

DB7YW ATTRITION PLAYSHEET - FIRING



TACTICAL FACTORS

Troop Type	Range (Paces)	Movement (Paces)			Combat
		In GG	In BG	Roads	
CinC or Sub Commander	-	400	200	600	+1
Artillery - Foot (FA)	1000	200	-	400	+3
Artillery - Galloper (GA)	600	400	100	400	+3
Cavalry - Heavy (HC)	-	400	100	400	+3
Cavalry - Dragoons (DC)	-	400	200	400	+3
Cavalry - Light (LC)	-	600	300	600	+2
Cavalry - Irregular (IC)	-	600	400	600	+1
Infantry - Jagers (Jg)	400	400	400	400	+2
Infantry - Irregular (II)	300	400	400	400	+2 *
Infantry - Muskets (Ms)	100	200	100	400	+4
Guerrillas (Gs)	300	-	400	400	+2

* At +3 if Occupying a NLF or Fortification.

TERRAIN FACTORS

The maximum visibility for Firing into and within Woods is 100 paces. Units Firing out of BG must be on the edge.

ATTRITION

1 Hit = Taken Casualties (no effect) 2 Hits = Shaken, 3 Hits = Destroyed

FIRING TACTICAL FACTORS

+1	Elite
+1	Firing into enemy Flank or Rear
-1	Artillery Firing at Foot Skirmishers in GG
-1	Artillery not responding to enemy Firing
-1	For each enemy Unit providing Fire Support
-1	In GG and Fired at by Artillery within 200 Paces
-1	Firing at Jagers in Bad Going
-1	Militia
-1	Shaken
-2	Firing into BUA or Fortifications
-2	Firing from within or into BG except if Foot Skirmishers
-2	Firing whilst on a Bridge or Causeway

FIRING RESULTS

If a 'Draw' no effect.

If a unit is beaten in Firing but not by double:

CinC & Commanders	Recoil a base depth and do not take a Hit
All Others	1 Hit

If a unit is beaten in Firing by double or more:

CinC & Commanders	Destroyed
Guerrillas & Fixed Artillery	Destroyed
Irregular Cavalry	Flee 600 Paces and 1 Hit
Jagers	Destroyed by Skirmishers otherwise 1 Hit and Flee 600 Paces
All others	2 Hits.

DB7YW ATTRITION PLAYSHEET - CLOSE COMBAT



TACTICAL FACTORS

Troop Type	Range (Paces)	Movement (Paces)			Combat
		In GG	In BG	Roads	
CinC or Sub Commander	-	400	200	600	+1
Artillery - Foot (FA)	1000	200	-	400	+3
Artillery - Galloper (GA)	600	400	100	400	+3
Cavalry - Heavy (HC)	-	400	100	400	+3
Cavalry - Dragoons (DC)	-	400	200	400	+3
Cavalry - Light (LC)	-	600	300	600	+2
Cavalry - Irregular (IC)	-	600	400	600	+1
Infantry - Jagers (Jg)	400	400	400	400	+2
Infantry - Irregular (II)	300	400	400	400	+2 *
Infantry - Muskets (Ms)	100	200	100	400	+4
Guerrillas (Gs)	300	-	400	400	+2

* At +3 if Occupying a NLF or Fortification.

ATTRITION

1 Hit = Taken Casualties (no effect) 2 Hits = Shaken, 3 Hits = Destroyed

CLOSE COMBAT TACTICAL FACTORS

+1	Up Hill Advantage
+1	Supported by CinC or Commander, who is in full edge to edge contact
+1	Elite Class unit or Heavy Cavalry verses Mounted
+1	Defending a Fortification
-1	Militia or Jagers
-1	Cavalry charging Muskets in the Front
-1	For each enemy Unit that is providing Close Combat Support
-1	Shaken
-2	Attacked First in Flank/Rear, only -1 if its Cavalry or SkInf Attacked
-2	Artillery unable to Fire at its attacker
-2	Within BG except if Jagers or Irregulars
-2	On a Bridge or Causeway

CLOSE COMBAT RESULTS

If a 'Draw' both Units suffer 1 Hit and if Mounted also Recoil.

If a unit is beaten in Close Combat but not by double:

CinC & Commanders	Recoil and does not suffer a Hit
Mounted	All except IC are destroyed in BG, otherwise 1 Hit and Recoil
Artillery & Guerrillas	Destroyed
Jagers	Destroyed by Mounted in GG otherwise 1 Hit and Flee 600 Paces
Muskets & Irregular Infantry	Destroyed by HC in GG otherwise 1 Hit and Recoil

If a unit is beaten in Close Combat by double or more:

CinC & Commanders	Destroyed
Irregular Cavalry	Destroyed by Mounted or if in BG otherwise Flee 600 Paces and 1 Hit
Jagers	Destroyed by Mounted or Skirmishers otherwise Flee 600 Paces and 1 Hit
All others	Destroyed

DB7YW

This is a supplement rule set to DBN. A working knowledge of DBN is required in order to play DB7YW. All DBN rules are extant, except the following rule additions, replacements or deletions.

