V&F NAPOLEONIC PRUSSIAN-SAXON ARMY SHEET (1806) v1.2

Use this army sheet for Prussian-Saxon armies in the Napoleonic Wars in 1806. Changes to this version are highlighted in red. This army sheet is still being playtested. If you have any feedback about it, please feel free to email me at *vandf.rules@gmail.com.*

UNIT PROFILES

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Guard	24-36	Musket (12")	4	4	5	Disciplined, Square	29
Grenadiers	24-36	Musket (12")	4	4	4	Disciplined, Square	25
Musketeers	24-36	Musket (12")	4	3	4	Disciplined, Square	23
Fusiliers	24-36	Musket (12")	4	3	4	Disciplined, Light Infantry, Square	26
Jägers or Schützenbattalion	24-36	Rifle (18")	4	3	4	Disciplined, Light Infantry, Square	28
Jäger or Schützen Detachment	6-8	Rifle (18")	2	2	2	Disciplined, Light Infantry	11

CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Points
Dragoons & Hussars	14-20	Sabre	-	4	4	Carbines, Light Cavalry	25
Saxon Chevauxlegers	9-14	Sabre	-	5	4	-	24
Cuirassiers, Carabineers & Gendarmes	9-14	Sabre	-	6	4	Heavy Cavalry	28
Guard du Corps	9-14	Sabre	-	6	5	Heavy Cavalry	32
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	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.

Battalion Guns: Infantry units apart from light infantry can have the battalion guns special rule for 6 extra 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 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.

Prussian Leaders: The army leader be given the Charles Ferdinand, Duke of Brunswick special rule for 20 points, or the Field-Marshal von Blucher special rule for 20 points. Most (if not all) other leaders should 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 if it has a cautious army leader.

Second-line Saxon Units: Saxon line infantry and fusilier units can be second-line units. A second-line unit has its fire and tenacity values reduced by 1 point each and its point cost reduced by 7 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	**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	**Für König und Vaterland.**	Play this card in a melee phase. Pick 1 Prussian-Saxon brigade. Add 1 to the melee attack value of Prussian units from that brigade for the rest of the phase.
Queen	**Self Priming Pan.**	Play this card in your shooting phase or any melee phase. Pick 1 Prussian-Saxon brigade. Reroll hit rolls of 1, before modifiers are applied, for fire or melee attacks made by Prussian units from the brigade in that phase.
Jack	**Harsh Discipline.**	Play this card after a Prussian unit fails a valour test. Change the failed test to a successful test. In addition, add 1 to valour tests for Prussian units for the rest of the turn.
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

Battalion Guns
When this unit shoots, if there are no visible enemy units within 12", it can fire its battalion guns on their own. Battalion guns firing on their own have a fire value of 1, a range of 48", and 2 is subtracted from their hit rolls. If the battalion guns do not fire on their own when this unit shoots, and whenever this unit fights or fights back, roll a dice. On a 5 or 6 add 1 to this unit's attack value.

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
This unit can attempt to rally after it retreats. In addition, it does not automatically rout when it loses to cavalry if the cavalry are all in its front arc and it is not shaken; instead the cavalry must retreat. However, this unit cannot be set up in an attack column, and unless it is light infantry, its melee value is halved if it is occupying defendable terrain or fighting a unit occupying defendable terrain.

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 an infantry 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 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.

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

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.

Field-Marshal von Blucher
Add 1 to the melee value of Prussian units within 12" of this leader if they have taken an assault action in the same turn.

Charles Ferdinand, Duke of Brunswick
You can reroll failed activation tests for friendly Prussian-Saxon brigades if their brigade leader is within 36" of this leader.

DESIGNER'S COMMENTS

Battalion Guns: By 1806 most battalion guns were organised into batteries of field artillery, but we have included this option to represent units that still have them attached. Battalion guns do not need to be represented by models (though you might want to set up a model next to the unit as a purely decorative marker).

Elite Units: Units can have more than 1 value increased, but no single value can be increased by more than +1.

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.

Infantry Attack Values: Prussian infantry of this period could volley fire at a considerably faster rate than their opponents. To reflect this, I've increased the fire value and lowered the melee value of Prussian regular infantry by 1 point. You will find that the lowered melee value has minimal impact as long as the Prussians stay in line, because they will add half their fire value to their melee value.

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).

Prussian Skirmishers (lack of): Only light infantry have the ability to skirmish in this army. In reality most other units would have had a light company, but the Prussians and Saxons in this period rarely used them effectively and suffered badly at the hands of French skirmishers as a result.

Prussian-Saxon Units: When a rule refers to Prussian-Saxon units or brigades, it is referring to any unit or brigade in the army. When a rule refers to Prussian units or Saxon units, it is only referring to units of the appropriate nationality.

Squares: 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.