

Parameter Data Tables Unleashed

The Talonsoft Battleground Parameter Data Table (.pdt) File

A detailed account for scenario developers of the Main.pdt files in the Battleground® scenario folders. The examples are taken from Waterloo (red) and Borodino (blue). Where there is no difference, the data is shown in black. Line numbers are given throughout, and are identical.

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Line 1: File version number

The number is 1 for Waterloo and 2 for Borodino.

1

2

Line 2: Title

The Battle of Waterloo, June 18, 1815

The Battle of Borodino, September 7, 1812

Line 3: First side

Zero is French.

0

Line 4: Time and visibility data

Dawn (hour & minute); Dusk (hour & minute); Length of dusk in hours; Visibility at dusk; There appears to be no parameter for visibility at night.

2 0 22 0 2 4
5 0 19 0 1 4

Line 5: Minutes per turn

dawn, day & dusk; night.

15 60

Line 6: Stacking data

Maximum stacking in 25-man strengths ($25 \times 80 = 2000$); artillery stacking factor (max of $16 \times 25 = 400$, or 20% of infantry, ie. divide strength by 5); cavalry stacking factor (ie. divide by 2); maximum units in hex; unknown; unknown; number of men in one point of strength (25).

80 5 2 8 2 1 25

Line 7: Strengths for breaking down units

Appear to determine breakdown of formations into skirmishers and extended lines. The first number is the skirmisher factor and the second cavalry. The higher the number, the lower the skirmisher strength. The third and fourth numbers relate to extended line ($36 \times 25 = 900$; $24 \times 25 = 600$). The last number is the minimum number of cannon at which to change to extended line in Borodino.

8 4 36 24
4 4 36 24 10

Line 8: Command radius:

Brigade radius: Allied; French; Prussian. Division radius: Allied; French; Prussian. In NiR, just the two sides are given.

2 3 2 4 6 4

2 3 4 6

Line 9: Fatigue data:

Fatigue caused by: Fire; Loss; Melee; Maximum fatigue; % chance of recovery in: Day; Night.

1 1 1 9 15 75

Line 10: Movement allowance data:

Movement allowances for: infantry; cavalry; artillery; supply wagons.

12 12 12 10

Lines 11 onwards: Movement costs:

The columns below are for: infantry (line); infantry (column); cavalry; artillery; supply wagons.

1. Terrain Types:

The first part is for terrain types. Here 0 means no movement is possible. Here follows the order of terrain types. The order is the same as the order of the checksum values in the [map file](#).

11. Blocked

0 0 0 0 0

12. Clear

2 2 2 2 3

3 2 2 2 3

13. Water

0 0 0 0 0

14. Forest

4 4 6 8 8

5 4 6 8 8

15. Orchard

3 3 4 6 6

4 3 4 6 6

16. Marsh

4 4 8 0 0

5 4 8 0 0

17. Building

2 2 2 2 3

3 2 2 2 3

18. Chateau

2 2 0 2 3

3 2 2 2 3

19. Village

4 2 4 4 4

20. Rough

3 3 3 4 4

4 3 6 0 0

21. Field

3 3 3 3 5

3 3 3 3 3

2. Hexsides:

This second part is for hexsides; Here 0 means no movement is possible, sometimes in the sense that no benefit is gained. Thus infantry in line cannot use road movement, and default to the underlying terrain type. Here follows the order of hexsides. The order is the same as the order of the checksum values in the [map file](#).

22. Path

0 2 2 2 2

23. Road

0 1 1 1 2

24. Pike

0 1 1 1 1

25. Railroad (ACW)

0 2 2 2 2

26. Stream

1 1 2 2 2

27. Creek

0 0 0 0 0

28. Hedge

1 1 2 2 2

29. (low) Wall

2 2 4 6 6

30. Embankment

2 2 4 6 6

2 2 4 0 0

31. High Wall

0 0 0 0 0

32. Gate

1 1 2 2 2

33. Fort

2 2 4 6 6

6 5 8 0 0

34. Up elevation

1 1 1 2 2

Line 35: Change costs (changing face)

infantry; cavalry; artillery

2 3 2

Line 36: Change costs (about face)

infantry; cavalry; artillery

4 6 4

Line 37: Rearward movement (line)

1

Lines 38 & 39: Ammunition loss values

Loss probability(n/base): base; Allied; French; Prussian.

24 1 1 1

24 1 1

Artillery ammo loss: Allied; French; Prussian.

3 3 3

3 3

Lines 40 onwards: Weapon Effectiveness Table

Each effectiveness value is paired with a positional number ahead of it. The number before each value is the position of the last such value (eg. at the start of row A, positional values 1 2 3 6 means that there are 1 1 1 3 places for values (ie. added together = 6). Expanded, the values in their places would look like the following:

8 6 5 4 4 4 ...etc.

