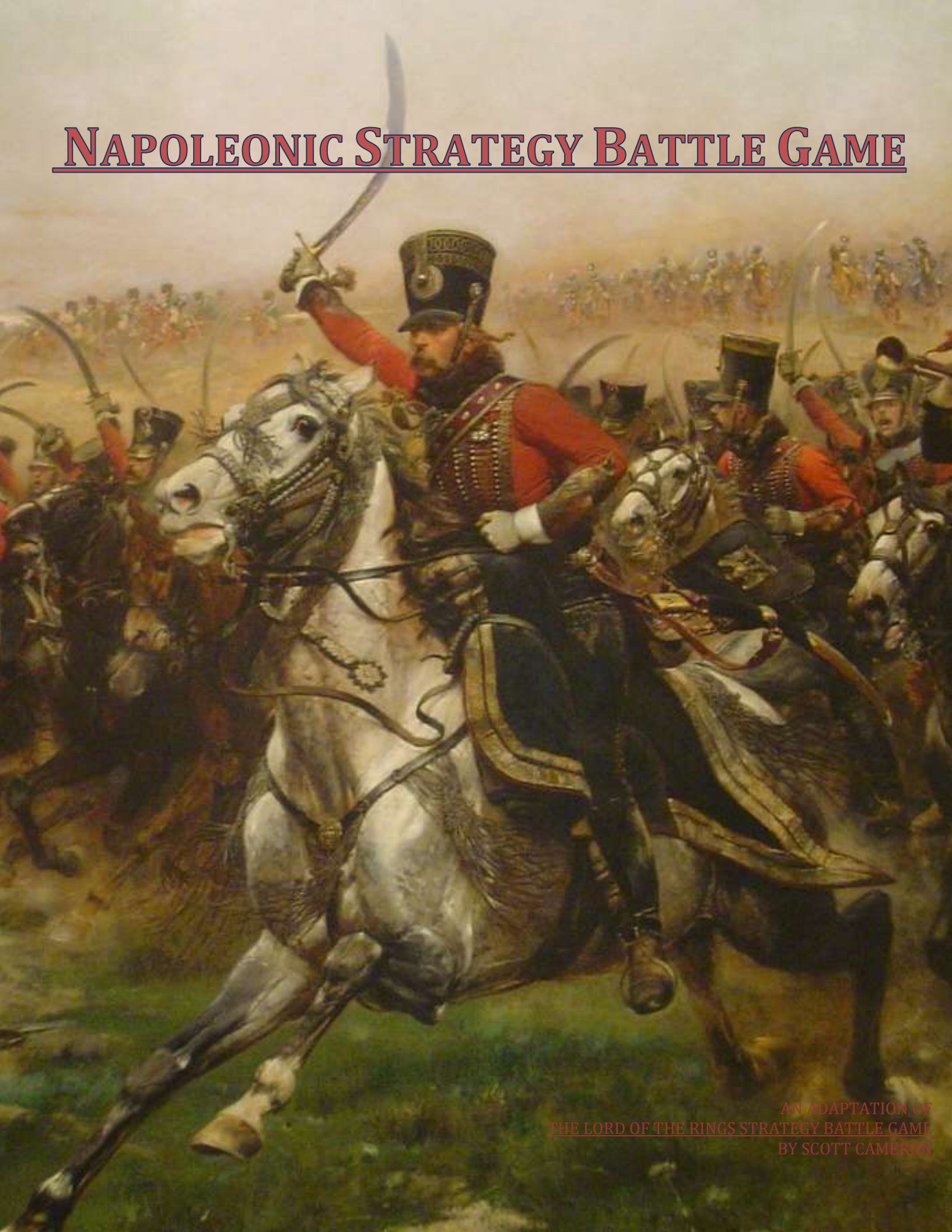
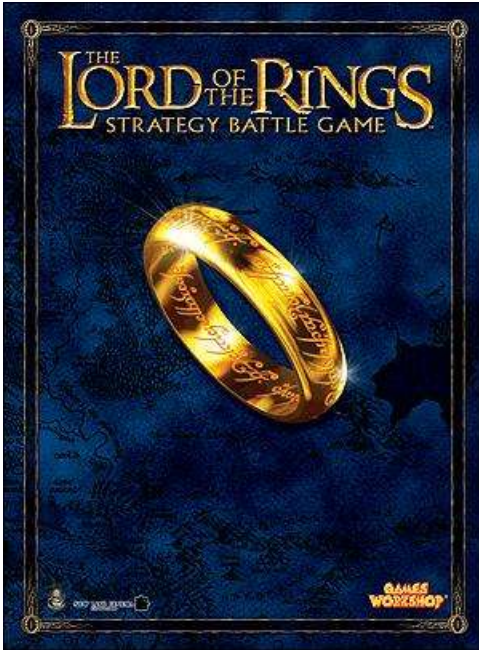


# NAPOLEONIC STRATEGY BATTLE GAME



AN ADAPTATION OF  
THE LORD OF THE RINGS STRATEGY BATTLE GAME  
BY SCOTT CAMERON

# NAPOLEONIC STRATEGY BATTLE GAME



Version 1.2

This is an adaptation of the Lord of the Rings Strategy Battle Game to play skirmish-level wargames in the Napoleonic Period. These rules can also be used for the Seven Years War, revolutionary War, or the War of 1812, with suitable profiles invented. A copy of Games Workshop's 'One Rulebook' is needed to play the game.



All Infantry are mounted on 25mm round bases. All Cavalry are mounted on 40mm round bases.

**ALL MEASUREMENTS ARE IN INCHES.**



## Priority Phase

Identical to LotR, except the winner of the dice roll chooses to go first or second.

## Move Phase

Rules are identical to LotR.

## Shoot Phase:

Different Weapon profiles are used, as well as the following exceptions.

Weapon	Range (Inches)	Half Range Strength	Full Range Strength	Movement Penalty	Scatter
Bow	24	3	2	1/4	None
Carbine	24	4	3	Half	6
Musket	30	4	3	Half	6
Rifle	40	5	4	Full	None
Rifled Carbine	34	4	3	Full	None
Blunderbuss	16	3	2	Full	Template
Volley Gun	20	4	3	Half	6"
Pistol	12	3	2	Half	3

## In the Way!

A modified "In the Way!" table is used.

Dice Roll	Types of Cover
3+	Split rail fence, bushes, hedges, etc.
4+	Solid fences, low wall, crates, barrels, windows of building, rocky outcroppings, etc.
5+	High walls, small windows, boulders, etc.

## Friends and 'In the Way!'

Both sides may risk hitting their own models.

Models may fire through two friends, instead of only one. This represents the first man kneeling, the second crouching, and the third standing. The normal rules apply to models with bows – they can only fire through one friend. This represents the extended reach of the firearms.

## Moving and Shooting

Riflemen and cavalymen may, if they wish to move and shoot, sacrifice the turn before to load their weapons. They may not Move, Shoot, or Fight this turn. The next turn, they may move up to half of their maximum movement value – they do, after all, still have to aim.

## Differences of Range

The shoot value given in the profile is for at Half to Full range – i.e. for a musket, 12-24". Subtract 1 from the shoot value if the target is within Half range.

Use the Half Range Strength for targets at nearer than half the maximum range, and the Full Range Strength for targets between Half and Full range.

