

V&F NAPOLEONIC BRITISH ARMY SHEET (1807-1815) v1.75

Use the following army sheet and special rules for British armies in the Napoleonic Wars from 1807 to 1815. This version of the army sheet supersedes all earlier versions.

BRITISH UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	24-36	Musket (12")	3	4	4	Disciplined Musketry, Skirmishers, Square	14
Light Infantry	24-36	Musket (12")	3	4	4	Disciplined Musketry, Light Infantry, Square	16
Riflemen	24-36	Rifles (18")	3	4	4	Disciplined Musketry, Light Infantry, Square	19
Foot Guard	30-48	Musket (12")	3	5	5	Disciplined Musketry, Guard, Skirmishers, Square	25
Rifle Detachment	4-8	Rifles (18")	2	2	2	Disciplined Musketry, Scouts	8
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Hussars	9-14	Sabre	-	4	3	Carbines, Headstrong, Scouts	14
Light Dragoons	9-14	Sabre	-	4	3	Carbines, Headstrong, Scouts	14
Heavy Dragoons	9-14	Sabre (na)	-	6	3	Heavy Cavalry, Headstrong	16
Household Cavalry	9-14	Sabre (na)	-	6	3	Guard, Heavy Cavalry, Headstrong	22
Vedette	3	Sabre (na)	-	2	1	Carbines, Scouts	6
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Rocket Artillery	1	Rockets (60")	NA	2	2	Rockets	12
Field Artillery	1	Cannon (48")	1	2	2	Cannister	10
Horse Artillery	1	Cannon (24")	1	2	2	Cannister, Horse Artillery	10

UNIT OPTIONS

Any of following options can be given to units from this army. E.G., a unit could be given the elite, guard and understrength options.

Elite Units: Cavalry and infantry units apart from militia and detachments can be elite units. Increase the Melee value of an elite cavalry unit by 1 point and its points cost by 2 points. Increase the Tenacity of an elite infantry unit by 1 point and its points cost by 3 points.

Light and Heavy Artillery: Field artillery can be fielded as either light or heavy artillery. Reduce the range of light artillery by 6", subtract 1 from its hit rolls, and reduce its points cost by 4 points. Increase the range of heavy artillery by 6", add 1 to its hit rolls, and increase its points cost by 8 points.

Understrength Units: Cavalry and infantry units apart from militia and detachments can be fielded as understrength units. Halve the number of figures in an understrength unit, reduce its Melee and Tenacity values by 1 point each and its points cost by 3 points.

BRITISH FATE CARDS

- Ace** **The Iron Duke.** Play this card at the start of your action phase. You can move your army leader after you play the card instead of the end of the action phase. In addition, until the end of this turn, add 1 to valour and fortitude tests for British units while they are within 12" of their army leader.
- King** **Defensive Fire.** Play this card in the enemy melee phase when a British infantry unit in line is chosen as the target of an attack by an enemy infantry unit that is at least partially in its front arc. The British unit can make a fire attack on the enemy unit before the melee attack is resolved.
- Queen** **Perfect Volleys.** Play this card in your fire phase. Add 1 to the firepower value of British infantry units that are in a line.
- Jack** **Scum of the Earth.** Play this card before a British infantry unit takes valour test. Add 1 to valour tests for British infantry units for the rest of that turn.
- 10** **Capture.** Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
- 9** **Surprise Attack.** Play this card in your fate phase or at the end of a melee phase. Pick 1 friendly unit. That unit can carry out 1 move in that phase.
- 8** **Inspiration.** Play this card after a friendly player fails a valour test or fortitude test. They pass that test.
- 7** **Sharpshooters.** Play this card before a friendly unit fires or lends fire support. It can fire or led fire support at any target that is in range or line of sight, instead of only the closest eligible target.
- 6** **Deadly.** Play this card after a friendly unit fails 1 or more hit rolls. Reroll the failed hit rolls.
- 5** **Stubborn.** Play this card in your fate phase. You can remove 1 loss marker from 1 friendly unit (even if it has 1 loss marker).
- 4** **Delays.** Play this card when an enemy brigade activates. Halve the move distances of units from that brigade that turn.
- 3** **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.
- 2** **The Tide of Battle.** Play this card immediately. Reshuffle all played fate cards back into your fate deck.

