

The Profiles:

United Kingdom

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### Personalities

#### Arthur Wellesley, The Duke of Wellington

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value:165 | F | S | D | A | W | C | M | W | F |
| Arthur Wellesley (General) | 5/5+ | 4 | 5 | 2 | 3 | 6 | 4 | 3 | 3 |

##### Wargear

Arthur Wellesley carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

Horse – 10 pts

##### Special Rules

**The Iron Duke** Wellesley’s Heroic Actions affect all friendly models within 8” instead of 6”, and all models within 3” of Wellesley gain a +1 modifier to their Fight Value.

**Strategist** Arthur Wellesley may make on Heroic Action per turn without depleting his store of Might.

#### Lieutenant General Thomas Picton

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 80 | F | S | D | A | W | C | M | W | F |
| Thomas Picton (General) | 4/4+ | 4 | 5 | 2 | 2 | 5 | 3 | 2 | 2 |

##### Wargear

Thoams Picton carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

Horse – 10 pts

##### Special Rules

**Master of Battle** If an enemy Hero calls a Heroic Move within 6” of Picton, Picton may call one of his own without expending any Might.

#### Henry William Paget, the Earl of Uxbridge

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value:115 | F | S | D | A | W | C | M | W | F |
| Henry Paget (General) | 5/5+ | 4 | 5 | 3 | 3 | 6 | 3 | 3 | 2 |

##### Wargear

Henry Paget carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

Horse – 10 pts

##### Special Rules

**Resent** Paget had a liaison with Henry Wellesley’s ex-wife, Charlotte, and married her shortly after the couple divorced. This would be of no consequence, if not for the fact that Henry was the Duke of Wellington’s brother. Being under the command of a superior who resents one’s marriage is never a good thing, and so if both Arthur Wellesley and Paget are fielded in any scenario set in 1810 or later, Paget suffers a -1 Courage penalty. In addition, the Duke of Wellington will not move as a part of Paget’s Heroic moves.

**Cavalry General** If Paget is mounted, all cavalry beginning their turn within 6” of him move 12” instead of 10” (including Paget himself).

#### Aide de Camp

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 75 | F | S | D | A | W | C | M | W | F |
| Aide de Camp (Officer) | 4/4+ | 4 | 4 | 2 | 2 | 4 | 2 | 1 | 1 |

##### Wargear

An Aide de Camp carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

Musket – 2 pts

Carbine – 2 pts

Bayonet – 1 pt

Horse – 10 pts

##### Special Rules

**Aide de Camp** Aides de Camp are assigned to a specific General at the beginning of the game. They pass all Courage Tests they are required to take as long as that hero is still alive. In addition, any area bonus that the General gives is given out to half the distance by the Aide de camp. For instance, an aide de camp to General Paget would cause all cavalry within 3” to move 12”, and the Duke of Wellington’s aide de camp’s heroic actions would affect all models within 7”.

### Line Infantry

#### Line Infantry Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 50 | F | S | D | A | W | C | M | W | F |
| Captain | 4/5+ | 4 | 4 | 2 | 2 | 5 | 3 | 1 | 2 |

##### Wargear

A Line Infantry Captain carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

Horse – 10 pts

#### Line Infantry Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 25 | F | S | D | A | W | C | M | W | F |
| Sergeant | 4/5+ | 4 | 4 | 1 | 1 | 4 | 1 | 1 | 1 |

##### Wargear

A Line Infantry Sergeant carries a Sword. He may have the following items at additional cost:

Musket – 2 pts

Pike – 1 pt

Bayonet – 1 pt

Pistol – 1 pts

Brace of Pistols – 2 pts

Banner – 30 pts

##### Special Rules

**Disciplinarian** Sergeants maintained order on the lines, with commands to kill any man who fled. Should any soldier fleeing because of a failed courage test pass within 3” of the Sergeant, the model must stop, and the Sergeant will inflict one automatic Strength 4 hit on the model. If this does not kill the model, he may continue to flee the board. If it does kill him, all NCOs and Soldiers within 10” of the killed model automatically pass all Courage tests for the remainder of the turn.

