

ISABELINO ARMY SHEET (1833-1840) v3.1

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Infantry	18-24	Musket (12")	3	4	3	Skirmishers, Square	18
2nd Line Infantry	18-24	Musket (12")	2	3	2	Militia, Skirmishers, Square	9
Cazadores	18-24	Musket (12")	4	3	3	Light Infantry, Square	22
British Auxiliary Legion	18-24	Musket (12")	3	4	4	Disciplined Musketry, Skirmishers, Square	24
British Riflemen	18-24	Rifle (18")	4	3	4	Disciplined Musketry, Light Infantry, Square	28
French Foreign Legion	18-24	Musket (12")	3	4	4	Elan, Skirmishers, Square	23
Infantry Detachment	4-6	Musket (12")	2	2	2	Light Infantry	12
British Rifle Detachment	4-6	Rifle (18")	2	2	2	Light Infantry	14
Guerrilla Detachment	6-9	Musket (12")	2	2	2	Light Infantry, Unpredictable	12

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Isabelino Line Cavalry	8-12	Sabre or Lance	-	3	3	Heavy Cavalry	18
Isabelino Light Cavalry	8-12	Lance or Lance	-	3	3	Carbines, Light Cavalry	20
British & Polish Lancers	8-12	Lance	-	4	3	Carbines, Headstrong, Light Cavalry	24
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13

ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
British Rocket Artillery	1	Rocket (60")	1	2	2	Rockets	22
British Field Artillery	1	Cannon (48")	1	2	2	Canister, Shell	24
Isabelino Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Isabelino Mountain Guns	1	Cannon (36")	1	2	2	Canister, Light Artillery	14
Isabelino Horse Artillery	1	Cannon (36")	1	2	2	Canister, Horse Artillery	24

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.

Rifle Armed Cazadores: Units of Cazadores can be armed with rifles. Increase the range of a unit armed with rifles to 18" and add 2 to their points cost.

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	Royal Naval Bombardment. Play this card in your fate phase if there are any British units on the battlefield. Pick 1 enemy unit and roll 3 dice. That unit suffers 1 loss for each roll of 4+ (do not apply any modifiers for cover or being entrenched and so on).	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	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.	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	Cavalry Reforms. Play this card before a friendly Isabelino cavalry unit attacks for the first time. Add 1 to that unit's melee value 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

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.
- It counts 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.

Elan

Reroll hit rolls of 1 for melee attacks made by this unit **if it 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.

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 Artillery

Subtract 1 from hit rolls if the main attacker is light artillery (the modifier does not apply if light artillery is only lending support).

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.

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.

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.

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.

DESIGN NOTES

The Royal Guard: Units from the Royal Guard can be represented by upgrading line infantry, line cavalry and light cavalry to elite status with +1 tenacity for +4 points.

2nd Line Infantry: This category includes most Provincial battalions of line infantry, National Militia and Peseteros.

Portuguese Troops: Units belonging to the Portuguese auxiliary division have the same profiles as Isabelino units.