

DBFPW PLAYSHEET - FIRING

TACTICAL FACTORS

Troop Type	Range (Paces)		Movement (Paces)			Combat
	Effective	Long Range*	In GG	In BG	Roads	Basic Factor
Infantry RM or BLR1	300	-	200#	200	400	+4
Infantry BLR2	400	800	200#	200	400	+4
Sharpshooters (SS)	500	-	300	300	400	+2
Artillery Foot Prussian (FAPr)	1800	3400	300	-	400	+3
Artillery Foot French (FAFr)	1400	2800	200	-	300	+3
Artillery Horse (HA)	1400	2800	300	100	400	+3
Mitrailleuse (Mit)	600^	2000^	300	100	400	+3^
Cavalry Heavy (HC)	-	-	300	200	400	+3
Cavalry Light (LC)	-	-	400	200	400	+3
Cavalry Skirmishing (SC)	300	-	500	200	500	+1
Guerrillas (Gs)	300	-	300	300	300	+2
CinC or Sub Commander	-	-	400	200	400	+1
Baggage Train (BT)	-	-	200	-	300	+1

* Only if on raised ground, stationary and target in the open.

^ First throw 1xD6: 1 = Stoppage, 2or3 = if at Long Range then not able to plot shot. If suffering 'Stoppage' or not 'able to plot shot' then minus 2 to Combat Factor and cannot Support Fire this Phase.

Plus 100paces if moving into Close Combat, not if Attack Column.

TERRAIN FACTORS

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

ATTRITION

1 Hit = Taken Casualties 2 Hits = Shaken 3 Hits = Destroyed.

FIRING TACTICAL FACTORS

+1	Firing BLR2 or Firing Prussian Artillery or Firing Mitrailleuse
+1	Firing into enemy Flank or Rear
+1	Elite
-1	Artillery Firing at Long Range or Inf firing RM
-1	Artillery not responding to enemy Firing
-1	For each enemy Unit providing Fire Support
-1	Fired at by Mit or German Arty within 400paces or French Arty within 200paces
-1	Poor Troops
-1	Shaken
-1	Firing from within or into Bad Going except if Sharpshooters
-2	Firing into BUA/NLF or Fortification or -1 if Sharpshooters
-2	Firing whilst on a Bridge or Causeway
-3	French Infantry Firing at Long Range

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.
Sharpshooters	If in BUA or Fortification then no recoil
Skirmishing Cavalry	Flee 600paces and do not take a Hit (mount if dismounted)
Garrisons	No effect
All Others	1 Hit

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

CinC & Commanders	Destroyed
Fixed Artillery and Guerrillas	
Skirmishing Cavalry	Destroyed if in BG otherwise Flee 600 Paces and 1 Hit
Sharpshooters	Destroyed by Skirmishers otherwise 1 Hit and Flee 600 Paces
All others	2 Hits. No effect on Garrisons

DBFPW PLAYSHEET – CLOSE COMBAT

TACTICAL FACTORS

Troop Type	Range (Paces)		Movement (Paces)			Combat
	Effective	Long Range*	In GG	In BG	Roads	Basic Factor
Infantry RM or BLR1	300	-	200#	200	400	+4
Infantry BLR2	400	800	200#	200	400	+4
Sharpshooters (SS)	500	-	300	300	400	+2
Artillery Foot Prussian (FAPr)	1800	3400	300	-	400	+3
Artillery Foot French (FAFr)	1400	2800	200	-	300	+3
Artillery Horse (HA)	1400	2800	300	100	400	+3
Mitrailleuse (Mit)	600	2000	300	100	400	+3^
Cavalry Heavy (HC)	-	-	300	200	400	+3
Cavalry Light (LC)	-	-	400	200	400	+3
Cavalry Skirmishing (SC)	200	-	500	200	500	+1
Guerrillas (Gs)	300	-	300	300	300	+2
CinC or Sub Commander	-	-	400	200	400	+1
Baggage Train (BT)	-	-	200	-	300	+1

^ First throw 1xD6: 1 = Stoppage and Minus 2 to Combat Factor.

Plus 100paces if moving into Close Combat, not if Attack Column.

