

COALITION ARMY SHEET (1864-1870) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Infantry	18-24	Rifled Musket (18")	3	4	4	Skirmishers, Square	24
Volunteer Infantry	18-24	Rifled Musket (18")	3	3	3	Skirmishers, Square, Unpredictable	18
Caçadores	18-24	Rifled Musket (18")	4	3	4	Light Infantry, Square	26
Infantry Detachment	6-8	Rifled Musket (18")	2	2	2	Light Infantry	14
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
1st Line Cavalry	6-12	Sabre	-	4	3	Light Cavalry	21
2nd Line Cavalry	6-12	Sabre	-	3	3	Light Cavalry	19
Mounted Caçadores	6-12	Rifled Carbine (12")	2	2	3	Mounted Infantry	28
Cavalry Detachment	3	Sabre	-	2	1	Light Cavalry	12
ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (60")	1	2	2	Canister, Shell	28
Rocket Artillery	1	Rockets (60")	1	2	2	Rocket	22
Horse Artillery	1	Cannon (48")	1	2	2	Canister, Horse Artillery, Shell	34

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.

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	Naval Bombardment. Play this card in your fate phase. Pick 1 enemy unit and roll 3 dice. That unit suffers 1 loss for each roll of 4+.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Stubborn Squares. Play this card in your fate phase. Add 1 to valour tests for infantry units that are in a square for the rest of the battle.	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	Precision Fire. Play at the start of your fire phase. You can reroll failed hit rolls for attacks made by artillery in that 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.

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 it.

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 defendable terrain.
- It can occupy defendable terrain after it has made a move or retreat.

Mounted Infantry

When this unit reforms, it can dismount or remount its horses in addition to changing formation.

- While mounted it is counted as light cavalry. It cannot shoot, it cannot assault and its melee value is halved.
- While dismounted it is counted as light infantry.

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.

Shell

Add 1 to hit rolls for this unit if the target is in hard cover and/or is in a column, attack column or square formation.

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.

DESIGN NOTES

Dismounted Cavalry: You can represent dismounted units with dismounted cavalry figures, or you can turn some of the mounted figures in the unit around to face the opposite direction to shown when a unit has dismounted.

Small Unit Sizes: The units in the armies that we used when playtesting War of the Triple Alliance army sheets have less figures than those from the units we use in our Napoleonic games, and the unit sizes reflect this. Please feel free to increase them to 24-36 figures for infantry units and 9-14 figures for cavalry units if you wish (the rest of the unit profile is unchanged).