## Brace of Pistols

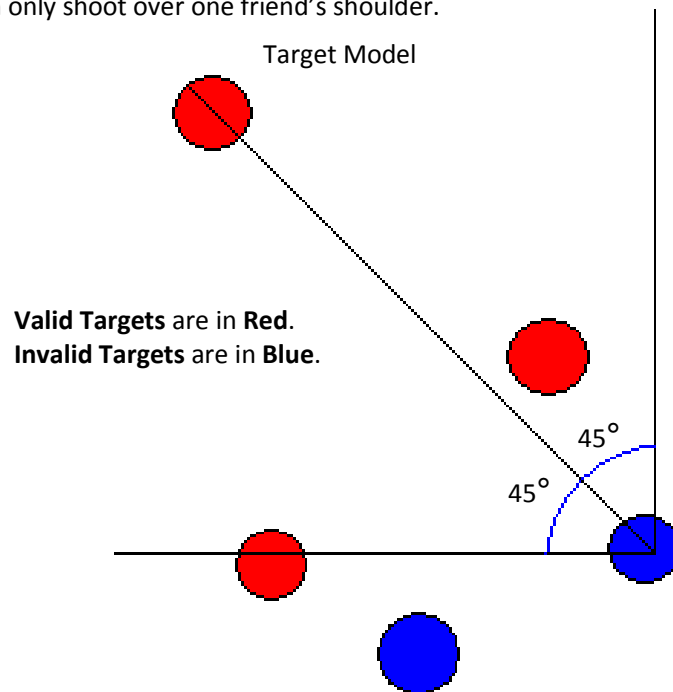
If a model carries a brace of pistols, he may shoot two shots instead of one in his turn, provided that he does not move. He may fire only one shot as usual, if desired.

## Blunderbuss

A model with a blunderbuss uses a 3" diameter circle template. The template is put over the target model. A D6 is rolled for each model underneath the template, starting with the model nearest the shooter. On a 5+ (ignoring any bonus for range), a model takes a hit at the strength according to the range from the shooter. Work out any "In the Way" rolls. Hits may only be allocated to models within 45 degrees of the target model. See illustration for details. A model armed with a blunderbuss may only shoot over one friend's shoulder.

## Volley Gun

A model armed with a volley gun may use it normally, or may, once per game, fire all seven barrels. If a player decides to fire all seven barrels, the model may only move half their maximum movement value. A 4" diameter template is placed over the target. For each model under the template, a D6 is rolled. The target models are chosen first by the opposing player, then the controlling player, and so on. On a 4+, the model is hit, and the hit is resolved, remembering to work out any "In the Way" rolls. Each model may be hit twice. This continues until the potential targets have been exhausted or seven hits have been allocated. Hits may only be allocated to models within 45 degrees of the target model. See illustration for details. A model armed with a volley gun may only shoot over one friend's shoulder.



## Cavalry and Shooting

See the Cavalry Section.

### Scatter

If there is a value given for scatter, a roll must be made on the scatter chart for each successful hit. See ‘The Fortress: Siege Engines’ for details. A modified Scatter chart is used. Hits may only be allocated to models within 45 degrees of the target model, as shown in the diagram previously.

1-2 Enemy Models within Scatter Range		3-5 Enemy Models within Scatter Range		6+ Enemy Models within Scatter Range	
Roll	Result	Roll	Result	Roll	Result
1	Your opponent may nominate one of your Battlefield Targets or a Siege Target within Scatter Range of the initial target as the new target. If no alternative target is within Scatter Range, or the player does not wish to do this, the shot misses completely.	1	Your opponent may nominate one of your Battlefield Targets or a Siege Target within Scatter Range of the initial target as the new target. If no alternative target is within Scatter Range, or the player does not wish to do this, the shot misses completely.	1	Your opponent may nominate one of your Battlefield Targets or a Siege Target within Scatter Range of the initial target as the new target. If no alternative target is within Scatter Range, or the player does not wish to do this, the shot misses completely.
2-4	The shot misses completely.	2-3	The shot misses completely.	2	The shot misses completely.
5	The shot hits another enemy model within Scatter Range, as chosen by the opponent.	4-5	The shot hits another enemy model within Scatter Range, as chosen by the opponent.	3-5	The shot hits another enemy model within Scatter Range, as chosen by the opponent.
6	The shot hits the original target.	6	The shot hits the original target.	6	The shot hits the original target.

### Optional rules for larger games

The Rules given are for smaller Skirmish level games. If playing larger games, they can bog down the action considerably.

In a larger game, do not roll on the scatter chart for small arms. Instead, add one to the shooter’s shoot value. For example, a British Line Infantry in a larger game would hit on a 6 at Half range or more, and on a 5 at half range or less.

This does not apply to weapons that do not normally scatter – rifles and bows will still roll to hit without this penalty.

This change does not apply to Cannon.

Whether or not a game is a ‘large game’ or not is up to the player’s or the moderator’s discretion.

## Wound Chart

Also, an expanded and modified wound chart is used.

<i>Defence</i>												
	1	2	3	4	5	6	7	8	9	10	100	
<i>Strength</i>	1	4	5	5	6	6	6/4	6/5	6/6	-	-	-
	2	4	4	5	5	6	6	6/4	6/5	6/6	-	-
	3	3	4	4	5	5	6	6	6/4	6/5	6/6	-
	4	3	3	4	4	5	5	6	6	6/4	6/5	-
	5	3	3	3	4	4	5	5	6	6	6/4	-
	6	2	3	3	3	4	4	5	5	6	6	-
	7	2	2	3	3	3	4	4	5	5	6	-
	8	2	2	2	3	3	3	4	4	5	5	-
	9	2	2	2	2	3	3	3	4	4	5	-
	10	1	2	2	2	2	3	3	3	4	4	5
	11	1	1	2	2	2	2	3	3	3	4	5
	12	1	1	1	2	2	2	2	3	3	3	5
	13	1	1	1	1	2	2	2	2	3	3	4
	14	1	1	1	1	1	2	2	2	2	3	4
	15	1	1	1	1	1	1	2	2	2	2	4

Note: This Wound Chart uses a steeper power curve than the standard LotR Chart. It simply did not feel right to have models surviving cannonballs hitting them!

## Combat

Combat is carried out the same as in LotR, with following exceptions.

If a model is armed with multiple weapons, then he will use the one of the controlling player's choice.

Wargear	Effects
Musket/ Rifle/Carbine/ Blunderbuss without bayonet Pistol/ Dagger	-1 penalty to determine winner of combat.
Musket/ Rifle/Carbine with bayonet	Model uses the gun as a spear.
Sword/ Short sword	Hand weapon. Pistols are included here because they can be flipped around and used as clubs.
Two Handed Weapon	Same as in LotR, except models armed with a two handed weapon may also carry a ranged weapon, though they may not use both in the same turn.
Spears	Used as in LotR, unless against Cavalry. See Cavalry section for further details.
Pike	Used as in LotR, with the following exception.  If a pikeman is in combat, he suffers a -1 penalty when determining the winner of the combat. This represents the awkwardness of fighting someone nearby with a fifteen-foot pike. There is no penalty if the pikeman is supported by one or more spearmen or pikemen.
Lance	Used on the charge on horseback, it gives a +1 bonus when rolling to wound, as in LotR SBG.  When charging on horseback, the lance also negates the benefits of spears against cavalry.  If the cavalry model is charged, then it suffers a -1 penalty when determining the winner of a fight, unless it is also armed with a sword, pistol, dagger, etc.
Helmet	If a cavalryman armed with a lance is unhorsed, the lance becomes a pike. If a model is depicted as wearing a helmet, then he receives a 'Helmet Save' bonus. If he suffers a wound, then a dice is rolled. On a 6, the wound is ignored as if saved by a Fate point. Wounds suffered from Round Shot from Cannon or Explosive Shot from Howitzers may not receive this save, though those receiving the area effect of an explosive round may. This rule is purely 'What you see is what you get.' If the model is depicted wearing a helmet, it receives this bonus.



## Grenades

Grenades were iron bombs as crude as they were volatile. Grenades were not widely used in the Napoleonic Period, and their rules are given for scenario specific purposes or for adaptation of the rules to other periods – though they may be used by Spanish Guerrillas.

Grenades may be thrown if the model who wishes to throw the bomb does not move or shoot. They have a range of twice the thrower's strength.

If, when rolling to hit, the controlling player rolls a 1, he not only misses his target, but he may have blown himself up! Roll a further D6. If the result is less than or equal to the thrower's Fight Value, then the grenade has not blown up. These rolls can be changed by Might. The model takes a blow of Strength 5. All models within D2" of the target take a hit of Strength 3 as they are blasted with shrapnel.

