

V&F NAPOLEONIC FRENCH ARMY SHEET (1805-1815)

Use this army sheet for French armies in the Napoleonic Wars from 1805 to 1815.

UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Old Guard	24-36	Musket (12")	3	6	6	Elan, Skirmishers, Square	33
Middle Guard	24-36	Musket (12")	3	5	6	Elan, Skirmishers, Square	31
Young Guard	24-36	Musket (12")	3	5	5	Elan, Skirmishers, Square	28
Guard Marines	24-36	Musket (12")	4	4	4	Elan, Light Infantry, Square	27
Grenadiers	24-36	Musket (12")	3	5	4	Elan, Skirmishers, Square	25
Line Infantry	24-36	Musket (12")	3	4	4	Elan, Skirmishers, Square	23
Light Infantry	24-36	Musket (12")	4	3	4	Elan, Light Infantry, Square	25
Marie Louise	24-36	Musket (12")	2	3	3	Skirmishers, Square	15
National Guard	24-36	Musket (12")	2	3	2	Militia, Square	10
Infantry Detachment	6-8	Musket (12")	2	2	2	Light Infantry	11
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Hussars and Chasseurs	9-14	Sabre	-	4	3	Carbines, Light Cavalry	22
Lancers	9-14	Lance	-	4	3	Carbines, Light Cavalry	22
Dragoons	9-14	Sabre	-	5	3	Heavy Cavalry	22
Cuirassiers and Carabineers	9-14	Sabre	-	6	4	Heavy Cavalry	27
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	12
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
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.

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.

Napoleon and His Marshals: The army leader can be given the Napoleon special rule for 25 points, or the Ney special rule for 20 points, or the Murat special rule for 15 points, or the Marshal of the Empire special rule for 10 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** **Vive L'Empereur!** Play this card when a French brigade successfully activates. Add 6" to the move distance of its units for the rest of the phase.
- Queen** **Attaque à Outrance.** Play this card in a melee phase. Pick 1 French brigade. For the rest of the phase add 1 to the melee value of units from that brigade that are in attack column formation.
- Jack** **Les Grognards.** Play this card in your fate phase. Pick 1 French unit that has suffered 1 or more losses. Add 1 to the unit's melee value and Tenacity for the rest of the game.
- 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).

Elan

Reroll hit rolls of 1 for melee attacks made by this unit if it is in an attack column, as long as all supporting units are in attack columns and also have this rule.

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.

Militia

This unit cannot move in the same action phase that it reforms.

Open Order

This unit can be set up in a deployed formation with a ½" gap between 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.

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

Marshal of the Empire

Increase the distance of the automatic activation rule from 24" to 36" for this leader.

Murat

In the fate phase of the first French turn, the French CIC takes 2 fate cards instead of 1 and can keep both. In addition, this leader has the Marshal of the Empire rule.

Napoleon

French artillery units within 12" of this leader only need to be in range and line of sight of the target in order to be allowed to shoot at a target or lend fire support (the target does not need to be the closest enemy), and they are allowed to trace a line of sight to the target across enemy units that are in open order or, if the artillery is on a hill, across any units that are not on a hill. In addition, add 1 to valour tests and 1 to rally tests for French units that are within 12" of this leader, and this leader has the Marshal of the Empire rule.

Ney

Reroll failed hit rolls for melee attacks made by French units that are within 3" of this leader. In addition, this leader has the Marshal of the Empire rule.

DESIGNER'S COMMENTS

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.

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.

Imperial Guard Cavalry and Artillery: These units should be given Elite unit upgrades. We recommend that cavalry receive +1 melee value and +1 tenacity for an extra 5 points, and that artillery receive +1 tenacity for an extra 3 points.

Lances: I have not given special rules to lances because they did not appear to have been any more effective than sabres; the lance was deemed to be better at first contact, and the sabre better in the swirling melee that followed. As these two things cancel out, I have given the two weapons the same combat values.

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).