

# V&F NAPOLEONIC BRITISH ARMY SHEET (1807-1815)

Use this army sheet for British armies in the Napoleonic Wars from 1807 to 1815.

## UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Foot Guard	30-48	Musket (12")	3	6	6	Disciplined Musketry, Skirmishers, Square	34
Line Infantry	24-36	Musket (12")	3	4	4	Disciplined Musketry, Skirmishers, Square	24
Light Infantry	24-36	Musket (12")	4	3	4	Disciplined Musketry, Light Infantry, Square	26
Riflemen	24-36	Rifle (18")	4	3	4	Disciplined Musketry, Light Infantry, Square	30
Light Infantry Detachment	4-8	Musket (12")	2	2	2	Disciplined Musketry, Light Infantry	13
Rifle Detachment	4-8	Rifle (18")	2	2	2	Disciplined Musketry, Light Infantry	17
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Hussars	9-14	Sabre	-	4	3	Carbines, Headstrong, Light Cavalry	24
Light Dragoons	9-14	Sabre	-	4	3	Carbines, Headstrong, Light Cavalry	24
Heavy Dragoons	9-14	Sabre	-	6	4	Headstrong, Heavy Cavalry	29
Household Cavalry	9-14	Sabre	-	7	4	Headstrong, Heavy Cavalry	31
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	12
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Rocket Artillery	1	Rocket (60")	1	2	2	Rockets	22
Field Artillery	1	Cannon (48")	1	2	2	Cannister	20
Heavy Artillery	1	Cannon (54")	1	2	2	Cannister, Heavy Artillery	24
Horse Artillery	1	Cannon (36")	1	2	2	Cannister, Horse Artillery	20

## UNIT OPTIONS

The following options can be given to units and leaders from this army.

**British Generals:** The army leader can be given the Arthur Wellesley, 1st Duke of Wellington special rule for 20 points, or the Sir John Moore special rule for 10 points.

**Elite Units:** Units can be elite. An elite unit can have up to 1 added to its fire value for 2 extra points (or 6 extra points if it is artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 3 extra points.

**Understrength Units:** Cavalry and infantry units, apart from detachments, can be fielded as understrength units. Halve the number of figures in an understrength unit. Reduce the melee and tenacity values of units other than militia by 1 point each and their points cost by 5 points. Reduce the melee values of understrength militia by 1 point each and their points cost by 2 points.

## FATE CARDS

- Any Card** **Inspiration.** Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
- King** **Perfect Volleys.** Play this card in your fire phase. Pick 1 British brigade. Add 1 to the fire value of British infantry units from that brigade for the rest of the phase.
- Queen** **Defensive Fire.** Play this card in the enemy melee phase. Pick 1 British brigade. Add 1 to the melee value of British infantry units from that brigade for the rest of the phase.
- Jack** **Scum of the Earth.** Play this card in a melee phase. Subtract 1 from valour tests for enemy units that are in contact with one or more British infantry units in the phase.
- 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 before a unit makes an assault. That unit can carry out 1 move before it assaults.
- 8** **Inspiration.** Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
- 7** **Directed Fire.** Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
- 6** **Deadly Attack.** Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
- 5** **Stubborn.** Play this card before a unit carries out an action. Remove 1 loss marker from 1 that unit (even if it has only 1 loss marker).
- 4** **Breakthrough.** Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
- 3** **Confusion.** Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
- 2** **The Tide of Battle.** Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
- Ace** **All Out Attack.** Play this card at the start of your melee phase. Add 1 to the melee value of friendly units that are within 12" of your army leader in that phase.

## UNIT SPECIAL RULES

### Canister

The following rules apply to a unit that has the canister special rule:

- Add 1 to its fire value if the range to the target is up to 12".
- Add 2 to its melee value if the target unit is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends fire support if the range to the target is up to 12".
- It counts as 2 units instead of 1 when it lends melee support.

### Carbines

This unit can use its carbines to skirmish (see the Skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

### Disciplined Musketry

Reroll hit rolls of 1, before modifiers are applied, for fire or melee attacks made by this unit, as long as all supporting units also have this rule. However, this unit cannot be set up in an attack column.

### Headstrong

If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time (it does not assault again if it defeats the second opponent).

### Heavy Artillery

Add 1 to hit rolls if the attacker and all units lending support are heavy artillery. Heavy artillery has a move distance of 6" when limbered and 1" when unlimbered.

### Heavy Cavalry

Reroll hit rolls of 1 for melee attacks made by this unit, as long as all supporting units also have this rule, and the target is not occupying defensible terrain.

### Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of the horse artillery unit.

### Light Infantry & Light Cavalry

This unit has the open order and skirmishers rules. Halve its losses in the fire phase if it is in open order or in cover and add 2 to messenger tests for it if it is a detachment or light cavalry.

### Open Order

This unit can be set up in a deployed formation with a ½" gap between the bases in its files and ranks that is called open order. The following rules apply to this unit if it is in open order:

- It has a move of 12" if it is infantry and of 18" if it is cavalry, its move distance is not affected by rough terrain, and it can leave defensible terrain on the same turn that it occupied it.
- Halve the losses it suffers in the fire phase.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.

### Rockets

When this unit fires or lends fire support, the target unit does not have to be the closest enemy, and if this unit or the target is on a hill, friendly units that are not on a hill do not block the line of sight. However, subtract 1 from hit tests for shooting attacks made by this unit or by a friendly unit lent support by it.

### Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

### Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

- It is a deployed unit that has a move distance of 3".
- It cannot assault.
- Add 1 to the attack value of artillery that shoot at it.
- Halve its fire attack value and add 1 to its melee attack value.
- At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.
- A square that loses a melee automatically routs.

## LEADER SPECIAL RULES

### Arthur Wellesley, 1st Duke of Wellington

This leader can be moved at the start of the British action phase instead of the end of the action phase. In addition, add 1 to the melee value of British units that are fighting back if they are within 12" of this leader.

### Sir John Moore

Add 1 to the melee value of British units that are making an attack in their own melee phase if they are within 12" of this leader. In addition, this leader can move into contact with an enemy unit when they are moved at the end of the action phase and can lend melee support in the same way as a unit in the melee phase. If they do so, after the melee is resolved, roll a dice. On a 3 or less, this leader is removed from play.

## DESIGNER'S COMMENTS

*Disciplined Musketry:* British infantry were capable of using attack column formation but they only did so very rarely, so in order to keep things simple I have only allowed them to use march column and line formations.

*Elite Units:* Units can have more than 1 value increased, but no single value can be increased by more than +1. So you could add 1 to a unit's fire and melee values, but not add 2 to its fire value.

*Headstrong:* It's worth noting that this rule is not optional – if British cavalry can make a second assault, they must do so.

*Horse Artillery:* The ability of unlimbered horse artillery to move 9" represents the crew quickly limbering and then unlimbering the artillery rather than them manhandling it to the new position.

*Open Order:* Note that a line of sight cannot be traced through the gaps of a unit in open order, and that if a unit is in open order and is also in cover its losses are only halved once (see rule 1.0.1).

*Squares:* This rule is also used to represent formations such as a closed column or Austrian battalion masse. Note that a square can only lend support if a quarter of its front rank can see the target. Also note that a square cannot be outflanked (as attacking units will always be in the front arc of some of its front rank figures).