units.

Modified Morale Point (MMP) – This is when a unit's BMP is increased by its current morale level – good order, disorder, shaken, or routed – and its current tactical situation. To pass a morale check and not get any worse, a unit must roll equal to its MMP. To improve its morale, a unit must roll higher than its MMP during a morale check or rally attempt.

Morale Check (MC) – This is also referred to as a 1MC or 2MC. To pass a morale check and not get any worse, a unit must roll with 2D6 equal or higher than its current MMP. A 1MC or 2MC is the same except with the MMP increased by +1 or +2 for this particular MC. If a unit fails its morale check, it could get substantially worse depending on how badly it failed by. Likewise, if it passed by

a large margin it could get better.

Morale Level – See Current Morale level

Muster Points (MP) – *Across a Deadly Field*'s point system for unit generation.

Net Charge Morale Modifier (net CMM) – The net difference between two opposing units' formation charge morale modifier.

Normal Range (NR) – This is the normal range of a unit's weapons. Long range is twice NR; short range is half NR.

Not Allowed (NA) – Movement or action is not allowed.

Opening Volley (OV) – This is an infantry or dismounted cavalry unit's first fire of the game. Infantry gets +2 DRM for their opening volley and dismounted cavalry gets +1 DRM for its opening volley. There is no opening-volley benefit for artillery, mounted cavalry or any green units.

Pass-Through Fire – This is an area behind a target unit where a second or even a third unit can be hit. This is 1 inch (2 inches using 25mm figures) for infantry or cavalry fire and 2 inches (at all scales) for artillery fire. Pass-through fire is resolved with one fewer die then each successive target unit in front of it.

Point-blank fire (PBF) – This is the most effective fire, almost always delivered by a reacting unit at less than 50 yards or in a melee. Point-blank fire reaction fire against a charge can only be done after the defending unit has taken its pre-impact fear-of-charge morale check.

Pre-Impact Fear-of-Charge Morale Check – This is the required morale check a unit defending against a charge must take prior to performing point-blank fire, close canister fire, and charge impact resolution. This morale check uses all MMP modifiers including the net CMM for the two opposing units.

Primary Zone (PZ) – The primary zone is the same for all unit types. The PZ extends for 6 inches, 9 inches, or 12 inches with 10mm, 15mm, or 25mm figures respectively.

Rally Attempt – This is an attempt to improve a shaken or routed unit's morale level. It costs one action or reaction and the unit must roll higher than its MMP with 2D6 to improve – if the roll is equal to its MMP there is no change. If a unit rolls less than the unit's MMP, it gets worse, by how much depending on how badly the unit missed its MMP. The procedure is that same as with a morale check (MC). For details consult the rules on morale.

Reaction – This is when the reactive player chooses to respond to an action from the active player. All non-active units have one reaction they can perform following certain actions by the active player. The defending units may react immediately after a visible enemy fire or any time after an active visible enemy unit has moved 1 inch with regular movement, performed a disengagement or a charge, or if there is any enemy action within 2 inches of the reacting unit (at all scales).

Reactive Player – The "non-active" player, also referred to as the "holding" player, who is defending or simply holding his position waiting for an opportunity to react or not, which is his choice after an active unit has fired, moved one inch or done anything within two inches.

Reforming – This is to reform from disorder. It costs one action or reaction, but does not require a rally attempt.

Routed – A routed unit is in total panic and is fleeing the battlefield. It has a morale-level detriment of +6 to its MMP and must roll equal or higher to its MMP to rally. If for a rally attempt a unit rolls exactly its MMP, it gets neither better nor worse. However, if the unit is an infantry unit and it rolls less than its MMP, it loses a figure. If the unit is an artillery battery, it loses a gun section.

Shaken – A shaken unit is in disorder and has lost internal cohesion as it becomes unsteady. It is potentially one morale check away from routing. A shaken unit has a morale-level detriment of +4 and the unit must roll higher than its MMP to rally; if it rolls equal to its MMP it stays the same. A shaken unit cannot advance against the enemy or charge.

Situational Morale Modifier (SMM) – This is a modifier to a unit's MMP due to its tactical situation. Use up to the two best and the two worst of each. Leader benefits, however, are added over and

above the two best modifiers.

Skirmishers – A two-stand infantry or cavalry unit separated by one to two stands' distance. Skirmisher fire is taken with one fewer die and ½ FPs and cannot cause enfilades. Skirmishers themselves also cannot be enfiladed. Skirmishers cannot charge, except against other skirmishers.

Supporting Units – For morale-check purposes, a unit is supported if it has one or more adjacent or contiguous friendly units. Shaken, routed, or skirmishing units cannot provide support, but disordered units can. For each adjacent supporting unit a unit receives -1 to its MMP, up to a total maximum cumulative benefit of -2 in a non-charge situation and -3 in a charge situation. In a charge situation, the defender's morale for the pre-impact fear-of-charge morale check includes the net support difference between it and the attacker. In a melee, supporting units count only half of their figures for fire.

Surrender (SDR) – If a routed unit is impacted by a non-routed enemy unit, it surrenders and is removed from the game.

Tactical Competence Test (TCT) – This is a roll with a 1D6 equal or higher than a unit's BMP to see if it accomplishes a certain task, such as interpenetration without going into disorder. If a unit fails its TCT, it still accomplishes the task, but ends the action in disorder.

Target DRM – This is a DRM that is specific to the target. Target DRMs for the target can be positive or negative, with most of the negative effects being from enfilade fire. In all cases, only the two best positive and the two worst negative applicable target DRMs are applied to any one fire. Except for the two best and two worst – target DRMs are not cumulative. Target DRMs are usually shown as so: artillery fire (in red) / infantry fire (in black). If a target DRM is only in black, then it applies to all fire types.