If the grenade hits, the controlling player must roll a D6 to see if the grenade is a dud – the fuse could be blown out in transit. On a roll of a 1, the grenade is a dud. The target model takes a hit of Strength 1.

If the grenade is not a dud, the targeted model takes a blow of Strength 5. All models within D2" of the target take a hit of Strength 3 as they are blasted with shrapnel. Any model lying prone or with hard cover between them and the grenade are only hit on a 4+, as the cover is 'In the Way.'

If a grenadier is shot, there is a risk that the bullet will detonate his grenades. Before rolling to wound, roll a D6. If the result is a 1, roll a further D6. If a 1, 2, or 3 is rolled, his grenades have detonated. The model takes a blow of Strength 7. All models within D3" of the target take a hit of Strength 4 as they are blasted with shrapnel.

*Note: D2 means Roll a D6, and divide the result by 3, rounding up. A roll of 1, 2, or 3 becomes a 1, and a roll of 4, 5, or 6 becomes a 2.*

## Banners

The rules for banners are the same as in LotR, with the following exception.

Captured banners have the same effect as a banner of one's own side – a captured enemy banner is just as effective as one's own.

If a banner bearer is killed in close combat, then any model involved in the fight on the opposing side may take the banner. If a model on the same side as the hapless banner bearer wishes to pick up the standard, then a number of D6 equivalent to the model's Attack value is rolled by both models. The one who rolls a higher score gets the standard, and ties are resolved by Fight Value.

If a banner bearer is defeated in close combat, then the victor may attempt to wrest the banner from its bearer. A number of D6 equivalent to the model's Attack value is rolled by both models. The one who rolls a higher score gets the standard, and ties are resolved by Fight Value.

## Courage

The Courage Rules are the same as LotR, with the following exceptions.

### Sphere of Influence

If a model is within any one of his comrade's Sphere of Influence at the beginning of his turn, the model gains a +1 increase to his courage. Note that models only benefit from teammates of equal or greater rank than themselves. E.g. An officer will only receive this bonus from officers within 12".

Rank	Sphere of Influence
Private	6"
Non Commissioned Officer (NCO)	6"
Officer	12"

Note that these benefits are not cumulative – a soldier can only receive the +1 bonus once, no matter how many Spheres of Influence he is in.

### Other Courage Bonuses

The following benefits **are** cumulative.

If any unit has a banner within 3" of him, he gains a +1 increase to his courage.

If a Musician is within 12", all privates gain a +1 increase to their courage.

If a general is within 24", all units of lesser or equal rank gain a +1 increase to their courage.

Note that Banner Bearers give their courage bonuses to themselves, while Musicians do not.

Note also that Musicians and Banner Bearers can be Privates or NCOs.

This means that a private can potentially gain a +4 bonus to his courage, an NCO can potentially gain a +3 bonus to his courage, an Officer can potentially gain a +3 bonus to his courage, and a General can potentially gain a +2 bonus to his courage.

### Broken

The Return of the King rules for Broken Forces are used. This means that if a model flees because his force is broken, he will not be automatically removed, but rather he flees towards the nearest board edge. If he is in combat, and wins, he will not strike blows, and once he reaches the edge of the board, he will leave the battlefield.

If a model fails a Courage Test for the force being Broken, all models of lesser rank within his Sphere of Influence receive a -1 penalty to their Courage, instead of the +1 bonus that would normally be bestowed. These models may still benefit from another Hero's Stand Fast!, but they may not gain the Sphere of Influence Bonus from any other models.

I.e. if an Officer fails his Courage Test, all NCOs and Privates within 12" receive a -1 penalty to their courage.

## **'Alone'**

If a model is on his own at the beginning of his turn, with no friendly models within 6" of himself, he must take a Courage Test. If it is passed, he may be controlled as normal. If it is failed, a further D6 is rolled. Might cannot be used to affect this roll. If it is between 1-3, the model flees towards the nearest board edge as described above. If it is between 4-6, then the model flees towards the nearest friendly model. If he is in combat, and wins, he will not strike blows.

## **Stand Fast!**

Stand Fast! Rules are unchanged from the LotR rules apart from the following: NCOs only have a Stand Fast range of 3". NCOs may also benefit from the Stand Fast! of Officers.

## **Dive for Cover!**

If a model is hit by a ranged attack and not killed by it, or if a model within 3" of him is killed by a ranged weapon, then he must immediately take a Courage Test. If passed, the model may continue as normal. If the test is failed, then he must dive for cover. He must move his full move towards the nearest piece of scenery that will put something in between him and the enemy. This movement is done in the shoot phase, immediately after each shot is taken, even if the model has already moved. If the model is already behind cover, he must lie down. If the test is failed, the model may do nothing further that turn.

Mounted Models will test with the Rider's Courage value. Instead of lying down, the model will dismount, and hide behind his mount.

If a model is knocked to the ground by a ranged weapon, such as a howitzer or cannon, then the Dive for Cover rules are negated.

## **Loose mounts**

Loose mounts follow the same rules as in LotR, except mounts with 0 attacks will remain on the battlefield if their riders dismount or are killed. Each turn they must pass a Courage Test, as in LotR. If this is failed, they are not removed instantly, but rather flee towards the nearest board edge. The exception to this is if their original rider or a similar model is within 2" of them, in which case they will pass the Courage Test to stay in the fight. For example, if a Heavy Dragoon dismounts, then his horse will pass its Courage Tests if there is a Heavy Dragoon (of any rank) within 2" of it.

## Cavalry

The Cavalry rules are the exact same as in LotR, with the following exceptions.

### Cavalry and Shooting

Cavalrymen must sacrifice all movement in order to shoot. If they are armed with Bows or Pistols, then they must sacrifice half their movement. Cavalry may not carry Muskets, Rifles, or a Brace of Pistols.

Cavalrymen may, if they wish to move and shoot, sacrifice the turn before to load their weapons. They may not Move, Shoot, or Fight this turn. The next turn, they may move up to half of their maximum movement value – they do, after all, still have to aim.

### Cavalry and Walls of Spears

If a cavalry model wishes to enter a combat against two or more spearmen (a model supported by a spear and armed with a spear, **or** armed with a hand weapon and supported by pike and spear), then the cavalry model must pass a Courage Test exactly as if the enemy caused courage.

If the test is passed, the cavalry may charge into combat.

A die is then rolled by the defender. If it is lower than the highest defender's Fight Value, the horse takes 1 automatic hit of Strength 4 for every spearman past the first. If the horse survives, the combat proceeds as usual. If the horse is killed, then the rider rolls on the Thrown Rider Chart. If anything but a 6 is rolled, the rider may not strike blows if he wins the combat.

This bonus is negated if the cavalry model carries a lance.



## Cannon!

Note – this section is parallel to the Siege Engines section of the main rulebook.

Type of Cannon	Range	Half Range Strength	Full Range Strength	Scatter	Min. Crew	Defence	Batter Points	Grape Shot Radius	Canister Shot Radius	Canister Shot Range
3 Pdr	36	8	7	4	2	9	3	1	1.5	12
6 Pdr	42	9	8	6	3	9	3	1	2	14
9 Pdr	48	10	9	6	3	10	3	1.5	3	16
12 Pdr	54	11	10	6	4	10	4	1.5	3	18
18 pdr	66	13	12	6	5	10	4	2	3.5	22
24 pdr	80	15	14	6	5	10	5	2.5	4	27
Howitzer	38	10	9	6	3	10	3	2.5	4	12

“Pdr” is an abbreviation for “Pounder,” indicating the weight of the shot the cannon fired.

Historical note – Not all nations used the same 3, 6, 9, 12 pattern for the sizing of their cannon. France, for example, used 4, 6, 8, and 12 pounder cannons. Each weight, for the sake of this game, has a ‘give or take’ 1 rule. This means that a 2 pdr cannon or a 4 pdr cannon use the same rules as a 3 pdr cannon.

Cannons have profiles in the same way that siege engines do. They are given here, and repeated in the actual profiles.

