

ATTRITION PLAYSHEET - FIRING



TACTICAL FACTORS

Troop Type	Range (Paces)	Movement (Paces)			Basic Combat Factor
		In GG	In BG	Roads	
CinC or Sub Commander	-	400	200	400	+1
Artillery - Foot (FA)	1000	200	-	300	+3
Artillery - Horse (HA)	600	300	-	400	+3
Artillery - Rockets (CR)	600	300	-	400	+2
Cavalry - Heavy (HC)	-	300	200	400	+3
Cavalry - Irregular (IC)	-	500	300	500	+1
Cavalry - Light (LC)	-	400	200	400	+3
Cavalry - Skirmishing (SC)	-	500	200	500	+2
Infantry - Jagers (Jg)	400	300	300	400	+2
Infantry - Light (LI)	300	300	300	400	+3*
Infantry - Muskets (Ms)	200	200	200	400	+4
Guerrillas (Gs)	200	-	300	-	+2

* At +4 if garrisoning a BUA or Fortification.

TERRAIN FACTORS

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

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

FIRING TACTICAL FACTORS

+1	Elite
+1	Stoic Russian Muskets and the losers against Firing
+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 300 Paces
-1	Firing at Jagers in Bad Going
-1	Militia
-1	Shaken
-2	Firing into BUA or Fortifications
-2	Firing 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
Garrisons	No effect
All Others	1 Hit

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

CinC & Commanders	Destroyed
Guerrillas & Fixed Artillery	Destroyed
Skirmishing Cavalry & Irregular 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

ATTRITION PLAYSHEET - CLOSE COMBAT



TACTICAL FACTORS

Troop Type	Range (Paces)	Movement (Paces)			Basic Combat Factor
		In GG	In BG	Roads	
CinC or Sub Commander	-	400	200	400	+1
Artillery - Foot (FA)	1000	200	-	300	+3
Artillery - Horse (HA)	600	300	-	400	+3
Artillery - Rockets (CR)	600	300	-	400	+2
Cavalry - Heavy (HC)	-	300	200	400	+3
Cavalry - Irregular (IC)	-	500	300	500	+1
Cavalry - Light (LC)	-	400	200	400	+3
Cavalry - Skirmishing (SC)	-	500	200	500	+2
Infantry - Jagers (Jg)	400	300	300	400	+2
Infantry - Light (LI)	300	300	300	400	+3*
Infantry - Muskets (Ms)	200	200	200	400	+4
Guerrillas (Gs)	200	-	300	-	+2
Baggage Train (BT)	-	200	-	300	+1

* At +4 if garrisoning a BUA or Fortification.

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

CLOSE COMBAT TACTICAL FACTORS

+4	Muskets or Light Infantry Garrisoning a BUA
+2	Muskets in Attack Column verses Foot (1805-1812 French +3)
+1	Up Hill Advantage
+1	Supported by CinC or Commander, who is in full edge to edge contact
+1	Elite (Old Guard +2)
+1	All Heavy Cavalry verses Mounted
+1	Defending a Fortification
-1	Militia
-1	Jagers verses Any or Skirmishing Infantry in GG verses Mounted
-1	For each enemy Unit that is providing Close Combat Support
-1	Shaken
-1	Attacked First in Flank or Rear
-2	Artillery unable to Fire at its attacker
-2	Within BG except if Skirmishers or Irregular Cavalry
-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, 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
Muskets & Light 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 & 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