

NAPOLEONIC FRENCH ARMY (1812-1815)

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	24-36	Musket (12")	3	4	4	Skirmishers, Square	12
Light Infantry	24-36	Musket (12")	3	4	4	Légère, Light Troops, Square	14
Marie-Louise	24-36	Musket (12")	2	3	4	Skirmishers, Square	10
National Guard	24-36	Musket (12")	2	3	3	Militia, Square	6
Young Guard	24-36	Musket (12")	3	4	4	Guard, Skirmishers, Square	18
Middle Guard	24-36	Musket (12")	3	4	5	Guard, Square	20
Old Guard	24-36	Musket (12")	3	5	5	Guard, Square	22

CAVALRY UNITS*	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Hussars & Chasseurs	6-12	Carbine (9")	1	4	3	Light Troops, Scouts	12
Lancers	6-12	Lances (na)	-	5	3	Light Troops, Scouts	12
Cuirassiers	6-12	Sabre (na)	-	7	3	Heavy Cavalry	15
Carabineers	6-12	Sabre (na)	-	7	3	Heavy Cavalry	15
Dragoons	6-12	Sabre (na)	-	6	3	Heavy Cavalry	13
Cavalry Vedette	3	Carbine (9")	1	2	1	Light Troops, Scouts	6

* Units can be upgraded to Guard Cavalry with the Guard special rule at an additional cost of 6 points.

ARTILLERY UNITS*	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery	1	Cannon (48")	1	2	2	Cannister	10
Horse Artillery	1	Cannon (24")	1	2	2	Cannister, Horse Artillery	10

* Units can be upgraded to Guard Artillery with the Guard special rule at an additional cost of 6 points.

FATE CARDS



Vive l'Empereur!

Play this card in your fate phase. Pick 1 brigade. Add 6" to the move distance of units from that brigade this turn.



Napoleon's Marshals

Play this card at the start of your action phase. The first 2 brigades you choose to activate in that phase will activate automatically, instead of only the first 1.



Elan

Play this card in a melee phase. Pick 1 brigade. Add 1 to the melee attack value of units from that brigade this turn.



Les Grognards

Play this card in your fate phase. Pick 1 French unit that has suffered 1 or more losses. That unit is treated as having the Guard special rule for the rest of the battle.



Capture

Play this card in your fate phase. Pick 1 enemy controlled objective. If you gain control of that objective this turn, and still control it at the end of the game, it counts as 2 objectives when determining the winner of the game.



Surprise Attack

Play this card in your fate phase. Pick 1 friendly unit. That unit can carry out 1 move in that fate phase.



Inspiration

Play this card after a friendly player fails a valour test or fortitude test. They pass that test.



Sharpshooters

Play this card after a friendly unit fails 1 or more hit rolls in a fire phase. You can reroll the failed hit rolls.



Bloodthirsty

Play this card after a friendly unit fails 1 or more hit rolls in a melee phase. You can reroll the failed hit rolls.



Stubborn

Play this card in your fate phase. You can remove 1 loss marker from 1 friendly unit (even if the unit only has 1 loss marker).



Delays

Play this card when the enemy activate a brigade. Halve the move distances of units from that brigade that turn.



Confusion

Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn, and any reinforcements due to arrive that turn must arrive 1 turn later.



The Tide of Battle

Play this card immediately. Reshuffle all played fate cards back into your fate deck.

NAPOLEONIC PRUSSIAN ARMY (1812-1815)

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry *	24-36	Musket (12")	3	4	4	Square	11
Reserve Infantry	24-36	Musket (12")	3	4	4	Square	11
Landwehr	24-36	Musket (12")	2	3	3	Militia, Square	6
Jäger Detachment	6-12	Rifled Musket (18")	2	2	2	Light Troops, Scouts	8

* Units can be upgraded to Leib Guard with the Guard special rule at an additional cost of 6 points.

