

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
Jagers (Jg)	400	-	300	300	400	+3
Artillery Foot Prussian (FAPr)	1800	3400	300	-	400	+3
Artillery Foot French (FAFr)	1400	2800	200	-	300	+3
Artillery Horse (HA)	1400	2800	300	-	400	+3
Mitrailleuse (Mit)	600^	2000^	300	-	400	+3^
Cavalry Heavy (HC)	-	-	300	200	400	+3
Cavalry Light (LC)	-	-	400	200	400	+3
Cavalry Skirmishing (SC)	300	-	500	200	500	+2
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 Zeroed In, if suffering 'Stoppage' or not 'Zeroed In' minus 2 to Combat Factor.

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 German 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 within or into Bad Going except if jagers
-2	Firing into BUA/NLF or Fortification
-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
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
Jagers	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
Jagers (Jg)	400	-	300	300	400	+3
Artillery Foot Prussian (FAPr)	1800	3400	300	-	400	+3
Artillery Foot French (FAFr)	1400	2800	200	-	300	+3
Artillery Horse (HA)	1400	2800	300	-	400	+3
Mitrailleuse (Mit)	600	2000	300	-	400	+3^
Cavalry Heavy (HC)	-	-	300	200	400	+3
Cavalry Light (LC)\$	-	-	400	200	400	+3
Cavalry Skirmishing (SC)	200	-	500	200	500	+2
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.

\$ Lancers are LC but fight as HC if initiating Close Combat.

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, who is in full edge to edge contact
+1	Elite
+1	Defending a Fortification
-1	Poor Troops or Jagers
-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 Jagers
-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
Jagers	Destroyed by Mounted in GG otherwise 1 Hit and Flee 600 Paces
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
Jagers	Destroyed by Mounted or Jagers otherwise Flee 600Paces and 1 Hit
All others	Destroyed

DBFPW ARMY LISTS AND SPECIAL RULES

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, German Artillery, Horse Artillery and Elite units.

- .5 points for RM and Poor Troops.

Suggested Armies. Only one unit of Arty per 15 point Army can be HA and one unit of French Inf can be Zouave or North African. All Inf and Jg are equipped with BLR1 unless specified.

Imperial French. 4-6xInfBLR2(upto 2 E), 0-1xJgBLR2, 1-2xLC*(1 maybe E), 1-2xHC(1 maybe E), 1-2xArty, 0-1xMit.

Republic French. 2-4xInfBLR2, 4-8xInf Poor(2 can be RM), 0-1xLC*, 1-2xLC Poor, 0-1xJgBLR2, 0-2xArty, 0-2xGs.

German. 4-8xInf(upto 4 E), 4-6xInf Poor(Allies), 1-3xJg(one maybe E, one maybe Bavarian with BLR2), 1-3xLC*, 0-2xHC(one maybe E), 2-3xArty.

* One may be SC. One in three French LC may be Lancers, one in two German LC may be Lancers.

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

It is recommended that non historical Larger Battles are played in multiples of 15 Point Armies (30, 45, 60, Points etc). If an Army List shows a Troop Type with no minimum number, then for a 30 point army there must be a minimum of 1, for 45 point minimum of 2 and so on. For example if the Basic 15 Point Army includes 0-2xHC then for a 45 point army it will 3 times this number with a minimum of 2 (shown as 2-6xHC) or if the Basic 15 Point Army lists 0-1 Jg then for 60 Points it would be 3-4 Jg.

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**, 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. **French Zouave/North African** units Close Combat as Elite. The **Standard Gaming Table** should be at least 4000paces square, and opposing units should deploy no closer than 2400paces apart.

Ammunition Supply (Optional Rule). Because 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'. All artillery/Mitrailleuse units initially carry 1 Pack, except Horse Artillery units which carry 2 Packs, German Caisson Units carry 4 Packs and Baggage Trains also carry 4 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.

German Caisson Unit(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. 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 on Ammo' would also be useful.