

## SECTION 12 - ORIGINAL PLAYSHEET

### RANGE, MOVEMENT AND COMBAT FACTORS

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

#### Notes

1. At +2 if defending against enemy shooting to which they are not responding.
2. At +4 if garrisoning a BUA or Fortification.

**TERRAIN FACTORS.** The maximum visibility for Firing into and within Bad Going is 100 paces. Units Firing out of Bad Going must be on the edge.

#### TACTICAL FACTORS

+4	If regular foot, except Jagers, <b>Garrisoning</b> a BUA.
+3	1805-1812 French Muskets in <b>Attack Column</b> verses Foot
+2	All Other Muskets in <b>Attack Column</b> verses Foot
+2	If <b>Old Guard</b> in Close Combat.
+1	If <b>Commander</b> is in base to base, corner to corner, contact whilst in Close Combat.
+1	If <b>Elite</b> Firing or in Close Combat, except Old Guard in Close Combat.
+1	If defending <b>fortifications</b> against Close Combat.
+1	If Firing or Attacking into an enemies <b>flank or rear</b> .
+1	If <b>Russian Foot</b> and the loser against Firing.
+1	If <b>Uphill</b> of the enemy when in Close Combat
-1	If Firing at <b>Jagers</b> in Bad Going
-1	For each enemy Unit providing Fire <b>Support</b> or Overlapping
-1	If <b>Militia/Levy</b> Firing or in Close Combat or <b>Jagers</b> in Close Combat.
-1	If any but Foot Skirmishers in open ground (GG) and <b>shot at by Artillery</b> within 300 paces
-2	If Firing at Artillery or Infantry in <b>fortifications</b> .
-2	If Firing or in Close Combat whilst on a <b>bridge</b> or causeway
-2	If any but Foot Skirmishers or IC either in contact with enemy or Firing within or into <b>Bad Going</b> , or if IC in contact with enemy in a BUA, both on and off road.

#### COMBAT RESULTS

If total is less than but more than half that of the enemy:

Unit	Result
Mounted	Destroyed if in Bad Going. If not recoil, unless against rockets then recoil twice.
Mobile Artillery, Rockets & Guerrillas	Destroyed by any in contact. If not recoil.
Position or Fixed Artillery	Destroyed.
Foot Skirmishers	Destroyed by any Mtd if in Good Going. If not recoil.
Muskets	Destroyed by Heavy Cavalry if in Good Going. If not recoil.
Garrison under Fire	No effect
Garrison in Close Combat	Destroyed

If total is half or less than that of the enemy:

Unit	Result
Mounted Skirmishers	Destroyed by other Mounted, Ms and NA or if in Bad Going. If not flee 600 paces.
Foot Skirmishers	Destroyed by Mtd if in Good Going or by other Foot Skirmishers. If not flee 600 paces.
Others	Destroyed.

**SECTION 12 - ATTRITION PLAYSHEET - FIRING**

**TACTICAL FACTORS**

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

\* 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.

**ATTRITION**

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

**FIRING TACTICAL FACTORS**

+1	Elite
+1	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 whilst on a Bridge or Causeway
-2	Firing within or into BG except if Foot Skirmishers

**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
Fixed Artillery	2 Hits
Garrisons	No effect
All Others	1 Hit

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

CinC & Commanders	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
Guerrillas	Destroyed
All others	2 Hits.            No effect on Garrisons

**SECTION 12 - ATTRITION PLAYSHEET - CLOSE COMBAT**

**TACTICAL FACTORS**

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

\* At +4 if garrisoning a BUA or Fortification.

**ATTRITION**

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

**CLOSE COMBAT TACTICAL FACTORS**

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

**CLOSE COMBAT RESULTS.**

If a 'Draw' both Units suffer 1 Hit and if Mounted both 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