Background

The Seven Years War (7YW) was fought from 1756 to 1763 and was probably the first global war or world war. These rules only cover the European theatre of the war. The Main Nations involved were; Prussia, Austria, Russia, France and Britain.

This supplement has been created in the DBN style, easy to play, fun to play, always tactically challenging and historically accurate. Also this supplement aims to capture the spirit and style of the 7YW battlefield. DBN is the basis for DB7YW, however DB7YW requires a different set of tactics and gives a different type of game.

Musket Unit Movement

Musket (Ms) units on the 7YW battlefield were notoriously ponderous and ridged in their movements, this is reflected in DB7YW.

Ms units, unless using Road Movement can move only straight forward, directly sideways or directly backwards (at half speed) they cannot make a move in any combination of directions or diagonally. Instead of moving forward, a Ms unit or Formation can wheel up to 45 degrees or About Face in one Move*

Because of these forward movement restrictions, when a Ms unit/Formation moves into Close Combat the Attacking Unit first must make 'face to face' contact and must make contact with at least 50% of its front face. Where possible, after contact the attacking unit must fully comply with the defenders facing frontage, this is done with a free movement after contact and can include any Close Combat Flank Supporting Unit. (see DBN 8.16)

* Unique Prussian Musket Movement.

Prussian Ms can individually wheel up to 90 degrees. Prussian Ms can make sideways movement as a Formation Move.

Deployment

Deployment for battle on the classic 7YW battlefield was usually a deliberate and set procedure. Therefore the standard game, table top deployment, for DB7YW, follows a formal and deliberate procedure:

- Each Army is organised and deployed in 4 Divisions: Left Flank, Centre, Right Flank and Reserve.
- All Divisions (except the Reserve) deploy 600paces from the facing Enemy Divisions.
- Divisions are deployed one at a time, each side deploying their Division at the same time in a courteous manner.
- Left Flank Division deploys first, then Centre Division, then Right Flank and finally the Reserve.
- The Reserve can be a single unit, each Flank Division must include Cavalry. Each Division can be of 1 or 2 Formations.
- For a 16 Point Game, one 'Objective' is to be chosen and positioned by the Defender, on the Defenders Forward Deployment Line. The Attacker (not Defender) will gain 2 Victory Points for its capture.

Combat Rules unique to DB7YW

A Musket unit cannot move into Close Combat unless it will have a pre calculated Close Combat Advantage. Except for, Elite Musket units and units Supported by a Commander, who can, despite the odds, freely Move into Close Combat.

All victorious units after Close Combat can immediately 'Pursue' (as per 7.19.2) except artillery, also HC must Pursue. If a Pursuing Cavalry unit then moves into Close Combat Contact, the cavalry unit again fights another Close Combat. This extra Close Combat can only happen once in that Phase of Combat. Also if the Pursuing Cavalry attack an Ms unit they do not suffer the -1 for 'charging Muskets in the Front'.

Any unit, up to 200paces behind a 'Destroyed' unit, of its own type, may suffer a 'Hit' from the effect of the routing troops.

Throw 1 x D6:

-1 Elites or Superior, +1 Milita, +1 in Full Contact: **4+ = 1 Hit.**

Only DC, LC, IC and II can do 'Breakthrough' (see DBN 11.3) (*HC are far too disciplined and morally superior for that sort of thing*)

No Infantry v Cavalry Response Test in DB7YW (see DBN 11.14)

There are no Ms Attack Columns in DB7YW.

Artillery

FA can Move or Fire. It costs 2 x CAP to '**Limber**' a Foot Artillery unit and cannot Move or Fire that Turn. It costs 1 x CAP to '**Unlimber**' and cannot Move or Fire that Turn. However FA can pivot up to 45 degrees as a Move for 1 x CAP. Artillery cannot Support Artillery in Firing Combat.

Galloper Artillery (GA) cannot Move and Fire, but can Unlimber and Fire or Limber and Move. The Counter Battery Fire rule (DBN 11.15) should be used. (*For all artillery a limber model should be used*)

BUA's & NLF's

During the 7YW, BUA's were not usually garrisoned for battlefield defence; it was considered impractical and often pointless.

Therefore BUA's in DB7YW are not easily Garrisoned.

Any Close Combat inside a BUA is classed as in Bad Going (see 8.24). A **BUA** must firstly be 'Fortified' before it can be 'Garrisoned'.

NLF's (villages) can be Occupied during the battle (see DBN 7.18) but only by Irregular Infantry, Jagers and Guerrillas. Musket units are considered to be 'in Bad Going' if inside an 'unfortified' NLF.

To 'Fortify' a BUA or NLF. An army that is classed as 'Defending' at the start of the game can spend 2 Army Points to 'Fortify' a BUA or 1 Army Point to Fortify a NLF. This allows Musket units to Garrison the BUA or Occupy the NLF (see 7.18) without being classed as in Bad Going. If captured the BUA or NLF loses its 'Fortified'.

A Stoic Unit

All Guard (Cavalry and Infantry) of all nations, are 'Stoic' for all Combat. Prussian Grenadiers are also 'Stoic' in all Combat. Also certain specific historical units can be classed as 'Stoic'.