#### Line Infantry

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 8 | F | S | D | A | W | C |
| Line Infantry | 3/5+ | 3 | 3 | 1 | 1 | 2 |

##### wargear

A Line Infantry is armed with a Musket and bayonet. He may have the following items at additional cost:

Drum, bugle or similar instrument – 25 pts

Banner – 25 pts

### Light Infantry

#### Light Infantry Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 50 | F | S | D | A | W | C | M | W | F |
| Light Infantry Captain | 4/4+ | 4 | 4 | 2 | 2 | 5 | 2 | 1 | 2 |

##### Wargear

A Light Infantry Captain carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pt

#### Light Infantry Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 26 | F | S | D | A | W | C | M | W | F |
| Light Infantry Sergeant | 4/4+ | 4 | 4 | 1 | 1 | 4 | 1 | 1 | 1 |

##### Wargear

A Light Infantry Sergeant carries a Sword. He may have the following items at additional cost:

Pistol – 1 pts

Brace of Pistols – 2 pts

Musket – 2 pts

Banner – 30 pts

#### Light Infantry

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 10 | F | S | D | A | W | C |
| Light Infantry | 3/4+ | 3 | 3 | 1 | 1 | 3 |

##### Wargear

A Light Infantry is armed with a Musket and bayonet. He may have the following items at additional cost:

Bugle or similar instrument – 25 pts

### Skirmishers

#### Skirmisher Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 70 | F | S | D | A | W | C | M | W | F |
| Skirmisher Captain | 5/4+ | 4 | 5 | 2 | 2 | 5 | 2 | 1 | 3 |

A Skirmisher Captain carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

Musket – 5 pts

Rifle – 12 pts

##### Special rules

**Mutual Respect** The range of a Skirmisher Captain’s “Stand Fast!” on other Skirmishers is 10”.

**Stealth** If a Skirmisher is partially concealed from view, he cannot be seen at distances of 12” or more.

#### Skirmisher Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 30 | F | S | D | A | W | C | M | W | F |
| Skirmisher Sergeant | 5/4+ | 4 | 5 | 1 | 1 | 4 | 1 | 1 | 1 |

A Skirmisher Sergeant carries a Sword. He may have the following items at additional cost:

Musket – 2 pts

Bayonet – 1 pt

Rifle – 6 pts

Pistol – 1 pt

Brace of pistols – 2 pts

##### Special rules

**Mutual Respect** The range of a Skirmisher Sergeant’s “Stand Fast!” on other Skirmishers is 6”, instead of 3”.

**Stealth** See Skirmisher Captain profile.

#### Thomas Plunket

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 75 | F | S | D | A | W | C | M | W | F |
| Thomas Plunket (NCO) | 5/3+ | 4 | 5 | 1 | 2 | 5 | 2 | 2 | 2 |

Thomas Plunket carries a Sword, Rifle and Bayonet.

##### Special rules

**Mutual Respect** The range of Thomas Plunket’s “Stand Fast!” on other Skirmishers is 6”, instead of 3”.

**Stealth** See Skirmisher Captain profile.

**Fatal Accuracy** Plunket’s aim is legendary. When rolling to wound, he receives a +1 modifier. If, when rolling to wound with a ranged attack, he scores a natural 6 (i.e. not affected by Might, but with the effect of the modifier), he causes D3 wounds instead of one. However, if the one of these wounds is saved by Fate, then all are saved by Fate.

#### Skirmisher

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 14 | F | S | D | A | W | C |
| Skirmisher | 4/4+ | 3 | 4 | 1 | 1 | 4 |

##### wargear

A Skirmisher is armed with a Musket and Bayonet. He may have the following items at additional cost:

Upgrade Musket to Rifle – 4 pts

Bugle or similar instrument – 25 pts

##### Special Rules

**Stealth** If a Skirmisher is partially concealed from view, he cannot be seen at distances of 12” or more.

### Grenadiers

#### Grenadier Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 65 | F | S | D | A | W | C | M | W | F |
| Grenadier Captain | 5/4+ | 4 | 5 | 2 | 2 | 5 | 3 | 1 | 2 |