ATTRITION

1 Hit = Taken Casualties 2 Hits = Shaken 3 Hits = Destroyed.

CLOSE COMBAT TACTICAL FACTORS

+4	Infantry Garrisoning a BUA
+2	All Infantry in Attack Column verses Foot
+1	Heavy Cavalry verses Mounted Cavalry
+1	Up Hill Advantage
+1	Supported by CinC/Commander/DSC, who is in full edge to edge contact
+1	Elite
+1	Defending a Fortification
-1	Poor Troops or Sharpshooters
-1	Cavalry verses Infantry
-1	For each enemy Unit that is providing Close Combat Support
-1	Shaken
-1	Attacked First in Flank or Rear
-1	Within BG except if Sharpshooters
-1	Out of ammunition
-2	On a Bridge or Causeway or using Road Movement

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 Destroyed in BG, all are Destroyed by Artillery, otherwise 1 Hit and Recoil
Artillery & Guerrillas	Destroyed
Sharpshooters	Destroyed by Mounted in GG otherwise 1 Hit and Flee 600Paces
Infantry	Destroyed by HC in GG otherwise 1 Hit and Recoil
Garrisons	Destroyed

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

CinC & Commanders	Destroyed
Skirmishing Cavalry	Destroyed by Mounted or if in BG otherwise Flee 600Paces and 1 Hit
Sharpshooters	Destroyed by Mounted or SS otherwise Flee 600Paces and 1 Hit
All others	Destroyed

These Army Lists are designed to create armies of 15 points based on an All Arms Corps sized formation.

Points Cost. Each Army costs 15 points a CinC and the Army Baggage is included free of cost. All units have a basic cost of one point.

+ .5 points for BLR2, Prussian Artillery, Horse Artillery and Elite Units.

- .5 points for SS, SC, RM and Poor Units.

Suggested Armies. Only one units of Arty per 15 point Army can be HA. One unit of French Inf can be Zouave or North African and one LC can be Chasseurs d' Afrique. Two Units in eight of Prussian/German Inf can be Bavarian. All Inf and SS are equipped with BLR1 unless specified.

Imperial French. 4-6xInfBLR2 (upto 2 E), 1-2xSSBLR2, 1-3xLC* (1 maybe E), 0-1xSC, 1-2xHC (1 may be E), 1-2xArty, 0-1xMit.

Republic French. 2-4xInfBLR2, 4-8xInf Poor (4 can be RM), 0-1xLC*, 0-1xSC, 1-2xLC Poor, 0-1xSSBLR2, 0-2xArty, 0-4xGs.

Prussian/German. 4-8xInf (upto 4 E), 4-6xInf Poor (German Allies), 1-3xSS (one may be E, one may be Bavarian with BLR2), 1-3xLC*, 1-3xSC, 0-2xHC (one may be E), 2-3xArty.

* Every third French LC may be Lancers; every second German LC may be Lancers.

Inf RM Poor, cost 0.25 points. Prepared Fortifications per unit cost 0.5 points.

Special DBFPW Rules. All DBN rules apply, unless as follows:

Skirmishing Cavalry can dismount. They can Move, Dismount and fire in one Turn or Mount and Move (but not into Close Combat) in one Turn. SC move as Inf when Dismounted. **Mitrailleuse (Mit)** crews had great difficulty in spotting the fall of shot at long range; this is reflected in the rules. Mit Units can move and fire in the same Turn. **Guard Artillery**, If two or more Guard Infantry are fielded then one unit of Foot Artillery can be Guard. If two or more Guard Cavalry are fielded then one unit of Horse Artillery can be Guard. **Lancers** are LC but Close Combat as HC if not attacked in Flank or Rear and always lose (are beaten) in all Close Combat on a Draw.

Zouave/North African units Close Combat as Elite, this includes **Chasseurs d' Afrique**.

Bavarian Infantry are classed as 'Poor' but Close Combat as Regular Line.

The **Standard Gaming Table** should be at least 4000paces square, opposing units should deploy no closer than 2400paces apart. No Unit or Formation can make a **Second Subsequent Move** if within range of possible enemy artillery Fire. **Sub Commanders** can be purchased at 2 points each, only the French can have Poor Commanders.