The profile is for short-barrelled howitzers of a caliber of about 6”, such as the 5.5” howitzer of the United Kingdom, or the French 6” howitzer. Different statistics should be created for different calibre howitzers.

### Moving Cannon

Cannon may be moved at half speed by the half the number of models, rounded up, indicated in the Min. Crew column. If there are more than half the Min. Crew, rounded up, the cannon may be moved at the full speed of the slowest model. If there are less than half the Min. Crew, the cannon may not move.

The exception is for 18 and 24 pdr cannons. These guns are so heavy that the number indicated in the Min Crew column is the number of soldiers that it takes to move at half the speed of the slowest model. They may not move any faster than half speed, no matter how many models are in base contact.

E.g. A 12 pdr cannon has 4 crew. It may move at the full speed of the slowest miniature. One crewman is killed, and now the cannon may move at half speed. If another crewman is killed, leaving two surviving, the cannon may not fire.



### Firing Cannon

A cannon may be fired once per turn provided that it has the minimum number of crew in base contact with it, and none of them have moved. At least one crewman must have Line of Sight to the target.

All cannon hit on a 5+ unless otherwise specified in the cannon’s profile. If the target is within half of the maximum range, then the value for “Half Range Strength” is used, and the cannon gains a +1 modifier to its roll to hit. If the target is within 1/4 of the maximum range, then a further +1 modifier to its roll to hit is gained.

If the target is a Siege target, the roll to wound and the roll on the batter chart are made exactly as in LotR, except the Batter chart is changed.

Batter Chart	
Dice	Result
1	<b>No effect</b> – the blow rebounds harmlessly off the hard surface.
2-5	<b>Damaged</b> - You have scored 1 Batter Point of damage on the target. Strikes with a Strength of 10 cause 2 Batter Points, and strikes of Strength 13 cause 3 Batter Points.
6	<b>Broken in</b> - You have scored 2 Batter Point of damage on the target. Strikes with a Strength of 10 cause 4 Batter Points, and strikes of Strength 13 cause 6 Batter Points.

If the target is a Battlefield Target, then a roll must be made on the Scatter Chart exactly as in LotR. The modified Scatter Chart is used.



### **Friends in Proximity and In the Way**

The same as LotR, with the following exceptions.

Both sides may risk hitting their own units.

### **Rolling to Wound**

Identical to LotR. If a model is hit by a cannon, then it is knocked to the ground. If it is wounded, it is killed outright, no matter how many wounds it has.

### **Trained and Untrained Crew**

Trained crew may use any cannon. If any member of the crew firing a cannon is untrained, the cannon will hit only on a 6, regardless of the range.

## Types of Shot

All cannon come standard with Round Shot. Grape shot and Canister Shot may be bought as upgrades, for points costs given in the profiles.

Type of Shot	Effects
Round Shot	<p>A simple cannonball. This can easily pass through a man. After it has been determined which model is hit, use a tape measure or similar device to show the line between the cannon and the target model. Every model on this line has the potential to be hit.</p> <p>Starting with the first model on the line, roll a dice for an 'In the Way' test. If a 4+ is rolled, then the model has been struck by the cannonball. If the model survives, the cannonball stops. If the model is killed, the cannonball continues. Deduct 1 from its Strength and 2 inches from its range for each model killed this way. When the cannonball's Strength value reaches 0, its range reaches 0, or it fails to kill a model, the cannonball stops. In this way, Round Shot can devastate columns of models.</p>
Grape Shot	<p>A group of several tennis ball sized iron balls, held together in a canvas bag that disintegrates before leaving the cannon. Can only be used against Battlefield Targets. Range is <math>\frac{1}{2}</math> of the maximum given for solid shot. No roll for scatter is made, and the model hit and all those within the "Grape Shot Radius" receive a hit of Strength 6. Models that are "In the Way" take a Strength 6 hit, and reduce the Grape Shot Radius by <math>\frac{1}{2}</math>". Models struck with Grape shot are not killed outright, nor are they knocked to the ground.</p>
Canister Shot	<p>A canister of musket balls, nails, glass, and wire that disintegrates when fired, turning the cannon into a giant shotgun. Can only be used against Battlefield Targets. Range is <math>\frac{1}{3}</math> that of Round Shot. No roll for scatter is made, and the model hit and all those within the "Canister Shot Radius" receive a hit of Strength 4. Models that are "In the Way" take a Strength 4 hit, and reduce the Canister Shot Radius by <math>\frac{1}{2}</math>". Models struck with Grape shot are not killed outright, nor are they knocked to the ground.</p>
Howitzer	<p>Howitzers may fire round, grape, canister shot, or their own unique ammunition. They can fire a shell that is filled with gunpowder that explodes after a time delay, determined by the length of the fuse. This round is lobbed at the target, so only obstacles that are in base contact with the target model count as being In the Way. A howitzer may fire at any target that any friendly model has Line of Sight to that is within range. The target must be at least 15" away from the Howitzer, up to a maximum range of 80".</p> <p>The round is rolled to hit normally. After the roll for Scatter, another test is made to determine if the fuse has been cut to the right length. A D6 is rolled, and on the roll of a 1, the shot has no effect – the round detonated too soon. If a 2+ is rolled, the shot is carried out as described.</p> <p>The model struck suffers a hit of Strength 12. This kills outright if the model is wounded once and knocks him to the ground if he survives. All models within D3" are dealt a blow of Strength 2D6. This does <b>not</b> kill outright if wounded once, but it does knock to the ground. Any model lying prone or with hard cover between them and the site of the hit are hit on a 3+, as the cover is 'In the Way.'</p> <p>If used against a siege target, a Howitzer has a Strength of 2D6.</p> <p>Howitzers may fire at targets that they or their teammates do not have Line of Sight to.</p> <p>If a friendly unit has Line of Sight to an enemy model within 12" of the target, then the howitzer may bombard that area in the suspicion that there are enemy troops there. If the target model is hit, a roll for scatter is made, except the round may scatter up to 10", and the Scatter Chart for Rockets is used. (See pg. 18)</p>

## Modifying Cannon

The profiles given for cannon are representative of an average of their type. The truth is that all cannons are slightly different, with each varying in different ways. To allow you to bring more variety and character to your cannon we've included rules for customizing them. Each upgrade is available to certain Cannon. You may purchase as many upgrades for each gun as you wish (see individual profiles for details). Unless otherwise specified, any cannon included in scenarios are unmodified and have no upgrades. See the individual Cannon entries for details.

### LIMBER TEAM

The easiest way of moving a gun weighing several tons is with horses. This grants the cannon much greater mobility and tactical flexibility on the battlefield. Should a cannon spend one turn in base contact with its limber, it is hooked up to the limber, and it may move at the speed of the horses pulling it. The crew of the gun automatically hop onto the limber, the gun, or the horses.



Type of Cannon	Number of Limber Crew Provided	Number of Horses Provided	Number of Horses Needed for Half Speed
3 pdr	1	2	1
6pdr	2	4	2
9pdr	3	5	3
12 pdr	3	6	4
18 pdr	4	7	5
24 pdr	4	8	6
5.5" Howitzer	3	6	4

The Number of Limber Crew Provided is the number of trained crew provided if a limber is purchased for the gun. The minimum number of crew needed to drive the limber at full speed is half the number provided, rounded up. Only one of the crew must be Trained. If there are no Trained Limber Crew driving the Limber, and all untrained crew driving the limber, the Limber moves at half speed. Any Limber only needs one trained crewman to move at full speed. If there are no limber crew, the limber may not move.

The Number of Horses Provided is the number of horses provided if a limber is purchased for the gun. If the number of horses pulling the limber is greater than the Number of Horses Needed for Half Speed, the limber moves at the full speed of the horses.

If the number of horses pulling the limber is equal to the Number of Horses Needed for Half Speed, the limber moves at half speed. If there are less than the Number of Horses Needed for Half Speed, the Limber may not move. Cavalrymen may dismount and add their horses to a limber, should they desire.

	F	S	D	A	W	C
<b>Limber Crew (mounted)</b>	2/-	3	3	1	1	2

Armed with daggers.