A Grenadier Captain carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

Horse – 10 pts

#### Grenadier Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 28 | F | S | D | A | W | C | M | W | F |
| Grenadier Sergeant | 5/4+ | 4 | 5 | 1 | 1 | 4 | 1 | 1 | 1 |

##### Wargear

A Grenadier Sergeant carries a Sword. He may have the following items at additional cost:

Pike – 1 pt

Musket – 2 pts

Bayonet – 1 pt

Pistol – 1 pt

Brace of pistols – 2 pts

Banner – 30 pts

##### Special rules

**Disciplinarian** Sergeants maintained order within the ranks of conscripts, with commands to kill any man who fled. Should any soldier fleeing because of a failed courage test pass within 3” of the Sergeant, the model must stop, and the Sergeant will inflict one automatic Strength 4 hit on the model. If this does not kill the model, he may continue to flee the board. If it does kill him, all NCOs and Soldiers within 10” of the killed model automatically pass all Courage tests for the remainder of the turn.

#### Grenadier

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 14 | F | S | D | A | W | C |
| Grenadier | 4/4+ | 4 | 4 | 1 | 1 | 4 |

##### wargear

A Grenadier is armed with a Musket and Bayonet. He may have the following items at additional cost:

Bugle or similar instrument – 25 pts

Banner – 25 pts

### Highlanders

#### Highlander Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 70 | F | S | D | A | W | C | M | W | F |
| Highlander Captain | 5/4+ | 4 | 5 | 2 | 2 | 5 | 3 | 3 | 2 |

A Highlander Captain carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

#### Highlander Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 27 | F | S | D | A | W | C | M | W | F |
| Highlander Sergeant | 4/4+ | 4 | 4 | 1 | 1 | 5 | 1 | 1 | 1 |

##### Wargear

A Highlander Sergeant carries a Sword. He may have the following items at additional cost:

Pike – 1 pt

Musket – 2 pts

Bayonet – 1 pt

Pistol – 1 pt

Brace of pistols – 2 pts

Banner – 30 pts

Bagpipes – 35 pts

##### Special rules

**Disciplinarian** Sergeants maintained order within the ranks of conscripts, with commands to kill any man who fled. Should any soldier fleeing because of a failed courage test pass within 3” of the Sergeant, the model must stop, and the Sergeant will inflict one automatic Strength 4 hit on the model. If this does not kill the model, he may continue to flee the board. If it does kill him, all NCOs and Soldiers within 10” of the killed model automatically pass all Courage tests for the remainder of the turn.

**Bagpipes** A soldier playing the bagpipes is much louder than one with a bugle. The Courage bonus is for friendly units within 16” instead of 12”. It affects not only Privates, but NCOs as well. In addition, all friendly models within 3” of a Bagpipe player count as Terrifying, though not the piper himself.

#### Highlander Infantry

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 12 | F | S | D | A | W | C |
| Highlander Infantry | 4/4+ | 3 | 3 | 1 | 1 | 4 |

##### wargear

A Highlander Infantry carries a Musket and Bayonet. He may have the following equipment for extra cost: Bagpipes – 35 pts

Banner – 25 pts

##### Special Rules

**Bagpipes** See Highlander Sergeant

### Scots Greys

#### Scots Greys Dragoon Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 93 | F | S | D | A | W | C | M | W | F |
| Scots Greys Captain | 6/4+ | 4 | 5 | 2 | 2 | 5 | 3 | 3 | 2 |

##### wargear

A Scots Greys Captain is armed with a Sword and Horse. He may have the following items at additional cost:

Pistol – 2 pt

##### SPecial Rules

**Scots Greys** Any Scots Grey Dragoon receives a +1 bonus when rolling on the Courage test when charging into a Wall of Spears. In addition, when the enemy model rolls to hit the charging cavalryman, they receive a +1 penalty to the roll (No, that is not a typo).