CAVALRY UNITS*	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Hussars	6-12	Carbine (9")	1	4	3	Light Troops, Scouts	12
Line Lancers	6-12	Lances (na)	-	5	3	Light Troops, Scouts	12
Landwehr Lancers	6-12	Lances (na)	-	4	2	Militia, Scouts	7
Cuirassiers	6-12	Sabre (na)	-	7	3	Heavy Cavalry	15
Dragoons	6-12	Sabre (na)	-	6	3	Heavy Cavalry	13
Cavalry Vedette	3	Carbine (9")	1	2	1	Light Troops, Scouts	8

* Units can be upgraded to Leib Guard with the Guard special rule at an additional cost of 6 points.

ARTILLERY UNITS*	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery	1	Cannon (48")	1	2	2	Cannister	10
Horse Artillery	1	Cannon (24")	1	2	2	Cannister, Horse Artillery	10

* Units can be upgraded to Guard Artillery with the Guard special rule at an additional cost of 6 points.

FATE CARDS



Für König und Vaterland

Play this card in a melee phase. Pick 1 brigade. Add 1 to the melee attack value of units from that brigade in that phase.



Verteidigt Berlin!

Play this card in any phase in an enemy turn. Add 1 to valour and fortitude tests for Prussian units that are within 12" of an objective for the rest of that turn.



Prussian Drill

Play this card in at the start of a melee phase. The Prussian overall commander can pick 1 Prussian cavalry or artillery unit, or up to 3 Prussian infantry units. The units that are picked can reform.



Marschall Vorwärts!

Play this card in your action phase. Add 3" to the move distance of Prussian units that take an assault action in that phase.



Capture

Play this card in your fate phase. Pick 1 enemy controlled objective. If you gain control of that objective this turn, and still control it at the end of the game, it counts as 2 objectives when determining the winner of the game.



Surprise Attack

Play this card in your fate phase. Pick 1 friendly unit. That unit can carry out 1 move in that fate phase.



Inspiration

Play this card after a friendly player fails a valour test or fortitude test. They pass that test.



Sharpshooters

Play this card after a friendly unit fails 1 or more hit rolls in a fire phase. You can reroll the failed hit rolls.



Bloodthirsty

Play this card after a friendly unit fails 1 or more hit rolls in a melee phase. You can reroll the failed hit rolls.



Stubborn

Play this card in your fate phase. You can remove 1 loss marker from 1 friendly unit (even if the unit only has 1 loss marker).



Delays

Play this card when the enemy activate a brigade. Halve the move distances of units from that brigade that turn.



Confusion

Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn, and any reinforcements due to arrive that turn must arrive 1 turn later.



The Tide of Battle

Play this card immediately. Reshuffle all played fate cards back into your fate deck.

NAPOLEONIC AUSTRIAN ARMY (1809-1815)

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	36-48	Musket (12")	3	5	5	Battalion Mass, Skirmishers	16
Landwehr	36-48	Musket (12")	2	4	4	Battalion Mass, Militia	7
Grenadiers	24-36	Musket (12")	3	6	5	Battalion Mass, Skirmishers	18
Grenz	24-36	Musket (12")	3	3	4	Grenz, Light Troops	12
Jäger Detachment	6-12	Rifles (18")	2	2	2	Light Troops, Scouts	8

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Hussars	9-18	Carbine (9")	1	4	4	Light Troops, Scouts	14
Chevaulegers	9-18	Carbine (9")	1	5	4	Light Troops, Scouts	16
Uhlans	9-18	Lances (na)	-	5	4	Scouts	13
Cuirassiers	9-18	Sabre (na)	-	7	4	Heavy Cavalry	17
Dragoons	9-18	Sabre (na)	-	6	4	Heavy Cavalry	15
Light Cavalry Vedette	3	Carbine (9")	1	2	1	Light Troops, Scouts	8

ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery	1	Cannon (48")	1	2	2	Cannister	10
Horse Artillery	1	Cannon (24")	1	2	2	Cannister, Horse Artillery	10

FATE CARDS



Archduke Charles

Play this card in your fate phase. You can reroll any failed activation tests that turn.



Vater Radetzky

Play this card in a melee phase. Add 1 to the melee attack value of Austrian infantry units that phase.



