

# V&F NAPOLEONIC RUSSIAN ARMY SHEET (1809-1815) v2.3

Use this army sheet for Russian armies in the Napoleonic Wars from 1809 to 1815. Changes from the previous version are highlighted in red.

## UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Guard	24-36	Musket (12")	2	5	5	Skirmishers, Square, Stoic	24
Grenadiers	24-36	Musket (12")	2	5	4	Skirmishers, Square, Stoic	20
Line Infantry	24-36	Musket (12")	2	4	4	Skirmishers, Square, Stoic	18
Jagers or Marines	24-36	Musket (12")	3	3	4	Light Infantry, Square, Stoic	21
Opolchenie	24-36	Musket (12")	1	3	2	Square, Militia	5
Opolchenie (Pikes)	24-36	Pike (na)	-	4	2	Square, Militia	4
Jaeger Detachment	6-8	Musket (12")	2	2	2	Light Infantry	8
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Hussars	9-14	Sabre	-	4	3	Carbines, Light Cavalry	22
Uhlans	9-14	Lance	-	4	3	Carbines, Lances, Light Cavalry	22
Mounted Opolchenie	9-14	Lance	-	3	2	Light Cavalry	15
Mounted Jaegers	9-14	Sabre	-	4	3	Light Cavalry	21
Dragoons	9-14	Sabre	-	5	3	Heavy Cavalry	22
Cuirassiers	9-14	Sabre	-	6	4	Heavy Cavalry	28
Cossacks	6-8	Lance	-	3	2	Light Cavalry, Swift	18
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	10
ARTILLERY UNITS	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Field Artillery	1	Cannon (48")	1	2	2	Battery, Cannister	20
Heavy Artillery	1	Cannon (54")	1	2	2	Battery, Cannister, Heavy Artillery	24
Horse Artillery	1	Cannon (36")	1	2	2	Cannister, Horse Artillery	20
Opolchenie Artillery	1	Cannon (36")	1	1	1	Cannister, Militia	14

## 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 3 extra points (or 9 extra points if artillery), up to 1 added to its melee value for 2 extra points, and up to 1 added to its tenacity for 4 extra points.

**Russian Leaders:** The army leader be given the Prince Bagration special rule for 20 points or the Prince Kutuzov special rule for 20 points. In addition, 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.

**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 1 point.

## FATE CARDS

**Any Card** **Act On Initiative.** 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** **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.

**QUEEN** **Tenacity.** Play this card in your fate phase. Pick 1 Russian unit. Add 1 to that unit's tenacity for the rest of the game.

**JACK** **Cossack Raiders.** Play this card in a melee phase. Pick 1 enemy unit within 18" of the edge of the battlefield. The unit suffers 1 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 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

### Battery

Up to 5 other units can lend fire support to this unit instead of only 3 units, as long as all of the units lending support are within 4" of this unit and have the battery rule.

### 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).

### 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 defendable 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 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 defendable 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.

### Stoic

This unit cannot move in the same action phase that it reforms. However, you can reroll valour test rolls of 1 for this unit.

### Swift

Add 6" to the move distance of this unit.

### 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 fire 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

### 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.

### Prince Mikhail Kutuzov

Friendly Russian units with the Stoic special rule can move in the same action phase that it rallies or reforms if it is within 12" of this leader.

### Prince Pyotr Bagration

When working out which side has won a melee, add 1 to the total for the friendly side if all friendly units that fought or lent support in the melee are Russian and within 12" of this leader.

## 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.

*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).