Ammunition Supply (Optional Rule). Because of the amount of Long Range Fire this rule is highly recommended. Whenever an artillery/Mitrailleuse unit Fires and a '1' is thrown on the Firing Dice that unit is then classed as 'low on ammo' unless it can immediately resupply itself using an ammunition 'Pack'. Prussian Caisson Units carry 4 Packs and Baggage Trains carry 4 Packs. For Larger Battles all artillery/Mitrailleuse units initially carry 1 Pack, except Horse Artillery units who always carry 1 Pack and for Larger Battles carry 2 Packs, (this rule could be extended to include infantry)

A unit that is 'low on ammo' has one round of Firing remaining. If then fired it is then 'out of ammo' until it is provided with a 'Pack' by moving into contact with its BT or within Supply Radius of a CU, it is then no longer 'low on ammo'. Adjacent units can freely exchange Packs.

Prussian Caisson Unit (CU) The Prussian logistic system was much better than the French, particularly noticeable within the artillery. The Prussian CU is on a Baggage Train (BT) sized base, moves as a Horse Artillery Unit, with a Combat Factor of 1 and costs 1 point. A CU has a Supply Radius of 1200paces this radius must not pass within 400paces of any enemy unit and must go around Bad Going. A CU has no limit on the amount of units it can supply at any one time. A Shaken CU has half the Radius.

Ammunition Packs can be represented by using small balls of black Blu Tac on the model base or black/gray beads mounted on plasticine on the model base. A counter saying 'LOW' and 'OUT' would also be useful.

Larger Battles.

For larger battles it is recommended that Divisional Sub Commanders (DSC's) are used. **The DSC** is mounted on a half frontage size base, moves as a Commander Unit, has a maximum Command Radius of 400paces, has an intrinsic 2 CAP's and can be allocated more CAP's by its Commander. The DSC can Support a Close Combat which involves its own troops, the DSC has no Combat Factor and can only be directly attacked via Close Combat. To reflect the historical organisation of the time, all Infantry must be under the **direct command of a DSC** and remain under his command, this also applies to French Mitrailleuse, French Sharpshooters and Prussian/German Skirmishing Cavalry. DSC's can be purchased at a cost of 1 Point each. Only the French can have 'Poor' DSC's.

For **DSC Close Combat** throw 1 x D6:

1,2,3 = DSC Flees 600paces, 4,5,6 = DSC Destroyed.(Attackers CF is not considered)

Points of Note:

1. The infantry units of the FPW used much more flexible formations on the battlefield than their Napoleonic Infantry equivalents. This is reflected in the Combat Factor of only *-1 in Bad Going* and the +100paces when moving into Close Combat.
2. BLR 1 is the first generation of Breach loading Rifles and includes the Prussian Needle Gun which was prone to stoppages. BLR 2 is the second generation of Breach loading Rifles and includes the very effective French Chassepot. RM are the Rifled Muskets of ACW fame and were in use with second line and reserve units.
3. The infantry rifles of the FPW made it even more difficult for cavalry to close with infantry than was possible in the Napoleonic wars. This is reflected with the Combat Factor *-1 Cavalry verses Infantry*.
4. A unit that is 'Out of Ammo' suffers a -1 in Close Combat, this of course includes artillery. In fact artillery units would always retain some canister ammunition for their own defence, that is why artillery units only suffer the -1.
5. Prussian artillery of the FPW was of the latest and best technology and was much more effective in all ways than the French artillery.
6. The Light Infantry of the FPW had become specialists in skirmishing and sharp shooting and were no longer used in classic close order on the battlefield; this is why they have been described and classed as *Sharpshooters*.
7. The Mitrailleuse was a great new invention and a very effective weapon if properly used. The French High Command kept the weapon very secret, so much so that the crews using the weapon didn't have any or very little time to practice firing the weapon. This resulted in the Mitrailleuse never being correctly deployed and never effectively used on the battlefield.
8. Generally the French Cavalry were considered to have the greater 'élan' Therefore the French commander can always have the option of fielding the famous Chasseurs d' Afrique.
9. The FPW was fought during the Industrial Revolution; therefore the terrain for the Standard Gaming Table should reflect this. There should be a minimum of 7 significant terrain pieces (not including roads) and including at least 1 BUA and at least 4 NLF.

Unit Representation:

Infantry	Infantry Regiment of 2000 - 2500 men.
Sharpshooters	Independent Sharpshooter Battalion of 700 - 800 men.
Cavalry	Cavalry Brigade of 1200 - 1400 sabres.
Skirmishing Cavalry	Light Cavalry Regiment of 600 - 700 Sabres.
Guerrillas	Organised mixed Bands of Militia of 1000 - 1200 men
Artillery	Group of 18 Guns