All Russian Musket units are Stoic when engaged in Firing Combat. 'Stoic' can be in addition to Elite Class.

If a Stoic Unit is beaten in Combat by a Final Score of 1, then it gains +1 and the Combat becomes a 'Draw'.

UNIT TYPES

Foot Artillery (FA)

Nearly all the artillery in DB7YW is Foot Artillery. The FA unit represents approximately 12 heavy guns. These guns were much heavier to move around the battlefield than their later Napoleonic equivalents and their limber teams were often staffed by civilians.

Heavy Cavalry (HC)

This unit represents a regiment of 600-800 Cuirassiers, Carabineers or Household Cavalrymen. These units were considered to be 'the elite' by their own army and their leaders; therefore they considered themselves to be superior and elite to all others. They had the choice of the largest and strongest mounts and the best equipment. Their recruits were chosen for their size and strength and their officers were of the finest in society. They were the ultimate 'shock troops'.

Dragoon Cavalry (DC)

This unit represents a regiment of 600-800 Cavalrymen. They were generally considered to be the 'poor man's heavy cavalry' and were used in many combat roles including picket duties. In most armies there were one or even two very famous regiments who were superior on the battlefield to other DC, this is reflected in DB7YW as DC(S).

Light Cavalry (LC)

This unit represents a regiment of 600-800 Hussars or Light Cavalrymen. These were regular trained regiments with an irregular history, flair and attitude. They were highly skilled horsemen on light, fast mounts. The Prussian Hussars were very well drilled and capable on the battlefield, this is reflected in DB7YW.

Irregular Cavalry (IC)

This unit represents a regiment or group of 300-500 mounted Cossacks, irregular tribesmen or Guerrillas. They were highly skilled horsemen, very comfortable in bad going but not trained or drilled for battlefield combat. They were usually armed with a lance. In DB7YW they receive a CAP bonus and special Victory Conditions (see 3.3.2 & 7.15)

Musket Infantry (Ms)

This unit is the regular musket armed infantry regiment of 1000 - 1200 bayonets of 2 or 3 battalions. At this time they had no integral light trained troops, therefore all their musket fire was at very close range. The unit quality ranges from Poor Quality / Militia Class (M) to Regular (the standard) to Elite (E). Also many of the Regular British and Prussians Musket Regiments were notably very well drilled and this is reflected in DB7YW as Ms(S).

Irregular Infantry (II)

This is a unique unit type to DB7YW and represents a unit of 800-1000 partially trained soldiers. The Irregular Infantry are the Frei Korps type Battalions that tended to be locally recruited and trained. They were irregular in their tactics and nature and were more comfortable in bad going and fighting from villages.

Jager Infantry (Jg)

This unit represents 300-400 well trained and skilled skirmishers, who were very comfortable in bad going and all skilled shots. They operated in loose order and were not keen on any battlefield close combat.

Guerrillas (Gs)

This unit represents a group of 400-600 local men & women. They were not trained to any extent and were armed with a mixture of weapons. However they were often highly motivated and capable when in bad going and specialised in the ambush. Treat the same as in DBN.

Victory Conditions

An army breaks and leaves the field if it loses **50%** of all its units. Baggage counts as 3 units, CinC's as 2 units, Objective as 2 units.

Points Cost

All units cost 1 point.

Plus ½ point for Elite (E) Class.

Minus ½ point for Militia (M) Class and IC.

Plus ¼ point for Ms(S) or DC(S).

Army Composition

Each **16 Point** Army has 1 free CinC and Baggage, and the following:

4-6xMs, 1-3xHC, 1-3xDC, 0-1xLC, 0-1xIC, 0-2xFA 1-2xSkInf.

SkInf = Jg or II or Gs.

One unit of Prussian or Austrian FA can be exchanged for GA.

A second unit of Prussian or Russian FA can be exchanged for a unit of FA(H) (see 13.7)

60% to 80% (depending on the year) of all Prussian & British Ms were highly drilled in musketry, therefore in DB7YW are classed as Superior Muskets, Ms(S) which means they Fire as Elite.

Up to 20% of all Major Nations Ms can be Elite (this includes Guard & Grenadiers).

Up to 50% of all Major Nations Cavalry can be HC. Up to 25% for Minor Nations.

Heavy Cavalry in DB7YW cannot be classed as 'Elite' (*they already consider themselves to be elite*).

Superior Quality Dragoons DC(S) are classed as 'Elite' when in Close Combat. Every third DC in a Major Nation Army can be (S).

For most of the war, Prussian Hussars would be classed as LC(E).

Minor Nations have at least 50% Ms(M) and usually no Ms(E).

As an Advanced Optional Rule. Each 16 Point Army receives 1 Free Special ADC (see 11.2.7)

A Recommended Standard 16 Point Main Nation Army:

7xMs(2E,2M), 3xHC(1 Stoic), 2xDC, 1xLC, 1xSkInf, 2xFA.

Note: As you can see, this rule supplement can easily be used for any 18th Century War, just add your own Army Lists.