

DBACW PLAYSHEET

Troop Type	Effective Range	Long Range*	Movement (Paces)			Combat Factor
			In GG	In BG	Roads	
Commanders	-	-	400	200	500	+1
Baggage Train	100	-	200	-	400	+0
Cav	-	-	400	200	500	+1
Cav(D)	200	-	100or200	100or200	200	+2
Art (Hs)	(LS)or(LR)	-	400	100 #	400	+2
Art (LS)	1200	-	200	100 #	400	+2
Art (MS)	1200	1800	200	-	400	+2
Art (LR)	1800	3000	200	100 #	400	+2
Art (MR)	1800	3000	200	-	400	+2
SS	400	-	300	300	400	+2
Inf (RM) & (BLR)	300	-	200	200	400	+3
Inf (M)	200	-	200	200	400	+3

Only for crossing minor obstacles. * Only if on raised ground and target in the open.

FIRING		TACTICAL FACTORS	
+1	Veteran,	+1	Firing BLR/BLC +1 Medium Artillery Firing
-1	Raw.	-1	Shaken or -2 Badly Shaken
-1	Each enemy Supporting		
-1	Fired on in Flank or Rear		
-1	Firing into Cover or BUA, except if SS		
-1	Crossing an obstacle this Turn		
-1	Artillery Firing at Long Range		
-1	Fired on by Art (MS) upto 300paces or other Art upto 200paces		
-2	Any firing on Fortifications		

CLOSE COMBAT		TACTICAL FACTORS	
+1	Veteran,	+1	Musket Infantry or BLR Infantry or BLC Cav(D)
+1	Infantry with Rear Support by a second unit of Infantry		
+1	Defending a BUA or Fortification, except SS		
+1	Supported by (A)or(G)General in contact	+1	Up hill advantage
-1	SS or Cav(D)in Good Going, or Infantry in Bad Going		
-1	Each enemy Flank Supporting		
-1	First Attacked in Flank or Rear		
-1	Artillery moved in its last turn or after or in second round of CC		
-1	Raw.	-1	Shaken or -2 Badly Shaken

ALL COMBAT RESULTS

A Draw: Firing: No effect.

Close Combat: Both units Shaken/Badly Shaken also Mounted and Generals Recoil.

If unit beaten but not by double the score:

Element	Result
Art & BT	Destroyed by any in contact, if not become Shaken/Badly Shaken
Cav	Become Shaken/Badly Shaken and Recoil *
CinC/Sub General	Destroyed by Cav if in GG, if not Flee 600 paces and become Shaken/Badly Shaken
Inf, SS & Cav(D)	Destroyed by Cav if in GG, if not Shaken/Badly Shaken and Recoil *

If unit beaten by double the score or more:

Element	Result
All except SS	Destroyed if already Shaken, otherwise become Badly Shaken and Recoil
SS	Destroyed by Cav or SS, if not Flee 600 paces and Shaken/Badly Shaken

* No Recoil if in Firing Combat and defending a BUA, Fortification or Stone Wall.