#### Sergeant Charles Ewart

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 40 | F | S | D | A | W | C | M | W | F |
| Sergeant Ewart | 5/4+ | 4 | 5 | 1 | 1 | 5 | 2 | 1 | 2 |

##### wargear

Sergeant Charles Ewart is armed with a Sword and Horse. He may have the following items at additional cost:

Carbine – 2 pts  
Pistol – 1 pt

Banner – 30 pts

##### Special Rules

**Scots Greys** See Scots Greys Dragoon Captain.

#### Scots Greys Dragoon Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 32 | F | S | D | A | W | C | M | W | F |
| Scots Greys Sergeant | 5/4+ | 4 | 4 | 1 | 1 | 4 | 1 | 1 | 1 |

##### wargear

A Scots Greys Sergeant is armed with a Sword and Horse. He may have the following items at additional cost:

Carbine – 2 pts  
Pistol – 1 pt

Banner – 30 pts

##### Special Rules

**Scots Greys** See Scots Greys Dragoon Captain.

#### Scots Greys Dragoon

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 16 | F | S | D | A | W | C |
| Scots Greys | 4/4+ | 4 | 4 | 1 | 1 | 4 |

##### wargear

A Scots Greys Dragoon is armed with a Sword, Carbine and Horse. He may have the following items at additional cost:

Bayonet – 1 pt

Banner – 25 pts

Pistol – 1 pt

##### Special Rules

**Scots Greys** See Scots Greys Dragoon Captain.

### Hussars

#### Hussar Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 90 | F | S | D | A | W | C | M | W | F |
| Hussar Captain | 6/5+ | 4 | 5 | 2 | 2 | 6 | 3 | 2 | 2 |

##### wargear

A Hussar Captain is armed with a Sword and Horse. He may have the following items at additional cost:

Pistol – 2 pt

##### Special Rules

**Charge!** When on the charge on horseback, Hussars use their swords as lances. They gain a +1 bonus when rolling to wound on the charge, just as a lance does.

**Expert Rider** 1 is added to any Jump Test or Thrown Rider tests made by this model.

#### Hussar Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 35 | F | S | D | A | W | C | M | W | F |
| Hussar Sergeant | 5/5+ | 4 | 4 | 1 | 1 | 5 | 1 | 1 | 1 |

##### wargear

A Hussar Sergeant is armed with a Sword and Horse. He may have the following items at additional cost:

Carbine – 2 pts  
Pistol – 1 pt

Banner – 30 pts

##### Special Rules

**Charge!** See Hussar Captain for details.

**Expert Rider** See Hussar Captain for details.

#### Hussar

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 15 | F | S | D | A | W | C |
| Hussar | 5/5+ | 3 | 4 | 1 | 1 | 4 |

##### wargear

A Hussar is armed with a Sword and Horse. He may have the following items at additional cost:

Carbine – 2 pts  
Pistol – 1 pt

Bugle or similar instrument – 25 pts

Banner – 25 pts

##### Special Rules

**Charge!** See Hussar Captain for details.

**Expert Rider** See Hussar Captain for details.

### Heavy Dragoons

#### Heavy Dragoon Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 60 | F | S | D | A | W | C | M | W | F |
| Heavy Dragoon Captain | 5/4+ | 4 | 5 | 2 | 2 | 5 | 2 | 1 | 2 |

##### wargear

A Heavy Dragoon Captain is armed with a Sword. He may have the following items at additional cost:

Horse – 10 pts

Pistol – 2 pt

Brace of Pistols – 3 pts

##### Special Rules

**Not Foot Soldiers!** All Dragoons suffer a -1 Courage penalty when on foot.

#### Heavy Dragoon Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 28 | F | S | D | A | W | C | M | W | F |
| Heavy Dragoon Sergeant | 5/4+ | 4 | 5 | 1 | 1 | 4 | 1 | 1 | 1 |

##### wargear

A Heavy Dragoon Sergeant is armed with a Sword. He may have the following items at additional cost:

Horse – 6 pts

Carbine – 2 pts

Musket – 2 pts

Bayonet – 1 pt

Pistol – 1 pt

Brace of Pistols – 2 pts

Banner – 30 pts

##### Special Rules

**Not Foot Soldiers!** All Dragoons suffer a -1 Courage penalty when on foot.

#### Heavy Dragoon

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 13 | F | S | D | A | W | C |
| Heavy Dragoon | 4/4+ | 4 | 4 | 1 | 1 | 4 |