Well-horsed and Well-armed

Play this card in a melee phase. Add 1 to the melee attack value of Austrian cavalry units that phase.



Medals and Pensions

Play this card after an Austrian unit fails a valour test. Change the failed test to a successful test. In addition, add 1 to valour tests for Austrian units for the rest of that turn.



Capture

Play this card in your fate phase. Pick 1 enemy controlled objective. If you gain control of that objective this turn, and still control it at the end of the game, it counts as 2 objectives when determining the winner of the game.



Surprise Attack

Play this card in your fate phase. Pick 1 friendly unit. That unit can carry out 1 move in that fate phase.



Inspiration

Play this card after a friendly player fails a valour test or fortitude test. They pass that test.



Sharpshooters

Play this card after a friendly unit fails 1 or more hit rolls in a fire phase. You can reroll the failed hit rolls.



Bloodthirsty

Play this card after a friendly unit fails 1 or more hit rolls in a melee phase. You can reroll the failed hit rolls.



Stubborn

Play this card in your fate phase. You can remove 1 loss marker from 1 friendly unit (even if the unit only has 1 loss marker).



Delays

Play this card when the enemy activate a brigade. Halve the move distances of units from that brigade that turn.



Confusion

Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn, and any reinforcements due to arrive that turn must arrive 1 turn later.



The Tide of Battle

Play this card immediately. Reshuffle all played fate cards back into your fate deck.

NAPOLEONIC RUSSIAN ARMY (1812-1815)

INFANTRY UNITS*	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	30-40	Musket (12")	3	4	4	Square	11
Marines	30-40	Musket (12")	3	4	4	Square	11
Opolchenie	30-40	Musket (12")	2	3	3	Militia	6
Opolchenie (Pikes)	30-40	Pikes (na)	-	3	3	Militia, Square	5
Jägers	30-40	Musket (12")	3	4	4	Jagers, Light Troops, Square	14
Grenadiers	24-36	Musket (12")	3	5	4	Square	14

* Units can be upgraded to Imperial Guard with the Guard special rule at an additional cost of 6 points.

CAVALRY UNITS*	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Cossacks	4-8	Lances (na)	-	4	2	Light Troops, Scouts, Swift	11
Uhlans (Lancers)	6-12	Lances (na)	-	5	3	Scouts	11
Hussars	6-12	Carbine (9")	1	4	3	Light Troops, Scouts	12
Cuirassiers	6-12	Sabre (na)	-	7	3	Heavy Cavalry	15
Dragoons	6-12	Sabre (na)	-	6	3	Heavy Cavalry	13
Cavalry Vedette	3	Carbine (9")	1	2	1	Light Troops, Scouts	8

* Units can be upgraded to Imperial Guard with the Guard special rule at an additional cost of 6 points.

ARTILLERY UNITS*	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery	1	Cannon (48")	1	2	2	Cannister	10
Horse Artillery	1	Cannon (24")	1	2	2	Cannister, Horse Artillery	10

* Units can be upgraded to Imperial Guard with the Guard special rule at an additional cost of 6 points.

FATE CARDS



Holy Mother Russia

Play this card at the start of any phase. Roll a D6 for each shaken Russian unit. On a 4+ remove 1 loss marker from the unit you are rolling for.



The Czar's Wishes

Play this card at the start of your activation phase. Roll a D6. On a 1 or 2 you cannot automatically activate a brigade this turn. On a 3+ if the first 2 brigades you choose to activate in that phase are Russian, they will activate automatically, instead of only the first 1.



Tenacity

Play this card in your fate phase. You can remove 1 setback marker from 1 Russian brigade.



Cossack Raiders

Play this card in your melee phase. Pick 1 enemy unit that has 1 or more loss markers and roll a D6. If the roll is less than or equal to the number of loss markers on the enemy unit, it suffers 1 more loss.



Capture

Play this card in your fate phase. Pick 1 enemy controlled objective. If you gain control of that objective this turn, and still control it at the end of the game, it counts as 2 objectives when determining the winner of the game.



Surprise Attack

Play this card in your fate phase. Pick 1 friendly unit. That unit can carry out 1 move in that fate phase.