SPECIAL RULES

The following special rules apply to units from this army.

Canister

This unit can fire canister if the range distance to the target is 12" or less. The following rules apply to a unit firing canister:

- 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.

Carbines

This unit can fire with a fire value of 1 and a range of 12" while it is in open order.

Disciplined Musketry

This unit cannot be set up in an attack column. However, the commanding player can reroll hit rolls of 1, before hit modifiers are applied, for fire or melee attacks if the target is in this unit's front arc and this unit is in line or square.

Guard

Add 1 to hit tests and rally tests and valour tests for this unit. In addition, if all the starting units in a brigade have this rule, add 1 to fortitude tests for the brigade but count it as 2 brigades when determining victory if it is shattered.

Headstrong

Add 1 to the melee value of this unit if it made an assault move in the same turn. In addition, if the target of a melee attack made by this unit is routed and there are any enemy units in its front arc, this unit does the following things:

- This unit must carry out a second assault move.
- It must use the assault move to move into contact with an enemy unit if it is possible for it to do so.
- If it moves into contact with an enemy unit it immediately fights for a second time.
- The headstrong rule does not apply if this unit fights for a second time in the same melee phase (do not add 1 to its melee value and it won't move again if it routs the target).

Heavy Cavalry

Subtract 1 from hit rolls for melee attacks that target this unit unless the attacker also has the heavy cavalry rule, is a garrison or is in a square (see the square rule below).

Horse Artillery

This 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 6" of the horse artillery unit.

Lances

Add 1 to the melee value of this unit if either it or its target made an assault move in the same turn and this unit is not in open order. Subtract 1 from the melee value of this unit in any other circumstances.

Light Infantry

This unit has the open order and skirmishers rules.

Militia

This unit can move once *or* reform when it carries out a manoeuvre action and cannot move when it carries out a rally action. Subtract 1 from hit rolls, rally tests and valour tests for this unit. In addition, if all the units in a brigade have this rule, subtract 1 from fortitude tests for the brigade.

Open Order

This unit can be set up in a deployed line formation with a 1" gap between bases that is called open order. The following rules apply to this unit if it is in open order, or if it is a garrison:

- It is allowed to manoeuvre or rally in the same turn that it fires or lends fire support
- In the fire phase, 1 loss it suffers is negated, in addition to any losses that are negated by terrain features.
- It has move of 12" if it is infantry and of 18" if it is cavalry, and its move distance is not affected by rough terrain.
- This unit will rout, even if not shaken, if it loses a melee where it is the target of a unit that is not in open order and this unit is not a garrison. If this happens, its attacker can carry out an assault move and then fight for a second and final time that turn.

Rockets

If this unit is on a hill when it fires, friendly units that are not on a hill do not block its line of sight. When this unit makes a fire attack, a hit test of 6 or more inflicts 1 loss on the target. A hit test of 4 or less has no effect. On a hit test of 5, if there is a unit within 12" of the target, inflict 1 loss on the nearest unit to the target unit (friend or foe). The attacker chooses which unit is hit if 2 or more are equally close to the target. This unit can lend fire support normally.

Scouts

This unit has the open order and skirmishers rules. In addition, add 2 to messenger tests for this unit.

Skirmishers

When this unit shoots or lends fire support, the commanding player can choose to halve its fire value and increase its range by 6". If they do so, this unit is allowed to manoeuvre or rally in the same turn.

Square

Halve the melee value of cavalry units that attack this unit if it is in a square or an assault column (closed square). However, this unit will rout, even if not shaken, if it loses a melee where it is the target of a cavalry unit and this unit is not a garrison.

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

- It is a deployed unit.
- It has a move of 3" but cannot take assault actions.
- It can shoot in any direction and cannot be outflanked.
- Halve its fire value and add 1 to its melee value.
- Add 1 to attack value of artillery that target it (it does not also count as having 3 ranks).