

Lace Wars Battle Worksheet

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

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

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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