Inspiration

Play this card after a friendly player fails a valour test or fortitude test. They pass that test.



Sharpshooters

Play this card after a friendly unit fails 1 or more hit rolls in a fire phase. You can reroll the failed hit rolls.



Bloodthirsty

Play this card after a friendly unit fails 1 or more hit rolls in a melee phase. You can reroll the failed hit rolls.



Stubborn

Play this card in your fate phase. You can remove 1 loss marker from 1 friendly unit (even if the unit only has 1 loss marker).



Delays

Play this card when the enemy activate a brigade. Halve the move distances of units from that brigade that turn.



Confusion

Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn, and any reinforcements due to arrive that turn must arrive 1 turn later.



The Tide of Battle

Play this card immediately. Reshuffle all played fate cards back into your fate deck.

SPECIAL RULES

BATTALION MASS

Subtract 2 from hit rolls for cavalry units that are attacking a unit that is an attack column.

CANISTER

This unit can fire cannister if the range distance to the target is 6" or less. The following rules apply to a unit firing cannister:

- Its fire value is doubled.
- It adds to the 2 to an attacking unit's fire value when it lends fire support instead of 1.
- Its melee attack value is doubled when it fights back and the target is at least partially in its front arc.

GRENZ, JAGER, OR LÉGÈRE

A unit can make a fire attack with a fire value of 2 and a range of 18" instead of using its normal fire value and range. A unit that uses this rule to make a fire attack is allowed to manoeuvre or rally in the same turn.

GUARD

Add 1 to hit tests, rally tests, and valour tests for a unit. In addition, if all the units in a brigade have this rule, add 1 to fortitude tests for the brigade.

HEAVY CAVALRY

Subtract 1 from hit rolls for melee attacks that target a unit unless the attacker also has the Heavy Cavalry rule or is in a square (see the Square rule below).

HORSE ARTILLERY

A unit has a move distance of 18" and can limber at the start of a move or unlimber at the end of a move (but not both). Enemy infantry cannot use an assault move to move into contact with horse artillery unless they start the move within 3" of the horse artillery unit.

LIGHT TROOPS

Negate the first 2 losses suffered in the fire phase by a unit that is a garrison instead of only negating the first loss. In addition, a unit with this rule that is not a garrison can be set up in open order. To show this, set up the unit in a deployed line formation with a 1" gap between the bases of the figures in the unit. The following rules apply to a unit in open order:

- A unit in open order counts as being in a deployed line unless noted otherwise.
- The move distance of an open order unit is 12" and is not affected by rough terrain.
- 1 loss suffered in the fire phase by a unit in open-order is negated and has no effect in addition to any losses that are negated by terrain.
- Subtract 1 from the melee attack value of a unit that is in open order.
- An infantry unit cannot finish an assault move in contact with an enemy infantry unit that is in open order unless it started the assault move within 6" of the enemy unit.
- If a unit that is not in open order routs a unit that is in open order, it can carry out an assault move and then fight for a second and final time that turn.

MILITIA

Subtract 1 from rally tests and valour tests for a unit. In addition, if all the units in a brigade have this rule, subtract 1 from fortitude tests for the brigade.

SCOUTS

Add 2 to messenger tests for units.

SKIRMISHERS

A unit can make a fire attack with a fire value of 1 and a range of 18" instead of using its normal fire value and range. A unit that uses this rule to make a fire attack is allowed to manoeuvre or rally in the same turn.

SQUARE

A unit can be set up in a square formation. Set up the figures in the unit in a square shape, with as close to the same number of figures on each side of the square as possible, and with all figures facing outwards. The following rules apply to a square:

- A unit in square counts as being a deployed unit in an attack column unless noted otherwise.
- A unit in a square has a move distance of 0".
- A unit in square can shoot in any direction and cannot be outflanked.
- Add 1 to the attack value of artillery if the target is a unit in a square.
- Subtract 1 from the fire value and add 1 to the melee value of a unit in a square.
- Halve the melee value of cavalry units that are attacking a unit that is in a square (rounding down).