

EMPIRE TO LIBERATION
GENERIC NAPOLEONIC ARMY SUMMARIES FOR GRAND BATTLES NAPOLEON, 1808-1815

HEADQUARTERS

OVERALL COMANDING GENERAL'S INITIATIVE RATING

INITIATIVE RATING	ARMY POINTS					
	1000	2000	3000	4000	5000	6000
Class -1 (Poor)	-15	-15	-15	-15	-15	-15
Class 0 (Average)	5	10	15	20	25	30
Class 1 (Experienced)	15	30	45	60	75	90
Class 2 (Good)	35	70	105	140	175	210
Class 3 (Excellent)	50	100	150	200	300	405

CORPS COMMANDER

LEADERSHIP RATING	COMMAND RANGE	POINTS	RESPONSE
Poor	8" 20cm	-5	6+
Average	10" 25cm	5	5+
Experienced	12" 30cm	10	4+
Good	14" 35cm	15	3+
Excellent	16" 40cm	25	2+

DIVISIONAL COMMANDER

LEADERSHIP RATING	COMMAND RANGE	POINTS	RESPONSE
Poor	2" 5cm	-15	6+
Average	3" 7.5cm	0	5+
Experienced	4" 10cm	5	4+
Good	5" 12.5cm	10	3+
Excellent	6" 15cm	15	2+

CHARISMA

NAME	ARMY	WING	CORPS	DIVISION
Charismatic	40	40	40	N/A
Superior	N/A	N/A	N/A	40
Lucky	10	10	10	10
Unlucky	-10	-10	-10	-10

SCREENS

NAME	POINTS
French, British, Prussian, Italian, Polish and USA may have 0-2 screens per infantry regiment	5
All other infantry and cavalry regiments may have 0-1 screen pre regiment	5

NATIONAL LISTS

AUSTRIA

NAME	SIZE	MORALE	NOTES	MAX	POINTS
Grenz	8	5	Skirmish Light Infantry,	17	20
Jager	8	6	Skirmish Light Infantry, Rifles	12	35
Line	32	5	Napoleonic	64	50
Grenadier	16	7	Napoleonic, Exploit	10	50
Uhlans	12	5	Light Cavalry, Lancers	4	55
Chevauleger	12	6	Light Cavalry	7	60
Hussars	12	6	Light Cavalry	7	60
Dragoons	8	6	Medium Cavalry	6	55
Cuirassier	8	7	Heavy Cavalry, Exploit	8	80
6# Foot	2	6	Medium, Trained	-/-	30
6# Horse	2	6	Medium Horse, Trained	16	40
12# Foot	2	6	Heavy, Trained	-/-	55

BAVARIA					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry	7	20
Line	16	5	Napoleonic	12	25
Chevauleger	8	5	Light Cavalry	6	35
Dragoons	8	5	Medium Cavalry	2	45
6# Foot	2	6	Medium, Trained	12	30
6# Horse	2	6	Medium Horse, Trained	4	40
12# Foot	2	6	Heavy, Trained	3	55
BADEN					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Jager	8	5	Skirmish Light Infantry, Rifle Companies	1	25
Line	16	5	Napoleonic, Hard Nosed	4	35
Hussars	8	7	Light Cavalry, Exploit	1	60
Light Dragoons	8	7	Light Cavalry, Exploit	1	60
6# Foot	2	6	Medium, Trained	2	30
6# Horse	2	6	Medium Horse, Trained	1	40
BERG					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Line	16	5	Napoleonic, Hard Nosed	4	35
Chevauleger	8	6	Light Cavalry, Exploit	1	50
Lancers	8	7	Light Cavalry, Exploit	2	60
6# Foot	2	6	Medium, Trained	1	30
6# Horse	2	6	Medium Horse, Expert	1	45
BRUNSWICK 1815					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry, Rifle Companies	1	25
Line	16	5	Napoleonic, British Training	1	35
Light	16	5	Napoleonic, British Training, Light Infantry	1	35
Guard	16	6	Napoleonic, British Training, Light Infantry	1	45
Hussars	8	6	Light Cavalry	1	45
Uhlans	8	6	Light Cavalry, Lancers, Tiny	1	35
6# Foot	2	6	Medium, Trained	1	30
6# Horse	2	6	Medium Horse, Trained	1	40
DENMARK					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry, Rifle Companies	7	25
Line	16	5	Napoleonic, Linear Trained	16	30
Light	16	5	Napoleonic, Light Infantry, Linear Trained	5	35
Lancers	8	5	Hesitant Light Cavalry, Tiny, Lancers	1	20
Light Dragoons	8	5	Light Cavalry	5	60
Hussars	8	6	Light Cavalry	1	45
Reiters	8	6	Heavy Cavalry, Exploit	3	70
3# Foot	3	6	Light, Trained	-/-	30
3# Horse	3	6	Light Horse, Trained	5	40
6# Foot	3	6	Medium, Trained	5	40
6# Horse	3	6	Medium Horse, Trained	2	50
FRANCE					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry	-/-	20
Line	16	5	Napoleonic, March	137	30
Legere	16	5	Napoleonic, March, Light Infantry	35	35
Swiss	16	6	Napoleonic, March, Steadfast	4	45
Marines	16	6	Napoleonic, March, Exploit, Poor Shots	4	40
Grenadiers	16	6	Napoleonic, March, Exploit	6	45
Young Guard	16	6	Napoleonic, March,	16	50

