

# 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.

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

<b>CLOSE COMBAT</b>		TACTICAL FACTORS	
<b>+1</b>	Veteran,	<b>+1</b>	Musket Infantry, <b>+1</b> Mounted Cavalry in Good Going
<b>+1</b>	Infantry with Rear Support by a second unit of Infantry		
<b>+1</b>	Defending a BUA or Fortification, except SS		
<b>+1</b>	Supported by (A)or(G)General in contact <b>+1</b> Up hill advantage		
<b>-1</b>	Cav(D) or SS in Good Going or Infantry in Bad Going		
<b>-1</b>	Each enemy Flank Supporting		
<b>-1</b>	First Attacked in Flank or Rear		
<b>-1</b>	Artillery in second round of Close Combat		
<b>-1</b>	Raw		
<b>-1</b>	Shaken, <b>-2</b> Badly Shaken		
<b>-3</b>	If Gatling in second round of Close Combat		

ALL COMBAT RESULTS

**A 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