

RUSSIAN ARMY SHEET (1809-1815) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Guard	24-36	Musket (12")	2	5	5	Skirmishers, Square, Stoic	24
Grenadiers	24-36	Musket (12")	2	5	4	Skirmishers, Square, Stoic	20
Line Infantry	24-36	Musket (12")	2	4	4	Skirmishers, Square, Stoic	18
Jagers or Marines	24-36	Musket (12")	3	3	4	Light Infantry, Square, Stoic	22
Opolchenie	24-36	Musket (12")	1	3	2	Militia, Square	7
Opolchenie (Pikes)	24-36	Pike (na)	-	4	2	Militia, Square	5
Jaeger Detachment	6-8	Musket (12")	2	2	2	Light Infantry	12

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Hussars	9-14	Sabre	-	4	3	Carbines, Light Cavalry	22
Uhlans	9-14	Lance	-	4	3	Carbines, Lances, Light Cavalry	22
Mounted Opolchenie	9-14	Lance	-	3	2	Light Cavalry	15
Mounted Jaegers	9-14	Sabre	-	4	3	Light Cavalry	21
Dragoons	9-14	Sabre	-	5	3	Heavy Cavalry	22
Cuirassiers	9-14	Sabre	-	6	4	Heavy Cavalry	28
Cossacks	6-8	Lance	-	3	2	Hit & Run, Light Cavalry, Swift	18
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	Battery, Canister	23
Heavy Artillery	1	Cannon (54")	2	2	2	Battery, Canister, Slow	31
Horse Artillery	1	Cannon (36")	1	2	2	Canister, Horse Artillery	27
Opolchenie Artillery	1	Cannon (48")	1	1	1	Canister	14

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 opolchenie and 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	Holy Mother Russia. Play this card at the start of any phase. Roll a D6 for each shaken Russian unit. On a 4+ remove 1 loss marker from the unit you are rolling for.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Tenacity. Play this card in your fate phase. Pick 1 Russian unit. Add 1 to that unit's tenacity for the rest of the game.	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	Cossack Raiders. Play this card in a melee phase. Pick 1 enemy unit within 18" of the edge of the battlefield. It suffers 1 loss.	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

Battery

Re-roll hit rolls of 1, before modifiers are applied, for fire attacks made by this unit if it is the main attacker and has no loss markers. In addition, up to 5 units can lend fire support to this unit as long as all the other units are artillery units from this unit's brigade that are within 6" of it.

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).

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.

Slow

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

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.

Stoic

This unit cannot move in the same action phase that it reforms. However, you can reroll valour test rolls of 1 for this unit.

Swift

Add 6" to the move distance of this unit.