

BRITISH ARMY SHEET (1809-15) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Foot Guard	30-48	Musket (12")	3	6	6	Disciplined Musketry, Skirmishers, Square	37
Line Infantry	24-36	Musket (12")	3	4	4	Disciplined Musketry, Skirmishers, Square	24
Light Infantry	24-36	Musket (12")	4	3	4	Disciplined Musketry, Light Infantry, Square	28
Riflemen	24-36	Rifle (18")	4	3	4	Disciplined Musketry, Light Infantry, Square	32
Light Detachment	4-8	Musket (12")	2	2	2	Disciplined Musketry, Light Infantry	14
Rifle Detachment	4-8	Rifle (18")	2	2	2	Disciplined Musketry, Light Infantry	16

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Hussars	9-14	Sabre	-	4	3	Carbines, Headstrong, Light Cavalry	24
Light Dragoons	9-14	Sabre	-	4	3	Carbines, Headstrong, Light Cavalry	24
Heavy Dragoons	9-14	Sabre	-	6	4	Headstrong, Heavy Cavalry	30
Household Cavalry	9-14	Sabre	-	7	4	Headstrong, Heavy Cavalry	32
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13

ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Rocket Artillery	1	Rocket (60")	1	2	2	Rockets	22
Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Heavy Artillery	1	Cannon (54")	2	2	2	Canister, Slow	28
Horse Artillery	1	Cannon (36")	1	2	2	Canister, Horse Artillery	26

ARMY SPECIAL 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.

UNIT OPTIONS

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.

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	Perfect Volleys. Play this card in your fire phase. Pick 1 British brigade. Add 1 to the fire value of British infantry units from that brigade for the rest of the phase.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Defensive Fire. Play this card in the enemy melee phase. Pick 1 British brigade. Add 1 to the melee value of British infantry units from that brigade for the rest of the 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	Scum of the Earth. Play this card in a melee phase. Subtract 1 from valour tests for enemy units that are in contact with one or more British infantry units in the phase.	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

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.

Headstrong

If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time. Subtract 1 from its melee value the second time it fights in the same turn. It does not assault again, **and may not retreat**, if it defeats the second opponent.

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.

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.

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.

Slow

This unit has a move distance of 6" when limbered and 1" when unlimbered.

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.

Rockets

When this unit fires or lends fire support, the target unit does not have to be the closest enemy, and if this unit or the target is on a hill, friendly units that are not on a hill do not block the line of sight. However, subtract 1 from hit tests for shooting attacks made by this unit or by a friendly unit lent support by it.

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.

DESIGN NOTES

Linear Tactics: British infantry were capable of using attack column formation but they only did so very rarely, usually in order to make an assault on an enemy that was in dense terrain or that could not be reached any other way.

Headstrong: British cavalry that use the second assault to attack an enemy unit that is in a square do not have to make the roll to see if they can attack the square (it's assumed that the sight of the British cavalry routing a friendly unit unsettles the square enough for the British to make the assault without the roll needing to be made). It's also worth noting that this rule is not optional – if British cavalry can make a second assault, they must do so.