

V&F WAR OF THE TRIPLE ALLIANCE COALITION ARMY SHEET (1864-1870) v2.1

Use the following army sheet and special rules for Coalition armies in the War of the Triple Alliance.

UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Line Infantry	18-24	Rifled Musket (18")	3	4	4	Skirmishers, Square	24
Volunteer Infantry	18-24	Rifled Musket (18")	3	3	3	Skirmishers, Square, Unpredictable	19
Caçadores	18-24	Rifled Musket (18")	4	3	4	Light Infantry, Square	26
Infantry Detachment	6-8	Rifled Musket (18")	2	2	2	Light Infantry	13
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
1 st Line Cavalry	6-12	Sabre	-	4	3	Light Cavalry	21
2 nd Line Cavalry	6-12	Sabre	-	3	3	Light Cavalry	19
Mounted Caçadores	6-12	Rifled Carbine (12")	2	2	3	Dismount	20
Cavalry Detachment	3	Sabre	-	2	1	Light Cavalry	11
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
Rocket Artillery	1	Rockets (60")	1	2	2	Rocket	20
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.

Coalition Leaders: Leaders can have the cautious special rule. Add 10 to the number of points that can be spent on units in an army for each cautious brigade leader it includes and add 20 to the number of points that can be spent on units in an army with a cautious army leader.

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 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.

Rifled Artillery: Artillery units can be equipped with rifled cannon. Add 12" to the range of rifled cannon and increased its points cost by x 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 by 1 point each and their points cost by 5 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** **Naval Bombardment.** Play this card in your fate phase. Pick 1 enemy unit and roll 3 dice. That unit suffers 1 loss for each roll of 4+.
- Queen** **Stubborn Squares.** Play this card in your fate phase. Add 1 to valour tests for infantry units that are in a square for the rest of the battle.
- Jack** **Precision Fire.** Play at the start of your fire phase. You can reroll failed hit rolls for attacks made by artillery in that 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.

Dismount

This unit can use a reform action to change formation and/or dismount or remount their horses. While mounted this unit is counted as light cavalry but cannot shoot. While dismounted the unit is counted as light infantry and can shoot.

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.

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 Cavalry

Add 2 to messenger tests for this unit.

Light Infantry

This unit can be set up in a deployed formation with a ¼" gap between its files and ½" gap between its 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 cavalry, its move distance is not affected by rough terrain, and it can leave defensible terrain on the same turn that it occupied it.
- Subtract 1 from hit rolls for attacks that target it in the fire phase unless it is in cover.
- 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.

Militia

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

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.

Unpredictable

The commanding player must take an unpredictability test for this unit the first time it fights, fights back or suffers a loss. To take the test, the commanding player rolls a D6. On a 1 subtract 1 from the unit's melee value and tenacity for the rest of the battle and on a 6 add 1 to the unit's melee value and tenacity for the rest of the battle. On a 2-5 its melee value and tenacity do not change.

LEADER SPECIAL RULES

Cautious Leaders

Subtract 1 from activation tests for a brigade led by a cautious leader. A cautious army leader can only be used for automatic activation once per battle and their presence does not provide a +1 bonus for brigades taking a fortitude test.

DESIGNER'S COMMENTS

Dismounted Cavalry: You can represent dismounted units with dismounted cavalry figures, or you can turn some of the mounted figures in the unit around to face the opposite direction to shown when a unit has dismounted.

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.

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).

Small Unit Sizes: The units in the armies we used for these army sheets had less figures than those from the units in our other armies, and the unit sizes reflect this. Please feel free to increase them to 24-36 figures for infantry units and 9-14 figures for cavalry units if you wish (the rest of the unit profile is unchanged).