


# DBA 3.0

LH, Cv, SCh in good going.

Kn, El, Cm, Mtd. Inf. in good going. FAST foot in any going.

SOLID Ax or Wb in any going. Other SOLID foot, CF, WWg & Art in good going.

Any NON-FAST in rough or bad going. Any in non-paltry river.



Combat Factors		
Troops	v Ft	v Mt
Art	4	4
Art (city/ fort)	2	2
Ax	3	3
Bl	5/4	3
Bw	2	4
Cm	3	3
CF & Den	2	0
Cv	3	3
El	5	4
Hd	3	2
Kn, SCh, WWg	3	4
LH, LCm, Ps	2	2
Pk	3	4
Sp	4	4
Wb	3	2
Tactical Factors		
Garrison Def. Ft / Cty	+4	
CF, Ft in Cp/Den in Cty	+2	
Gen, uphill, river bk, flank	+1	
Overlap, shooting support	-1	
Not Ax, Wb, Bw, Ps in BG	-2	


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