##### wargear

A Heavy Dragoon is armed with a Sword and Carbine. He may have the following items at additional cost:

Horse – 5 pts

Upgrade Carbine to Musket – free

Bayonet – 1 pt

Bugle or similar instrument – 25 pts

Banner – 25 pts

##### Special Rules

**Not Foot Soldiers!** All Dragoons suffer a -1 Courage penalty when on foot.

### Light Dragoons

#### Light Dragoon Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 50 | F | S | D | A | W | C | M | W | F |
| Light Dragoon Captain | 4/4+ | 4 | 4 | 2 | 2 | 5 | 2 | 1 | 2 |

##### wargear

A Light Dragoon Captain is armed with a Sword. He may have the following items at additional cost:

Horse – 10 pts

Pistol – 2 pt

Brace of Pistols – 3 pts

##### Special Rules

**Not Foot Soldiers!** All Dragoons suffer a -1 Courage penalty when on foot.

#### Light Dragoon Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 27 | F | S | D | A | W | C | M | W | F |
| Light Dragoon Sergeant | 4/4+ | 4 | 4 | 1 | 1 | 5 | 1 | 1 | 1 |

##### wargear

A Light Dragoon Sergeant is armed with a Sword. He may have the following items at additional cost:

Horse – 6 pts

Carbine – 2 pts

Musket – 2 pts

Bayonet – 1 pt

Pistol – 1 pt

Brace of Pistols – 2 pts

Rifled Carbine – 6 pts

Banner – 30 pts

##### Special Rules

**Not Foot Soldiers!** All Dragoons suffer a -1 Courage penalty when on foot.

#### Light Dragoon

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 10 | F | S | D | A | W | C |
| Light Dragoon | 3/4+ | 3 | 3 | 1 | 1 | 4 |

##### wargear

A Light Dragoon is armed with a Sword and Carbine. He may have the following items at additional cost:

Horse – 5 pts

Upgrade Carbine to Musket – free

Upgrade Carbine to Rifled Carbine – 4 pts

Bayonet – 1 pt

Bugle or similar instrument – 25 pts

Banner – 25 pts

##### Special Rules

**Not Foot Soldiers!** All Dragoons suffer a -1 Courage penalty when on foot.

### Household Cavalry

#### Household Cavalry Captain

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 80 | F | S | D | A | W | C | M | W | F |
| Household Cavalry Captain | 5/4+ | 4 | 5 | 2 | 2 | 5 | 2 | 2 | 2 |

##### wargear

A Household Cavalry Captain is armed with a Sword and Horse. He may have the following items at additional cost:

Pistol – 2 pt

#### Household Cavalry Sergeant

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Points Value: 33 | F | S | D | A | W | C | M | W | F |
| Heavy Dragoon Sergeant | 4/4+ | 4 | 5 | 1 | 1 | 4 | 1 | 1 | 1 |

##### wargear

A Household Cavalry Sergeant is armed with a Sword and Horse. He may have the following items at additional cost:

Carbine – 2 pts

Pistol – 1 pt

Banner – 30 pts

#### Household Cavalry

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 14 | F | S | D | A | W | C |
| Household Cavalry | 4/4+ | 3 | 4 | 1 | 1 | 3 |

##### wargear

A Household Cavalry is armed with a Sword and Horse. He may have the following items at additional cost:

Carbine – 2 pts

Bugle or similar instrument – 25 pts

Banner – 25 pts

### Sappers

#### Sapper

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Points Value: 11 | F | S | D | A | W | C |
| Household Cavalry | 4/5+ | 4 | 4 | 1 | 1 | 3 |

##### wargear

A Sapper is armed with a two handed axe. He may have the following items at additional cost:

Musket – 2 pts

Shovel – 1 pt

**Shovel** A model armed with a shovel may create small defensive embankments. These are 1” wide, and approximately ¼” tall, and about ½” wide. If a sapper remains stationary for 2 turns, he may create one of these. They provide an “In the way” roll for troops lying prone behind them.

