

ALLIES ARMY SHEET (1807-15) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Guard	24-36	Musket (12")	3	5	5	Skirmishers, Square	28
Grenadiers	24-36	Musket (12")	3	5	4	Skirmishers, Square	24
1st Line Infantry	24-36	Musket (12")	3	4	3	Skirmishers, Square	18
2nd Line Infantry	24-36	Musket (12")	2	3	3	Skirmishers, Square	13
Light Infantry	24-36	Musket (12")	4	3	3	Light Infantry, Square	22
Militia	24-36	Musket (12")	2	3	2	Militia, Square	9
Infantry Detachment	6-8	Musket (12")	2	2	2	Light Infantry	12
Rifle Detachment	6-8	Rifle (18")	2	2	2	Light Infantry	14
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Heavy Cavalry	9-14	Sabre	-	5	3	Heavy Cavalry	22
Line Cavalry	9-14	Sabre or lance	-	4	3	-	18
Light Cavalry	9-14	Sabre	-	3	3	Carbines, Light Cavalry	20
Irregular Cavalry	9-14	Sabre	-	3	2	Hit & Run, Light Cavalry, Swift	19
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Horse Artillery	1	Cannon (36")	1	2	2	Canister, Horse Artillery	26

ARMY RULE OPTIONS

Linear Tactics: The army may have the Linear Tactics army rule. If it does, infantry units from the army that are in an attack column formation have a move distance of 9" and cannot take an assault action unless they finish the move in contact with an enemy unit that is in cover or that can only be reached by crossing a bridge or ford.

UNIT OPTIONS

Battalion Guns: Infantry units can have the battalion guns special rule for 6 extra points.

Disciplined Musketry: Infantry units apart from militia can have the disciplined musketry rules at an additional cost of 4 points. If the army has the linear tactic army rule then the cost is reduced to 2 points instead of 4 points.

Elite Units: Units can be elite. An elite unit can have up to 1 added to its fire value for 3 extra points (or 6 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

Understrength Units: Infantry and cavalry units apart from detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

Unenthusiastic Units: Units apart from militia can be unenthusiastic for 6 less points. Subtract 1 from the melee and tenacity values of an unenthusiastic unit.

FATE CARDS

Any	Act on Initiative. You can play any card to allow 1 unit from a brigade that failed an activation test or that did not receive a message to take an action.	7	Directed Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the attacking unit. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
King	National Pride. Play this card after a friendly player fails a valour test or fortitude test. They can reroll the failed test. If the rerolled test is successful, friendly players can reroll failed valour or fortitude tests for the rest of that turn.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Death to the Invaders. Play this card in a melee phase. Pick 1 Allied brigade. Add 1 to the melee value of units from that brigade for the rest of that phase.	5	Stubborn. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss).
Jack	Home Ground. Play this card in your fate phase. Pick 1 terrain feature. Add 1 to valour tests for friendly units within 3" of the terrain feature for the rest of the battle.	4	Breakthrough. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
10	Capture. Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.	3	Confusion. Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.	2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
8	Inspiration. Play this card after a friendly unit fails a valour test or brigade fails a fortitude test. The test is passed.	Ace	All Out Attack. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

UNIT SPECIAL RULES

Battalion Guns

A unit with this rule cannot Double. When this unit shoots, if there are no visible enemy units within 12", it can fire its battalion guns on their own. Battalion guns have a fire value of 1, a range of 48", and 2 is subtracted from their hit rolls. If the battalion guns do not fire on their own, and whenever this unit fights or fights back, roll a dice. On a 5 or 6 add 1 to this unit's attack value.

Canister

A unit that has the canister special rule can either fire normally or it can use the following special rules:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- Count it as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Carbines

This unit can use its carbines to skirmish (see the Skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

Disciplined Musketry

Re-roll hit rolls of 1, before modifiers are applied, for fire or melee attacks made by this unit if it is in line formation and is the main attacker.

Heavy Cavalry

Re-roll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is not in cover.

Hit & Run

Before this unit fights, fights back, or the roll is made for it for being in contact with a square, its commanding player can say that it will hit and run and then roll a dice. On a 1 this unit suffers 1 loss, on a 2-3 nothing happens, and on a 4+ the target suffers 1 loss. This unit must then retreat.

Horse Artillery

This unit has a move distance of 18" when limbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of it.

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for this unit.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is in defensible terrain.
- It can occupy defensible terrain after it has made a move or retreat.

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

- It is a deployed unit that has a move distance of 3".
- It cannot assault.
- Add 1 to the attack value of artillery that shoot at it.
- Halve its fire attack value and add 1 to its melee attack value.
- At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.
- A square that loses a melee automatically routs.

Swift

Add 6" to the move distance of this unit.