Total Charge Distance – Normal movement plus charge bonus.

Unit Disintegration – When a routed unit rolls a natural 2 it is assumed to have disintegrated and is removed from the game.

Unit Group – A designated contiguous group of adjacent units of the same type that begins in the same formation and are all doing the same thing for one or two consecutive actions or one reaction. An inactive unit may not react against a moving group until the whole group has moved 1 inch or completed one action.

Unit Impact Value (UIV or IV) – A single unit's impact value in charge resolution. The final impact value is the total IVs of the units in contact minus their MMP. No matter how bad the situation is or how disheartening its MMP, a unit's final impact value may never be less than 0 or greater than 12.

Unit Morale Levels – A unit's current morale condition and the attendant morale modifier to the unit's BMP. The four morale levels and their attendant "fear factor" are: good order (+0), disorder (+2), shaken (+4), and routed (+6).

Unsupported Artillery – This is an artillery battery that does not have another unshaken battery or unshaken/ non-skirmishing infantry unit adjacent to it. In a charge or impact situation, including the pre impact fear-of-charge morale check, an unsupported battery has its BMP doubled.

Unit Quality – A unit can be elite, veteran, trained, or green, which is represented by the unit's BMP (see Morale Levels and Basic Morale Point). An elite unit has a BMP of 3, a veteran unit has a BMP of 4, a trained unit has a BMP of 5, and a green unit has a BMP of 6.

Weapon Ranges (Artillery) – All artillery batteries have a normal range (NR) as noted on their chart, a long range (LR) of twice their normal range, a short range (SR) of half their normal range, and both a long and short canister range (CR). Long and short canister ranges are defined by the figure scale being used. Short canister-range fire can only be performed by a battery carrying out reaction fire against a charge and only after the battery has taken its pre-impact morale check.

Weapon Ranges (infantry and cavalry) – All infantry and cavalry weapons have a normal range (NR) as noted on their chart, a long range (LR) of twice their normal range, and a short range (SR) that is always under 1 inch (or 2 inches for 25mm figures). Point-blank fire (PBF), which is also under 1

inch, can only be performed as a reaction fire against a charge and only after the defending unit has taken its pre-impact ear-of-charge morale check. Cavalry PBF will also include pistol fire.

Wheel – This is where one stand of a regiment pivots and the other stand moves to stay adjacent with it. Measurement for a wheel movement is always done along the long arc of the wheel. A wheel movement cannot be combined with a charge action but could be done as part of a movement action preceding the charge action (see diagram page 28).

ABBREVIATIONS

1D6, 2D6, 3D6 – Number of six-sided dice
Adj – Adjacent – 1 inch in open, ½ inch in broken or light woods, units touching in heavy woods or rough terrain
BMP – Basic Morale Point
BL – Breechloading
BLC – Breechloading Carbines
CB – Charge Bonus (½ routed move)
CMM – Charge Morale Modifier
CR – Canister Range
CRR – Colt Revolving Rifles
C&C – Command & Control
CML – Current Morale Level
DF – Desperation Fire (FP + 1D6)
Dis – Disengage (2x normal disorder move)
DO – Disorder
DP – Disorder Point in a charge (CB½ for veterans and elites, ½ total charge distance all others)
DRM – Die Roll Modifier
EF – Enfilade Fire
FIV – Final Impact Value
FCR – Fire Combat Results
FCRT – Fire Combat Results Table
FP – Firepower Points
FA – Fire Arc
H – A hit: lose a figure(s) or an artillery section with a +2 MC
- **1H** – One Hit – Lose one figure, +2 MC
- **2H** – Two Hits – Lose two figures, +2 MC
- **3H** – Three Hits – Lose three figures, +3 MC
- **4H** – Four Hits – Lose four figures, +4 MC

IV – Impact value (see also UIV)
LB – Leadership Benefit
LCR – Leader's Command Radius (4x leader's LB in inches)
LRR – Leader's Reaction Radius (2x leader's LB in inches)
LOS – Line of Sight
LR – Long Range
MC – Morale Check
- **1MC** – MC with +1 to MMP
- **2MC** – MC with +2 to MMP

ML – Muzzle Loading
MLC – Muzzle Loading Carbine

MM – Mixed Muskets
MMP – Modified Morale Point
MW – Mixed Weapons
NR – Normal Range
PZ – Primary Zone
PBF – Point-blank fire
R/M – Rifle-Musket
RR – Remington Rifles
SBM – Smoothbore Muskets
SMM – Situational Morale Modifier (can be positive or negative)
SDR – Surrender
SR – Short Range
SS – Sharpshooters
UIV – Unit Impact Value
Vet – Veteran Unit
WR – Weapons Range

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Every game designer would like to claim that his game is original, innovative and that his rules represent a major breakthrough in miniature simulation. However, it is not true. Wargame design is a collective process, in that every new mechanic or design “innovation” builds on the game designs and wargame rules that went before it. All designs incorporate, either directly or indirectly, the ideas and input of every book the author has read, game that he has played, and ruleset he has reviewed, along with each and every wargamer with whom he has chatted. Every gamer or military enthusiast that has read the many versions of the early playtest rules and struggled through the numerous iterations of any game system is as much a designer of the game as the named author.

Some spent long hours going over the multiple versions of the rules hunting for vagueness and contradictions, some contributed photos that bring the rules to life, others offered detailed research on tactical nuances and military doctrines, and some were always willing to play through yet another version of the same scenario.

Eventually, the author, the editor and the book designers pull all these threads together and make “the rules” happen. But that would be impossible if not for the dedicated military historians and wargamers who did their best to make sure the rules were right. So give these long-suffering “grognards” the credit for what is good about *Across a Deadly Field*, both as a historical simulation and as a game, and lay full responsibility for any mistakes or gaffes at my door.

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