

V&F NAPOLEONIC SPANISH ARMY SHEET (1807-1814) v1.25

Use the following army sheet and special rules for Spanish armies in the Napoleonic Wars from 1807-1814. This version of the army sheet supersedes all earlier versions. 1st Line Infantry includes Royal Guard and Swiss Infantry, and most line infantry after 1810.

SPANISH UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
1 st Line Infantry	24-36	Musket (12")	3	4	3	Skirmishers, Square	10
2 nd Line Infantry	24-36	Musket (12")	2	3	3	Skirmishers, Square, Unpredictable	8
Walloon Guard	24-36	Musket (12")	3	4	4	Guard, Skirmishers, Square	18
Cazadores	24-36	Musket (12")	3	3	3	Light Infantry, Square	11
Militia	24-36	Musket (12")	2	3	3	Militia, Square	4
Guerrillas	6-10	Musket (12")	2	2	2	Scouts, Unpredictable	4
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Cavalry	9-14	Sabres	-	5	3	Carbines, Unpredictable	12
Hussars	9-14	Sabres	-	3	3	Carbines, Scouts, Unpredictable	11
Lancers	9-14	Lances	-	3	3	Carbines, Lance, Scouts, Unpredictable	11
Horse Cazadores	9-14	Sabres	-	3	3	Carbines, Scouts, Unpredictable	11
Mounted Guerrillas	4-8	Lances (na)	-	3	2	Carbines, Lances, Scouts, Swift, Unpredictable	11
Cavalry Detachment	3	Sabres	-	2	1	Carbines, Scouts	6
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

UNIT OPTIONS

Cautious Leaders: Brigade leaders and army generals can be rated as cautious. Subtract 1 from activation tests for a brigade led by a cautious leader and reduce the total cost of the brigade by 10 points. A cautious army general cannot be used for automatic activation or to provide a +1 bonus for units taking a rally test, but the cost of the brigades in the general's army are reduced by 2 points each. The modifiers to the cost of a brigade for cautious leaders cannot reduce a brigade's cost to less than 10 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, detachments and guerrillas can be fielded as understrength units. Halve the number of figures in an understrength unit (rounding up), reduce its Melee and Tenacity values by 1 point each and its points cost by 3 points.

SPANISH FATE CARDS

- ACE** **Conquerors of the Conquerors.** Play this card when you test the status of an unpredictable unit, instead of rolling the dice. That unit has the Guard special rule.
- KING** **The Spanish Ulcer.** Play this card at the end of an enemy fate phase. Roll a D6 for each enemy reinforcement unit set up in that phase. Subtract 2 from the roll if the unit being rolled for is cavalry. On a 4+ the unit being rolled for suffers 1 loss.
- QUEEN** **An Invisible Enemy:** Play this card when an enemy player makes a successful messenger test to change it to an unsuccessful test.
- JACK** **Guerrilla Ambush.** Play this card in your fate phase. Pick 1 enemy unit that is within 12" of a defensible terrain feature that that is not garrisoned by an enemy unit. That enemy unit suffers 1 loss.
- 10** **Capture.** Play this card in your fire 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.
- 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 after a friendly unit fails 1 or more hit rolls in a fire phase. Reroll the failed hit rolls.
- 6** **Bloodthirsty.** Play this card after a friendly unit fails 1 or more hit rolls in a melee phase. 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 the unit only 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 cannister if the range distance to the target is 12" 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.

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).

Swift

Add 6" to the move distance of this unit.

Unpredictable

Roll 1 dice for this unit immediately before it fights, fights back or takes a valour test for the first time. On a 1 it has the Militia special rule for the rest of the battle, on a 6 it has the Guard special rule for the rest of the battle, and on a 2-5 nothing happens. You cannot take this test for this unit more than once per battle.