

Lace Wars Battle Worksheet

Initial Strength. Equals total Participating SPs, without distinction. Only count Infantry & Cavalry.

Total SPs:	GO Name, his LR, his Personality:
-------------------	--

Final Strength. Top row is for SP Grand Total, plus breakdowns into Infantry, Cavalry, & Artillery. Do not include Artillery in the Grand Total. Class/Capability rows are for reference when calculating special DRMs or modifications to SP values. Use as needed.

SP Grand Total:	Cavalry SPs:	Infantry SPs:	Artillery:
this line for Class or Capability			
this line for Class or Capability			
this line for Class or Capability			
this line for Class or Capability			
this line for Class or Capability			
this line for Class or Capability			
this line for Class or Capability			

Frontage

BF:	# Wings:	Initial AF:	Adjusted AF:	Engaged Wings:	Reserve Wings:
------------	-----------------	--------------------	---------------------	-----------------------	-----------------------

Cavalry Superiority Once total value calculated, compare with opponent as odds ratio to derive DRM.

Cavalry Class + Pike/Bayonet + Other	SP Modifier	SPs	Total
	x		=
	x		=
	x		=
	x		=
	x		=
	x		=
		Grand Total	

Musket & Bayonet Simple majority needed for -1 DRM.

Musket SPs	x1 per SP =	Grand Total:
Bayonet SPs	x2 per SP =	

Lace Wars Battle Worksheet

DRMs

Modifier	Value	Modifier	Value
Enemy's Fieldworks +2		Artillery Superiority -1	
LCE DRM -1 through -4		Assault Superiority -1	
GO Personality DRM -2 through +2		Cavalry Superiority 0 through -4	
Enemy's Screen +1		Grand Total	
Musket/Bayonet -1		Special: HdC Only DRM Based on CE +0 through +4	

Retreat Threshold

Total SPs	CE A = 5	CE B = 4	CE C = 3	CE D = 2	CE E = 1	Sum
	5x ()	4x ()	3x ()	2x ()	1x ()	
	+	+	+	+	=	
					Divide by Total SPs	
Average CE is						
Retreat Threshold is						

Losses & HdC Wings, by Round

Round One		Round Two		Round Three	
Hits	HdC	Hits	HdC	Hits	HdC