### ***SUPERIOR CONSTRUCTION***

The crew of this cannon are uncannily fast, aided by several non-standard refinements to its construction and their gunpowder. The range of this Cannon is increased by factor of 1.25, rounding up.

E.g. A 6 Pdr Cannon given this upgrade will have a range of  $42 \times 1.25 = 52.5 = 53''$

### ***SIEGE VETERANS***

The crew of this Siege Engine have taken part in countless sieges and are adept at targeting weak spots in constructions. If a Siege Engine crewed by Siege Veterans successfully wounds a target, the controlling player may roll two dice on the Batter chart, not one, and apply the highest result. To receive this bonus, all crew must have the Siege Veterans skill.

### ***MASTER GUNNER***

The Master Gunner has devoted his career to gunnery, and is adept at his art. A crew with a Master Gunner attached may roll two dice when rolling to hit and rolling to scatter, and choose the highest. The Master Gunner may use his Might on behalf of the gun, exactly as an Engineer Captain does. Master Gunners may move between guns, giving this bonus to whatever gun they are crewing.

	F	S	D	A	W	C	M	W	F
<b>Master Gunner</b>	4/4+	3	4	1	2	4	1	1	1

## Rockets

Primitive rockets were used in the Napoleonic Wars. They were used in many different sizes, but for simplicity, rules for only two are presented here

Rocket Weight	Min. Crew (Moving)	Min Crew (firing)	Strength	Damage Radius	Nearby Damage Strength
24 lb	4	3	9	3	6
12 lb	3	2	7	2	4

All Rockets hit on a 5+, and have a Range of 80". They do not receive any bonuses when rolling to hit for range. They will scatter up to 10", and use a modified Scatter Chart. If there are less crew than indicated in the 'Min Crew (firing)' column, the Rocket Battery may not fire.

0-15 Enemy Models within Scatter Range		15-30 Enemy Models within Scatter Range		30+ Enemy Models within Scatter Range	
Roll	Result	Roll	Result	Roll	Result
1	Your opponent may nominate one of your Battlefield Targets or a Siege Target within Scatter Range of the initial target as the new target. If no alternative target is within Scatter Range, or the player does not wish to do this, the shot misses completely.	1	Your opponent may nominate one of your Battlefield Targets or a Siege Target within Scatter Range of the initial target as the new target. If no alternative target is within Scatter Range, or the player does not wish to do this, the shot misses completely.	1	Your opponent may nominate one of your Battlefield Targets or a Siege Target within Scatter Range of the initial target as the new target. If no alternative target is within Scatter Range, or the player does not wish to do this, the shot misses completely.
2-4	The shot misses completely.	2-3	The shot misses completely.	2	The shot misses completely.
5	The shot hits another enemy model within Scatter Range, as chosen by the opponent.	4-5	The shot hits another enemy model within Scatter Range, as chosen by the opponent.	3-5	The shot hits another enemy model within Scatter Range, as chosen by the opponent.
6	The shot hits the original target.	6	The shot hits the original target.	6	The shot hits the original target.

The model hit is struck with a blow of the Strength of the rocket. He is knocked to the ground. If wounded once, he is killed outright. All models within the 'Damage Radius take a hit of the 'Nearby Damage Strength,' and are knocked to the ground, but not killed outright if wounded.

Rocket Batteries may be moved at half speed by the half the number of models, rounded up, indicated in the Min. Crew (moving) column. If there are more than half the Min. Crew, rounded up, the Battery may be moved at the full speed of the slowest model. If there are less than half the Min. Crew, the Battery may not move.

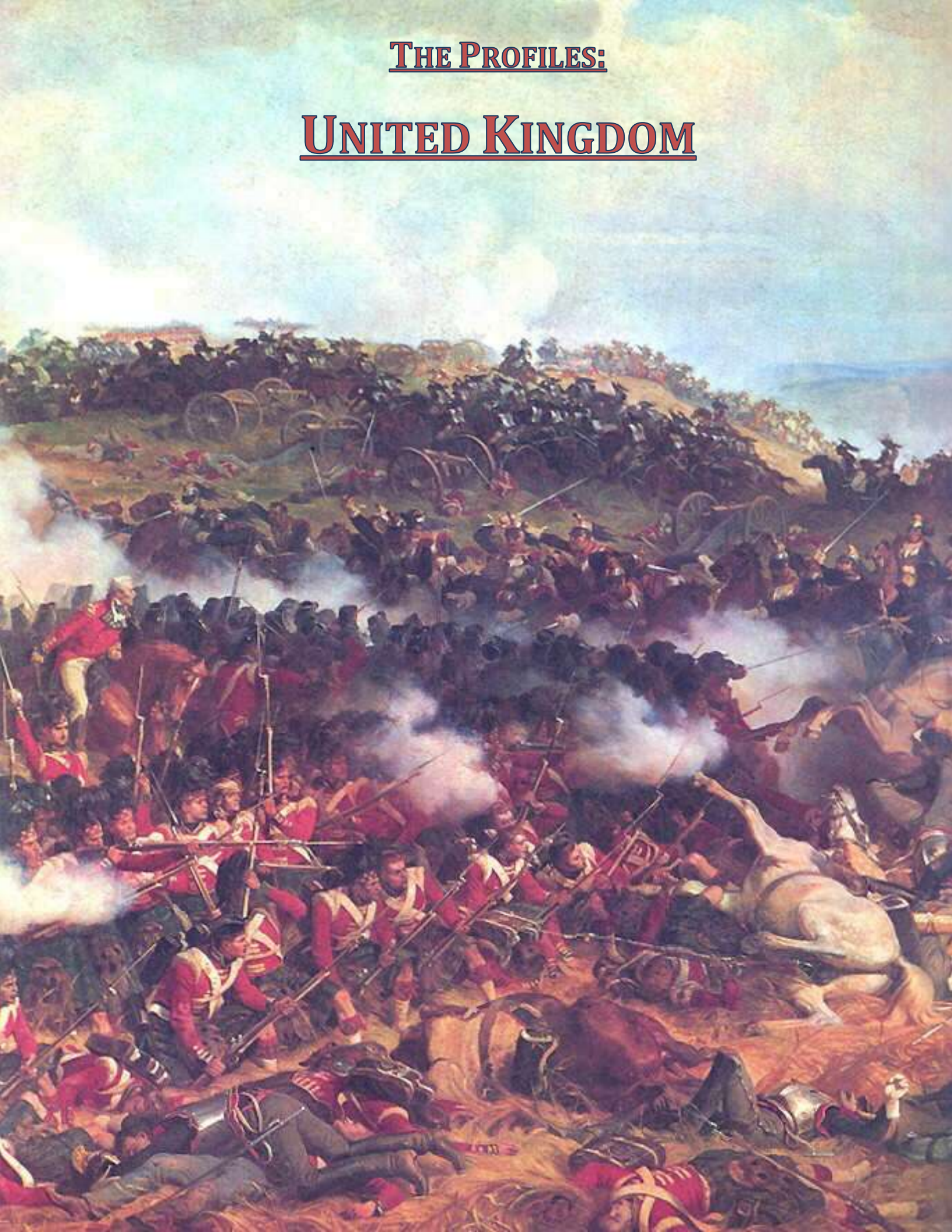
## Profiles

The profiles for a number of Napoleonic units follow. They are sorted into Nations, and their respective Unit types – i.e. Hussars, Line Infantry, etc. For each troop type taken, the player must take at least one officer or NCO of the same troop type.

At the beginning of each Nation, there is a selection of Personalities. A Personality may count as any troop type. This means that, for example, a French player could take 5 Old Guard Grenadiers and Michel Ney instead of taking an Old Guard Grenadier Sergeant. Personalities may only count once in this way. This means that Michel Ney in the aforementioned example would not permit the player to take 5 Hussars without a Hussar NCO, Hussar Captain, or another Personality. The exception to this rule is Sappers.