##### Special Rules

**Brute Strength** Sappers do not receive a -1 penalty for determining the winner of a fight.

# Cannon

#### 3 Pdr Cannon

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 50 | (Strength) | Defence | Batter Points |
| Cannon | 8-7 | 9 | 3 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

A 3 Pdr Cannon consists of a Cannon and 3 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Grape Shot- 7 pts

Canister Shot -5 pts

Superior Construction – 10pts

Siege Veterans – 10pts

Master Gunner – 60pts

Limber Team – 25 pts

#### 6 Pdr Cannon

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 60 | (Strength) | Defence | Batter Points |
| Cannon | 9-8 | 9 | 3 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

A 6 Pdr Cannon consists of a Cannon and 4 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Grape Shot- 9 pts

Canister Shot -7 pts

Superior Construction – 10 pts

Siege Veterans – 10 pts

Master Gunner – 60 pts

Limber Team – 40 pts

#### 9 Pdr Cannon

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 70 | (Strength) | Defence | Batter Points |
| Cannon | 10-9 | 10 | 3 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

A 9 Pdr Cannon consists of a Cannon and 4 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Grape Shot- 11 pts

Canister Shot - 10 pts

Superior Construction – 13 pts

Siege Veterans – 13 pts

Master Gunner – 60 pts

Limber Team – 50 pts

#### 12 Pdr Cannon

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 80 | (Strength) | Defence | Batter Points |
| Cannon | 11-10 | 10 | 4 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

A 12 Pdr Cannon consists of a Cannon and 5 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Grape Shot- 13 pts

Canister Shot - 13 pts

Superior Construction – 15 pts

Siege Veterans – 15 pts

Master Gunner – 60 pts

Limber Team – 60 pts

#### 18 Pdr Cannon

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 105 | (Strength) | Defence | Batter Points |
| Cannon | 13-12 | 10 | 4 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

An 18 Pdr Cannon consists of a Cannon and 5 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Grape Shot- 15 pts

Canister Shot - 15 pts

Superior Construction – 18 pts

Siege Veterans – 18 pts

Master Gunner – 60 pts

Limber Team – 70 pts

#### 24 Pdr Cannon

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 125 | (Strength) | Defence | Batter Points |
| Cannon | 15-14 | 10 | 5 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

A 24 Pdr Cannon consists of a Cannon and 6 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Grape Shot- 18 pts

Canister Shot - 18 pts

Superior Construction – 20 pts

Siege Veterans – 20 pts

Master Gunner – 60 pts

Limber Team – 80 pts

#### 5.5” Howitzer

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 115 | (Strength) | Defence | Batter Points |
| Howitzer | 12 | 10 | 3 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

A 5.5” Howitzer consists of a Cannon and 4 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Grape Shot – 10 pts

Canister Shot – 10 pts

Superior Construction – 15 pts

Master Gunner – 60 pts

Limber Team – 60 pts

# Rockets

#### 12 lb Congreve Rocket Battery

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 65 | (Strength) | Defence | Batter Points |
| Rocket Battery | 9 | 8 | 2 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

A 12 lb Congreve Rocket Battery consists of a Rocket Launcher and 4 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Superior Construction – 15 pts

##### Special Rules

**Rapid Fire** A Rocket Battery may fire D3 shots per turn.

#### 24 lb Congreve Rocket Battery

|  |  |  |  |
| --- | --- | --- | --- |
| Points Value: 85 | (Strength) | Defence | Batter Points |
| Rocket Battery | 9 | 8 | 2 |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | F | S | D | A | W | C |
| Crewman | 3/5+ | 3 | 3 | 1 | 1 | 2 |

A 24 lb Congreve Rocket Battery consists of a Rocket Launcher and 5 Crewmen armed with swords. Extra crew can be bought for 6 pts.

###### Upgrades

Superior Construction – 15 pts

##### Special Rules

**Rapid Fire** A Rocket Battery may fire D3 shots per turn.