

# V&F NAPOLEONIC RUSSIAN ARMY SHEET (1809-1814), v1.75

Use the following army sheet and special rules for Russian armies in the Napoleonic Wars from 1809 to 1814. This version of the army sheet supersedes all earlier versions.

## RUSSIAN UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	12-18	Musket (12")	3	3	3	Skirmishers, Square, Stoic	7
Jagers or Marines	12-18	Musket (12")	3	3	3	Light Infantry, Square, Stoic	9
Grenadiers	12-18	Musket (12")	3	4	3	Skirmishers, Square, Stoic	9
Opolchenie	12-18	Musket (12")	2	3	3	Militia, Square	4
Opolchenie (Pikes)	12-18	Pikes (na)	-	3	3	Militia, Square	3
Jaeger Detachment	6-8	Musket (12")	2	2	2	Scouts	4
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Hussars	9-14	Sabres	-	4	3	Carbines, Scouts	12
Uhlans	9-14	Lances	-	4	3	Carbines, Lances, Scouts	12
Mounted Opolchenie	9-14	Lances (na)	-	3	3	Lances, Militia, Scouts	5
Mounted Jaegers	9-14	Sabres	-	4	3	Scouts	11
Dragoons	9-14	Sabre (na)	-	6	3	Heavy Cavalry	14
Cuirassiers	9-14	Sabre (na)	-	7	3	Heavy Cavalry	16
Cossacks	5-7	Lances (na)	-	3	2	Lances, Scouts, Swift	9
Cavalry Detachment	3	Sabres	-	2	1	Carbines, Scouts	6
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery Battery	2	Cannon (48")	2	3	3	Cannister	16
Field Artillery	1	Cannon (48")	1	2	2	Cannister	10
Horse Artillery	1	Cannon (24")	1	2	2	Cannister, Horse Artillery	10
Opolchenie Artillery	1	Cannon (36")	1	1	1	Cannister, Militia	6

## UNIT OPTIONS

**Defensive Leaders:** Brigade leaders and army generals can be rated as defensive. Subtract 1 from activation tests and add 1 to fortitude tests for a brigade led by a defensive leader. A defensive army general cannot be used for automatic activation, but the cost of the brigades in the general's army are reduced by 2 points each.

**Heavy Artillery:** Field artillery can be heavy artillery. Increase the range of heavy artillery by 6", add 1 to its hit tests, and increase its points cost by 8 points.

**Full-strength Units:** Infantry units apart from detachments can be fielded as full-strength units. Double the number of figures in a full-strength unit, increase its Melee and Tenacity values by 1 point each and its points cost by 3 points.

**Guard Units:** Units apart from militia and detachments can be given the Guard special rule at an additional cost of 6 points.

## RUSSIAN FATE CARDS

- ACE** **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.
- KING** **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 two brigades you choose to activate in that phase are Russian they will activate automatically, instead of only the first one.
- QUEEN** **Tenacity.** Play this card in your fate phase. You can remove 1 setback marker from 1 Russian brigade.
- JACK** **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.
- 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.

### 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.

### 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.

### 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).

### Stoic

This unit can either move once *or* reform when it carries out a manoeuvre action and cannot move when it carries out a rally action. However, you can reroll rally and valour test rolls of 1 for this unit.

### Swift

Add 6" to the move distance of this unit.