So it is not a positional table as laid out. The -1 indicates the end of the table. The table is extensible to allow further ranges, and is ended by the "\$" below. One could therefore add a new type "Z". (Only Waterloo is shown).

A	1	8	2	6	3	5	6	4	7	3	9	2	18	1	-1
B	1	8	2	6	4	4	5	3	8	2	15	1	-1		
C	1	8	2	6	3	4	7	2	12	1	-1				
D	1	12	2	8	3	4	7	2	12	1	-1				
M	1	6	2	3	-1										
R	1	4	2	3	3	2	5	1	-1						

Line 46: End of the above table (\$)

\$

Line 47: Size of matrix below

Maximum value in matrix; Number of rows in matrix

108 12

Lines 48 onwards: Fire Results Table

Factor/Roll. (Only Waterloo is shown)

2	0	0	0	0	0	0	0	0	0	-1	-1	1
4	0	0	0	0	0	0	0	0	-1	-1	1	1
8	0	0	0	0	0	0	0	-1	-1	1	1	1
12	0	0	0	0	0	0	-1	-1	1	1	1	2
18	0	0	0	0	0	-1	-1	1	1	1	2	2
24	0	0	0	0	-1	-1	1	1	1	2	2	3
32	0	0	0	-1	-1	1	1	1	2	2	3	3
40	0	0	-1	-1	1	1	1	2	2	3	3	4
50	0	-1	-1	1	1	1	2	2	3	3	4	4
60	-1	-1	1	1	1	2	2	3	3	4	4	5
72	-1	1	1	1	2	2	3	3	4	4	5	5
84	1	1	1	2	2	3	3	4	4	5	5	6
96	1	1	2	2	3	3	4	4	5	5	6	6
108	1	2	2	3	3	4	4	5	5	6	6	7

Line 62: Fire results modifiers

Enfilade modifier; Cavalry modifier; Modifier maximum effective distance(?)

2 2 10

Line 63: Terrain fire modifiers

Order: blocked; clear; water; forest; orchard; marsh; building; chateau; village; rough; field.

0 0 0 -1 0 0 -2 -3 -2 -1 0

0 0 0 -1 0 0 -2 0 -2 -1 0

Line 64: Hexside fire modifiers

Order:

0 0 0 0 0 0 -1 -2 -1 -4 -4 -2

Line 65: Elevation fire modifier

-1

Line 66: Size of matrix below

9 12

Lines 67 onwards: Combat Results Table

Odds/Roll. (Only Waterloo is shown)

1	3	12	0	11	0	10	0	9	0	8	0	7	0	6	0	5	0	5	1	4	0	4	1	4	2
1	2	7	1	6	0	6	1	6	2	5	0	5	1	5	2	4	0	4	1	4	2	4	3	3	4
2	3	6	1	6	2	5	1	5	2	5	3	4	1	4	2	4	3	3	1	3	2	2	3	2	4
1	1	5	1	5	2	5	3	4	1	4	2	4	3	3	1	3	2	2	3	2	4	3	5	2	5
3	2	5	3	4	1	4	2	4	3	3	1	3	2	2	3	2	4	3	5	2	5	1	5	2	6
2	1	4	2	4	3	3	1	3	2	2	3	2	4	3	5	2	5	1	5	2	6	1	6	2	7
3	1	3	1	3	2	2	3	2	4	3	5	2	5	1	5	2	6	1	6	2	7	1	7	0	7
4	1	4	3	3	4	3	5	2	5	1	5	2	6	1	6	0	6	1	7	1	8	0	9	0	10
6	1	3	4	3	5	2	5	1	5	2	6	1	6	0	6	1	7	1	8	0	9	1	10	0	11

Line 76: Leader Casualty Values

Probability (n/base): base; Allied: fire wound; fire kill; melee wound; melee kill; melee capture; French: etc; Prussian: etc.

100 2 3 3 4 5 2 3 3 4 5 2 3 3 4 5

100 2 3 3 4 5 2 3 3 4 5

Line 77: Terrain Elevations (meters)

Order: blocked; clear; water; forest; orchard; marsh; building; chateau; village; rough; field; height of a man.

0 0 0 12 5 0 0 10 10 0 1 2

0 0 0 15 5 0 0 10 10 0 2 2

Line 78: Unknown

6 1 -1

The following values are found in the NiR/PtW pdt only:

Line 79: Golden morale

4

Line 80: Artillery ammunition from reinforcement

8 8

Line 81: Unknown

2 3

Comments and suggestions to [John Pumphrey](#)