THE PROFILES:  
UNITED KINGDOM



## The Profiles: United Kingdom

### 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	1	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: 12	F	S	D	A	W	C
Skirmisher	4/4+	3	4	1	1	3

### 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.

THE PROFILES:  
FRENCH EMPIRE



## The Profiles: French Empire

### PERSONALITIES

#### Michel Ney

Points Value: 130	F	S	D	A	W	C	M	W	F
Marshal Ney (General)	6/4+	4	4	3	3	7	3	3	3

#### WARGEAR

Michel Ney carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

Horse – 10 pts

Musket – 5 pts

Bayonet – 1 pt

#### SPECIAL RULES

**Le brave des braves** Michel Ney was one of Napoleon's greatest Marshals. Whenever Ney expends a point of Might, roll 2D6. If the result is 7 or more, the action will not deplete his store of Might.

#### Antione Lasalle

Points Value: 130	F	S	D	A	W	C	M	W	F
Antoine Lasalle (General)	6/5+	4	5	3	3	7	3	3	3

#### WARGEAR

Antoine Lasalle carries a Sword. He may have the following items at additional cost:

Horse – 10 pts

Pistol – 2 pts

Brace of Pistols – 3 pts

#### SPECIAL RULES

**Tout hussard qui n'est pas mort a trente ans est un jean-foutre!** Lasalle's bravery is legendary. Soldiers are inspired by his presence. If any Officer, NCO, or Private within 8" of Lasalle fails a courage test for 'Dive for Cover!' or charging a Terrifying Enemy, they must redo the test.

**Hussars** Hussars are the fleetest and most audacious of the cavalry. They move 12" instead of 10".

**Charge!** When on the charge on horseback, Hussars use their swords almost as lances. They gain a +1 bonus when rolling to wound on the charge, just as a lance does. Note that this does not negate the bonus of spears against cavalry.

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

## Colonel Gaspard Gourgaud

Points Value: 70	F	S	D	A	W	C	M	W	F
Gourgaud (Officer)	4/4+	4	4	1	2	5	2	1	2

### WARGEAR

Gaspard Gourgaud carries a Sword. He may have the following items at additional cost:

Pistol – 2 pts

Brace of Pistols – 3 pts

### SPECIAL RULES

**First Ordinance Officer** Any friendly cannon within 6" of Gourgaud will receive a +1 modifier when rolling on the Scatter and Batter Charts. All howitzers within 6" have their fuses automatically cut to the right length, and their radius of damage is D3+1" instead of D3".

## 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".

## FUSILIERS

**Note:** If an army should field Early War Fusiliers and Late War Fusiliers, a clear distinction between the two must be made.

### Fusilier Captain

Points Value: 55	F	S	D	A	W	C	M	W	F
Fusilier Captain	4/5+	4	4	2	2	5	3	2	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

### Fusilier Sergeant (Early War)

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

### WARGEAR

A Fusilier Sergeant is armed with 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.

## Fusilier Sergeant (Late War)

Points Value: 24	F	S	D	A	W	C	M	W	F
Fusilier Sergeant	3/5+	4	4	1	1	4	1	1	1

### WARGEAR

A Fusilier Sergeant is armed with 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** See Fusilier Sergeant (Early War)

## Fusilier (Early war)

Points Value: 8	F	S	D	A	W	C
Fusilier	3/5+	3	3	1	1	2

### WARGEAR

A Fusilier is armed with a Short Sword, Musket and bayonet. He may have the following items at additional cost:

Drum or similar instrument – 25 pts

Banner – 30 pts

## Fusilier (Late war)

Points Value: 7	F	S	D	A	W	C
Fusilier	2/5+	3	3	1	1	2

### WARGEAR

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

Drum or similar instrument – 25 pts

Banner – 30 pts

## VOLTIGEURS

### Voltigeur Captain

Points Value: 60	F	S	D	A	W	C	M	W	F
Light Infantry Captain	5/4+	4	4	2	2	5	2	2	2

#### WARGEAR

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

Pistol – 2 pts

Brace of Pistols – 3 pt

### Voltigeur 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 Voltigeur Sergeant carries a Sword. He may have the following items at additional cost:

Pistol – 1 pts

Brace of Pistols – 2 pts

Musket – 2 pts

#### SPECIAL RULES

**Only an NCO** The range of a Sergeant's "Stand Fast!" is 3".

### Voltigeur

Points Value: 11	F	S	D	A	W	C
Voltigeur	4/4+	3	3	1	1	3

#### WARGEAR

A Voltigeur is armed with a Short Sword, Musket and Bayonet. He may have the following items at additional cost:

Bugle or similar instrument – 25 pts

## 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: 26	F	S	D	A	W	C	M	W	F
Grenadier Sergeant	4/4+	4	4	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

**Only an NCO** The range of a Sergeant's "Stand Fast!" is 3".

**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: 12	F	S	D	A	W	C
Grenadier	3/4+	4	4	1	1	3

### 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 – 30 pts

## IMPERIAL GUARD: GRENADIERS

### Old Guard Grenadier Captain

Points Value: 78	F	S	D	A	W	C	M	W	F
Grenadier Captain	6/4+	4	5	2	2	5	3	2	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

#### SPECIAL RULES

**Terror** The Old Guard are among the most experienced of Napoleon’s troops, notwithstanding the fact that they are also the among the largest. Napoleon rarely sends this elite into combat but when he does, they are a sight to behold. They cause Terror.

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

### Old Guard Grenadier Sergeant

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

#### WARGEAR

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

Pistol – 1 pts

Brace of Pistols – 2 pts

Musket – 2 pts

Pike – 1 pt

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.

**Terror** The Old Guard are among the most experienced of Napoleon’s troops, notwithstanding the fact that they are also the among the largest. Napoleon rarely sends this elite into combat but when he does, they are a sight to behold. They cause Terror.

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

## Old Guard Grenadier

Points Value: 15	F	S	D	A	W	C
Old Guard Grenadier	4/4+	4	4	1	1	4

### WARGEAR

An Old Guard Grenadier is armed with a Short Sword, Musket and bayonet. He may have the following items at additional cost:

Bugle or similar instrument – 25 pts

Banner – 30 pts

### SPECIAL RULES

**Terror** The Old Guard are among the most experienced of Napoleon's troops, notwithstanding the fact that they are also the among the largest. Napoleon rarely sends this elite into combat but when he does, they are a sight to behold. They cause Terror.

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

## IMPERIAL GUARD: CHASSEURS A PIED

### Old Guard Chasseur Captain

Points Value: 65	F	S	D	A	W	C	M	W	F
Old Guard Chasseur Captain	5/4+	4	5	2	2	5	2	2	2

#### WARGEAR

An Old Guard Chasseur a Pied Captain carries a Sword. He may have the following items at additional cost:

Horse – 6 pts

Pistol – 2 pts

Brace of Pistols – 3 pts

#### SPECIAL RULES

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

### Old Guard Chasseur Sergeant

Points Value: 26	F	S	D	A	W	C	M	W	F
Old Guard Chasseur Sergeant	4/4+	4	4	1	1	4	1	1	1

#### WARGEAR

An Old Guard Chasseur Sergeant carries a Sword. He may have the following items at additional cost:

Horse – 6 pts

Pistol – 1 pts

Brace of Pistols – 2 pts

Musket – 2 pts

Pike – 1 pt

Banner – 30 pts

#### SPECIAL RULES

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

## Old Guard Chasseur

Points Value: 10	F	S	D	A	W	C
Old Guard Chasseur a Pied	4/4+	3	4	1	1	4

### WARGEAR

An Old Guard Chasseur is armed with a Sword. He may have the following items at additional cost:

Musket – 2 pts

Bayonet – 1 pt

Horse – 5 pts

Bugle or similar instrument – 25 pts

Banner – 30 pts

### SPECIAL RULES

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

## IMPERIAL GUARD: MIDDLE GUARD

### Middle Guard Captain

Points Value: 65	F	S	D	A	W	C	M	W	F
Middle Guard Captain	5/4+	4	5	2	2	5	3	1	2

#### WARGEAR

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

Pistol – 2 pts

Brace of Pistols – 3 pts

#### SPECIAL RULES

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

### Middle Guard Sergeant

Points Value: 26	F	S	D	A	W	C	M	W	F
Middle Guard Sergeant	4/4+	4	4	1	1	4	1	1	1

#### WARGEAR

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

Pistol – 1 pts

Brace of Pistols – 2 pts

Musket – 2 pts

Pike – 1 pt

Banner – 30 pts

#### SPECIAL RULES

**Disciplinarian** Sergeants maintain 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.

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

## Middle Guard

Points Value: 12	F	S	D	A	W	C
Middle Guard	4/4+	3	4	1	1	3

### WARGEAR

A Middle Guard is armed with a Short Sword, Musket and Bayonet. He may have the following items at additional cost:

Bugle or similar instrument – 25 pts

Banner – 30 pts

### SPECIAL RULES

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

## IMPERIAL GUARD: YOUNG GUARD

### Young Guard Captain

Points Value: 50	F	S	D	A	W	C	M	W	F
Young Guard Captain	4/4+	4	5	2	2	5	2	1	2

#### WARGEAR

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

Pistol – 2 pts

Brace of Pistols – 3 pts

#### SPECIAL RULES

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

### Young Guard Sergeant

Points Value: 26	F	S	D	A	W	C	M	W	F
Young Guard Sergeant	4/4+	4	4	1	1	4	1	1	1

#### WARGEAR

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

Pistol – 1 pts

Brace of Pistols – 2 pts

Musket – 2 pts

Pike – 1 pt

Banner – 30 pts

#### SPECIAL RULES

**Disciplinarian** Sergeants maintain 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.

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

## Young Guard

Points Value: 10	F	S	D	A	W	C
Young Guard	3/4+	3	3	1	1	3

### WARGEAR

A Young Guard is armed with a Short Sword, Musket and Bayonet. He may have the following items at additional cost:

Bugle or similar instrument – 25 pts

Banner – 30 pts

### SPECIAL RULES

**Imperial Guard** If Napoleon is on the battlefield, the Imperial Guard will automatically pass all courage tests.

## CUIRASSIERS

### Cuirassier Captain

Points Value: 75	F	S	D	A	W	C	M	W	F
Cuirassier Captain	5/5+	4	4	2	2	6	3	2	2

#### WARGEAR

A Cuirassier Captain carries a Sword and rides a horse. He may have the following items at additional cost:

Pistol – 2 pts

Heavy Armour – 10 pts

### Cuirassier Sergeant

Points Value: 31	F	S	D	A	W	C	M	W	F
Cuirassier Sergeant	4/5+	4	4	1	1	4	1	1	1

A Cuirassier Sergeant carries a Sword and rides a Horse. He may have the following items at additional cost:

Banner – 30 pts

Carbine – 2 pts

Pistol – 1 pt

Heavy Armour – 2 pts

### Cuirassier

Points Value: 13	F	S	D	A	W	C
Cuirassier	4/5+	3	3	1	1	4

#### WARGEAR

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

Carbine – 2 pts

Pistol – 1 pt

Heavy Armour – 2 pts

Bugle or similar instrument – 25 pts

Banner – 30 pts

## DRAGOONS

### Dragoon Captain

Points Value: 65	F	S	D	A	W	C	M	W	F
Dragoon Captain	5/4+	4	5	2	2	5	2	2	2

#### WARGEAR

A Dragoon Captain 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

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

### Dragoon Sergeant

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

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

Banner – 30 pts

Carbine – 2 pts

Musket – 2 pts

Bayonet – 1 pt

Pistol – 1 pt

Horse – 6 pts

#### SPECIAL RULES

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

## Dragoon

Points Value: 12	F	S	D	A	W	C
Dragoon	4/4+	3	4	1	1	4

### WARGEAR

A 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 – 30 pts

### SPECIAL RULES

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

## HUSSARS

### Hussar Captain

Points Value: 100	F	S	D	A	W	C	M	W	F
Hussar Captain	6/5+	4	5	2	2	6	3	3	2

#### WARGEAR

A Hussar Captain carries a Sword and rides a Horse. He may have the following items at additional cost:  
Pistol – 2 pts

#### SPECIAL RULES

**Hussars** Hussars are the fleetest and most audacious of the cavalry. They move 12” instead of 10”.

**Charge!** When on the charge on horseback, Hussars use their swords almost as lances. They gain a +1 bonus when rolling to wound on the charge, just as a lance does. Note that this does not negate the bonus of spears against cavalry.

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

### Hussar Sergeant

Points Value: 38	F	S	D	A	W	C	M	W	F
Hussar Sergeant	5/5+	4	5	1	1	5	2	1	1

A Hussar Sergeant carries a Sword and rides a Horse. He may have the following items at additional cost:  
Carbine – 2 pts  
Pistol – 1 pt  
Bugle or similar instrument – 25 pts  
Banner – 30 pts

#### SPECIAL RULES

**Hussars** Hussars are the fleetest and most audacious of the cavalry. They move 12” instead of 10”.

**Charge!** When on the charge on horseback, Hussars use their swords almost as lances. They gain a +1 bonus when rolling to wound on the charge, just as a lance does. Note that this does not negate the bonus of spears against cavalry.

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

## Hussar

Points Value: 18	F	S	D	A	W	C
Hussar	5/5+	4	4	1	1	5

### 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 – 30 pts

### SPECIAL RULES

**Hussars** Hussars are the fleetest and most audacious of the cavalry. They move 12" instead of 10".

**Charge!** When on the charge on horseback, Hussars use their swords almost as lances. They gain a +1 bonus when rolling to wound on the charge, just as a lance does. Note that this does not negate the bonus of spears against cavalry.

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

## LANCERS

### Lancer Captain

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

### WARGEAR

A Lancer Captain carries a Sword and rides a Horse. He may have the following items at additional cost:

Pistol – 2 pts

Lance – 3 pts

### Lancer Sergeant

Points Value: 31	F	S	D	A	W	C	M	W	F
Lancer Sergeant	5/5+	4	4	1	1	4	1	1	1

A Lancer Sergeant carries a Sword and rides a Horse. He may have the following items at additional cost:

Lance – 1 pt

Carbine – 2 pts

Pistol – 1 pt

Banner – 30 pts

### Lancer

Points Value: 12	F	S	D	A	W	C
Lancer	4/5+	3	3	1	1	3

### WARGEAR

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

Lance – 1 pt

Carbine – 2 pts

Pistol – 1 pt

Bugle or similar instrument – 25 pts

Banner – 30 pts

## CHASSEURS À CHEVAL

### Chasseur à Cheval Captain

Points Value: 77	F	S	D	A	W	C	M	W	F
Chasseur à Cheval Captain	6/5+	4	4	2	2	5	3	2	2

#### WARGEAR

A Chasseur à Cheval Captain carries a Sword and rides a Horse. He may have the following items at additional cost:

Pistol – 2 pts

#### SPECIAL RULES

**Charge!** When on the charge on horseback, Chasseurs use their swords as lances. They gain a +1 bonus when rolling to wound on the charge, just as a lance does. Note that this does not negate the bonus of spears against cavalry.

### Chasseur à Cheval Sergeant

Points Value: 33	F	S	D	A	W	C	M	W	F
Chasseur à Cheval Sergeant	5/5+	4	4	1	1	5	1	1	1

A Chasseur à Cheval Sergeant carries a Sword and rides a Horse. He may have the following items at additional cost:

Carbine – 2 pts

Pistol – 1 pt

Banner – 30 pts

#### SPECIAL RULES

**Charge!** When on the charge on horseback, Chasseurs use their swords as lances. They gain a +1 bonus when rolling to wound on the charge, just as a lance does. Note that this does not negate the bonus of spears against cavalry.

