

DBACW PLAYSHEET

RANGE, MOVEMENT AND COMBAT FACTORS

Troop Type	Effective Range	Long Range*	Movement (Paces)			Combat/Firing v Foot & Cav
			In GG	In BG	Roads	
Commanders	-	-	400	200	500	+1
Baggage Train	100	-	200	-	400	+1
Cav	-	-	400	200	500	+1
Cav(D)	200	-	200	200	300	+2
Inf(BLR) & Inf(RM)	300	-	200	200	400	+3
Inf(M)	200	-	200	200	400	+3
Art(Hs)	(LS)or(LR)	-	400	100 #	400	+2
Art(LS)	1200	-	200	100 #	400	+2
Art(MS)	1200	1600	200	-	400	+2
Art(LR)	1800	3000	200	100 #	400	+2
Art(MR)	1800	3000	200	-	400	+2
SS	400	-	300	300	400	+2
Gat	400	-	300	100 #	400	+5

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

FIRING		TACTICAL FACTORS	
+1	Veteran,	+1	Firing BLR +1 Medium Artillery Firing
-1	Raw		
-1	Each enemy Supporting		
-1	Fired on in Flank or Rear		
-1	Firing into Cover or BUA, except if SS		
-1	Artillery Firing at Long Range		
-1	In GG and Fired on by Art(MS) upto 300paces or Art(LS) upto 200paces		
-1	Shaken, or -2 Badly Shaken		
-2	Any firing on Fortifications		
-3	Gatling not responding to enemy fire		

CLOSE COMBAT		TACTICAL FACTORS	
+1	Veteran,	+1	Musket Infantry, +1 Mounted Cavalry in Good Going
+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	Cav(D) or SS in Good Going or Infantry in Bad Going		
-1	Each enemy Flank Supporting		
-1	First Attacked in Flank or Rear		
-1	Artillery in second round of Close Combat		
-1	Raw		
-1	Shaken, or -2 Badly Shaken		
-3	If Gatling in second round of Close Combat		

ALL COMBAT RESULTS

Draw: Firing = No effect. Close Combat = Both Shaken/Badly Shaken, Mounted/Generals Recoil.

If unit beaten but not by double the score:

Element	Result
Art & Gat	Destroyed by any in contact or if defending a Fortification, if not Recoil and become Shaken/Badly Shaken
Cav	Recoil and become Shaken/Badly Shaken
CinC/Sub General	Flee 600 paces and become Shaken/Badly Shaken
Inf, SS & Cav(D)	Destroyed by Cav, if not Recoil and become Shaken/Badly Shaken

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 become Shaken/Badly Shaken