DESIGN NOTES

Allied Armies & Units: This army sheet can be used on its own to represent an army from a minor country fighting independently. Alternatively, units from this army sheet can be included as part of a British or French army to represent allied units fighting as part of the army of one of the major powers. Note that when an allied unit is included as part of a major powers army, they are not affected by the Jack, Queen and King fate cards (these cards only affect units from the major powers army sheet).

PENINSULAR WAR PORTUGUESE

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
1st Line Infantry	24-36	Musket (12")	3	4	4	Disciplined Musketry, Skirmishers, Square	24
2nd Line Infantry	24-36	Musket (12")	2	3	3	Skirmishers, Square	13
Caçadores	24-36	Musket (12")	4	3	3	Disciplined Musketry, Light Infantry, Square	24
Militia	24-36	Musket (12")	2	3	2	Militia, Square	10
Atiradores	6-8	Rifle (18")	2	2	2	Light Infantry	14
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
1 st Line Cavalry	9-14	Sabre or lance	-	4	3	Carbines, Light Cavalry	22
2 nd Line Cavalry	9-14	Sabre	-	3	3	Carbines, Light Cavalry	20
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
ARTILLERY	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	2	2	Cannister	20

ARMY RULE OPTIONS

Linear Tactics: Infantry units from this army that are in an attack column formation have a move distance of 9" and cannot take an assault action unless they finish the move in contact with an enemy unit that is in cover or that can only be reached by crossing a bridge or ford.

WATERLOO CAMPAIGN BRUNSWICK UNITS By Brendan Morrissey

Use the following army sheet and special rules for Brunswick forces in the Waterloo campaign (June-July 1815). No more than 1 Lieb Guard, Avante-Guard or Uhlan unit should be included in an army.

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Lieb Infantry	24-36	Musket (12")	3	5	4	Disciplined Musketry, Skirmishers, Square	26
Line Infantry	24-36	Musket (12")	3	4	4	Disciplined Musketry, Skirmishers, Square	24
Light Infantry	24-36	Musket (12")	4	3	3	Disciplined Musketry, Light Infantry, Square	24
Avante-Garde	12-18	Musket (12")	4	3	3	Disciplined Musketry, Light Infantry, Square	24
Gelernte Jager	6-8	Rifle (18")	2	2	2	Light Infantry	14
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Uhlans	9-14	Lance	-	5	3	Carbines	22
Hussars	9-14	Sabre	-	4	3	Carbines, Light Cavalry	20
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
ARTILLERY	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	2	2	Cannister	20
Horse Artillery	1	Cannon (36")	1	2	2	Cannister, Horse Artillery	26

ARMY RULE

Linear Tactics: Infantry units from this army that are in an attack column formation have a move distance of 9" and cannot take an assault action unless they finish the move in contact with an enemy unit that is in cover or that can only be reached by crossing a bridge or ford.

1809 BRUNSWICK ARMY SHEET By Brendan Morrissey

Use the following army sheet and special rules for Brunswick forces in the Danube campaign and flight to the coast. Note that "units" are company/squadron strength. Obviously opposing forces will also need to be scaled down to match this structure.

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Infantry (Frei)	12	Musket (12")	3	4	3	Skirmishers, Square	20
Light Infantry (Jager)	12	Musket (12")	4	3	3	Light Infantry, Square	24
Recruits & Deserters	12	Musket (12")	2	3	2	Militia, Square	10
Scharfschutzen	6	Rifle (18")	2	2	2	Light Infantry	14
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Hussars	9	Sabre	-	4	3	Carbines, Light Cavalry	23
Uhlans	9	Lance	-	5	3	Carbines	23
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
ARTILLERY	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	2	2	Cannister	20
Horse Artillery	1	Cannon (36")	1	2	2	Cannister, Horse Artillery	26

LEGION PORTUGAISE (1809) By Nuno Pereira

Use the following army sheet and special rules for the Regiments d'Infanterie and Chasseurs a Cheval de la Legion Portugaise created from various elements especially for the 1809 campaign.

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Regiments d'Infanterie	24-36	Musket (12")	4	3	3	Light Infantry, Square	21
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Chasseurs a Cheval	9-14	Sabre	-	4	3	Carbines, Light Cavalry	20

LEGION PORTUGAISE (1812-13) By Nuno Pereira

Use the following army sheet and special rules for the Regiments d'Infanterie and Chasseurs a Cheval de la Legion Portugaise for the 1812 Russian campaign. The Chasseurs a Cheval regiment was attached to the Young Guard.

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
1er Rgt. d'Infanterie	24-36	Musket (12")	4	3	4	Light Infantry, Square	25
2-3e Rgt. d'Infanterie	24-36	Musket (12")	3	4	3	Skirmishers, Square	18
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Chasseurs a Cheval	9-14	Sabre	-	4	3	Carbines, Light Cavalry	22