## Chasseur à Cheval

Points Value: 14	F	S	D	A	W	C
Chasseur	4/5+	3	3	1	1	4

### WARGEAR

A Chasseur a Cheval 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 – 30 pts

### SPECIAL RULES

**Charge!** When on the charge on horseback, Chasseurs use their swords as lances. They gain a +1 bonus when rolling to wound on the charge, just as a lance does. Note that this does not negate the bonus of spears against cavalry.

## 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

### 4 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

## 8 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

## 6" 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 6" 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

THE PROFILES:  
RUSSIAN EMPIRE



## The Profiles: Russian Empire

### COSSACKS

#### Cossack Captain

Points Value: 80	F	S	D	A	W	C	M	W	F
Cossack Captain	5/4+	4	4	2	2	6	3	3	2

#### WARGEAR

A Cossack Captain carries a Sword and rides a Horse. He may have the following items at additional cost:

Pistol – 2 pts

Lance – 3 pts

#### SPECIAL RULES

**Skirmishers** Cossacks are masters of ambush. They may charge an enemy that they do not have line of sight to, provided he is in range and at least one friendly unit that the Cossack does have line of sight to has a line of sight to the model being charged.

#### Cossack Sergeant

Points Value: 36	F	S	D	A	W	C	M	W	F
Cossack Sergeant	4/4+	4	4	1	1	5	1	1	2

A Cossack Sergeant carries a Sword and rides a Horse. He may have the following items at additional cost:

Lance – 1 pt

Carbine – 2 pt

Pistol – 1 pt

Bow – 2 pts

Banner – 30 pts

#### SPECIAL RULES

**Skirmishers** See Cossack Captain.

## Cossack

Points Value: 13	F	S	D	A	W	C
Cossack	3/4+	3	3	1	1	4

### WARGEAR

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

Lance – 1 pt

Carbine – 2 pt

Pistol – 1 pt

Bow – 2 pts

Bugle or similar instrument – 25 pts

Banner – 30 pts

### SPECIAL RULES

**Skirmishers** See Cossack Captain.

## 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

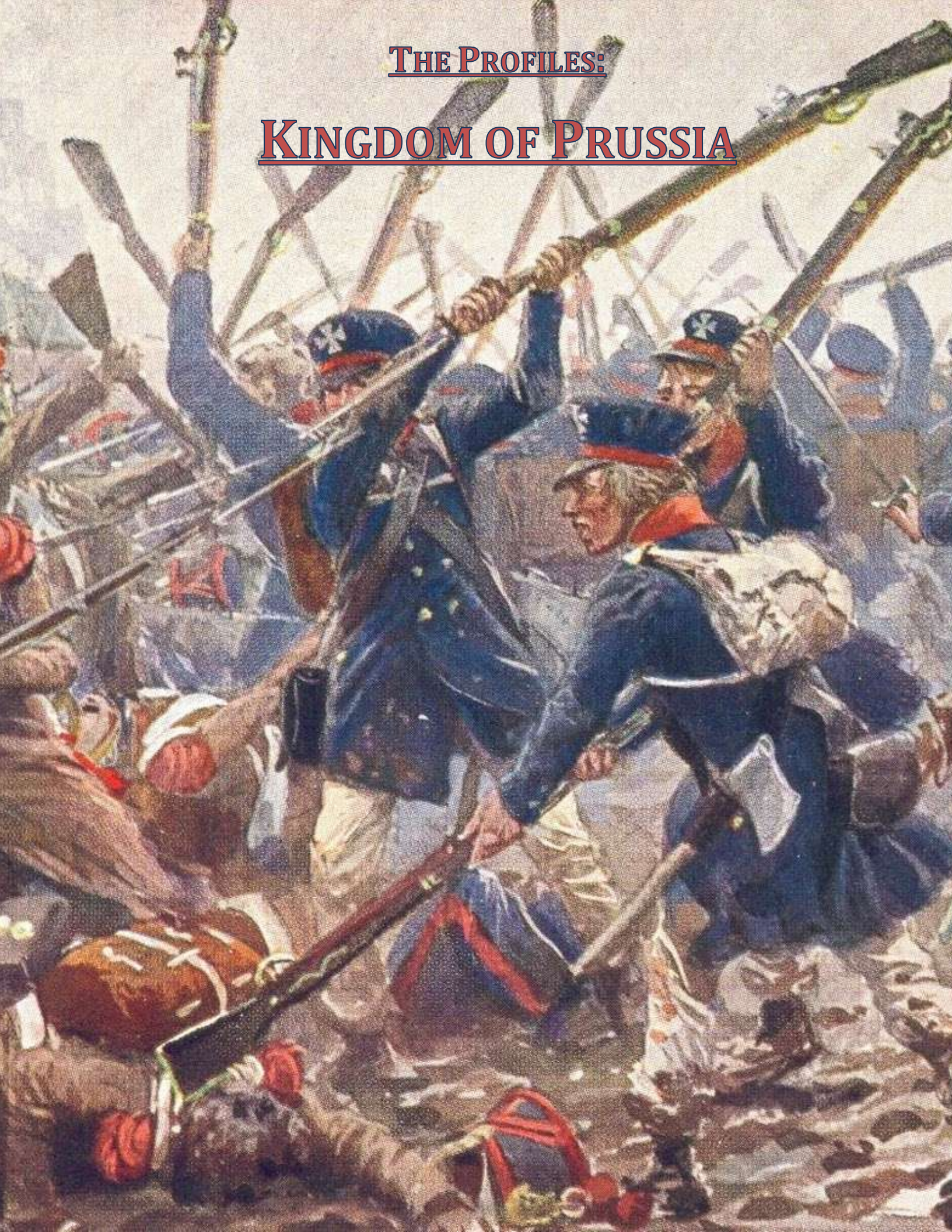
Shovel – 1 pt

**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.

THE PROFILES:  
KINGDOM OF PRUSSIA



## The Profiles: Kingdom of Prussia

### LANDWEHR

#### Landwehr

Points Value: 5	F	S	D	A	W	C
Landwehr	2/5+	3	3	1	1	3

### WARGEAR

A Landwehr is armed with a dagger. He may have the following equipment at additional cost:

Hand weapon – free

Two handed weapon - free

Pike – 1 pt

Musket – 2 pt

Bayonet – 1 pt

Drum 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.

THE PROFILES:

SPAIN



## The Profiles: Spain

### LINE INFANTRY

#### Line Infantry

Points Value: 6	F	S	D	A	W	C
Line Infantry	2/5+	3	3	1	1	1

#### WARGEAR

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

Drum or similar instrument – 25 pts

Banner – 25 pts

## LIGHT INFANTRY

### Light Infantry

Points Value: 7	F	S	D	A	W	C
Light Infantry	2/4+	3	3	1	1	2

### 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

## GRENADIERS

### Grenadier

Points Value: 10	F	S	D	A	W	C
Grenadier	3/5+	4	4	1	1	3

### WARGEAR

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

Drum or similar instrument – 25 pts

Banner – 25 pts

## GUERRILLAS

### Guerrilla

Points Value: 7	F	S	D	A	W	C
Guerrilla	3/5+	3	4	1	1	3

### WARGEAR

A Guerrilla is armed with a hand weapon. He may have the following items at additional cost:

Bugle or similar instrument – 25 pts

Two handed weapon – free

Musket – 2 pts

Bayonet – 1 pt

Pike – 1 pt

Rifle – 6 pts

Horse – 5 pts

Carbine – 2 pts

Blunderbuss – 3 pts

Volley Gun – 4 pts

Lance – 1 pt

Grenades – 3 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.

THE PROFILES:  
PORTUGUESE EMPIRE



## NOTES

Points Value:	F	S	D	A	W	C
Base Profile	3/5+	3	3	1	1	2

Stat increases 1 pt

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

Stat increases 1 pt each

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

## Cost of weapons

Warriors/NCOs/officers

Bow, carbine, musket - 2/2/5

Rifle 6 pts/6/12

Blunderbuss – 3 pts

Volley Gun – 4 pts

Pistol 1 pt/1/2

Brace of pistols – 2/2/3

Bayonet – 1 pt/1/1

Pike/lance – 1 pt/1/3

Hand weapon - free