			Exploit, Light Infantry		
Chasseurs	8	5	Light Cavalry, Fire at the Halt	30	25
Hussars	8	5	Light Cavalry	12	35
Lancers	8	5	Light Cavalry, Lancers	6	40
Dragoons	8	6	Medium Cavalry	24	55
Cuirassiers	8	7	Heavy Cavalry, Exploit	12	80
Carabinier	8	7	Heavy Cavalry, Exploit	2	80
Guard Lancers	12	7	Light Cavalry, Lancers, Exploit	2	80
Guard Chasseurs	12	9	Light Cavalry, Exploit	1	95
4# Foot	2	6	Light, Expert	-/-	25
4# Horse	2	6	Light, Expert	-/-	35
6# Foot	2	6	Medium, Expert	-/-	35
6# Horse	2	6	Medium Horse, Expert	-/-	45
8# Foot	2	6	Medium Heavy, Expert	8	45
8# Horse	2	6	Medium Heavy Horse, Expert	8	55
12# Foot	2	6	Heavy, Expert	-/-	60
Guard 6# Horse	2	8	Medium, Expert, Old Guard Volante	4	75
GREAT BRITAIN					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	6	Skirmish Light Infantry, Rifle Companies	12	30
Rifle	8	7	Skirmish Light Infantry, Rifle	3	40
Line/KGL	16	5	Napoleonic, Steadfast, British Fire, Linear	22	40
Light/KGL	16	6	Napoleonic, Light Infantry, Steadfast, British Fire, Linear	4	55
Scots Line	16	6	Napoleonic, Steadfast, British Fire, Linear, Exploit	2	55
Scots Light	16	6	Napoleonic, Light Infantry, Steadfast, British Fire, Linear, Exploit	1	60
Guard	16	7	Napoleonic, Steadfast, British Fire, Linear, Exploit, Guard, Exploit	3	75
Light Dragoons	8	6	Light Cavalry, Impetuous	15	40
KGL Light Dragoons	8	6	Light Cavalry, Exploit	2	50
KGL Hussars	8	6	Light Cavalry, Exploit	3	50
Hussars	8	6	Light Cavalry, Impetuous	4	40
Dragoons	8	6	Medium Cavalry, Impetuous	6	50
KGL Dragoons	8	7	Medium Cavalry, Exploit	2	70
Dragoon Guards	8	7	Heavy Cavalry, Impetuous, Exploit	7	75
Guard Cavalry	8	8	Heavy Cavalry, Impetuous, Exploit	3	85
6# Foot	2	6	Medium, Expert	-/-	35
6# Horse	2	7	Medium Royal Horse, Expert, Guard	3	65
9# Foot	2	6	Medium-Heavy, Expert	5	45
9# Horse	2	7	Medium-Heavy Royal Horse, Expert, Guard	3	75
COALITION HANNOVER 1814-1815					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Jager	8	5	Skirmish Light Infantry, Rifles	1	30
Landwehr	16	4	Napoleonic, British Training	8	25
Line	16	5	Napoleonic, British Training	1	35
Light	16	5	Napoleonic, British Training, Light Infantry	1	40
Hussars	8	5	Light Cavalry, Hesitant, Desertion	3	25
6# Foot	2	6	Medium, Trained	1	30
9# Foot	2	6	Medium-Heavy, Trained	1	40
HANSEATIC 1813-1815					

NAME	SIZE	MORALE	NOTES	MAX	POINTS
Line	16	4	Napoleonic, Befreiungskriege	2	15
Light Cavalry	8	5	Hesitant Light Cavalry	2	30
6# Foot	2	5	Medium	1	20
6# Horse	2	5	Medium	1	30
HESSEN-DARMSTADT					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Line	16	6	Napoleonic, Hard Nosed	1	45
Light	16	6	Napoleonic, Hard Nosed, Light Infantry	1	55
Guard	16	7	Napoleonic, Hard Nosed, Exploit	1	65
Chevauleger	8	7	Light Cavalry, Exploit	1	60
6# Foot	2	6	Medium, Trained	1	30
HOLLAND					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Divisional Skirmish Battalion	8	5	Skirmish	2	15
Light	8	5	Skirmish Light Infantry	1	20
Line	16	5	Napoleonic	6	25
Light	16	5	Napoleonic, Light Infantry	1	30
Guard	16	7	Napoleonic, March, Guard, Exploit	1	65
Hussars	8	6	Light Cavalry	2	45
Guard Hussars	8	7	Light Cavalry, Exploit	1	60
Horse Guards	8	7	Light Cavalry, Exploit	1	60
Cuirassiers	8	6	Heavy Cavalry, Exploit	1	70
6# Foot	2	6	Medium, Trained	2	30
6# Horse	2	6	Medium Horse, Trained	1	40
6# Guard Horse	2	7	Medium Horse, Trained	1	45
8# Foot	2	6	Medium-Heavy, Trained	2	40
12# Foot	2	6	Heavy, Trained	1	55
ITALY					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Lights	8	5	Skirmish Light Infantry	4	20
Line	16	5	Napoleonic, March	7	30
Light	16	5	Napoleonic, March, Light Infantry	4	35
Guard Light	16	6	Napoleonic, March, Light Infantry, Exploit	1	50
Guard	16	7	Napoleonic, March, Guard, Exploit	1	60
Chasseurs	8	5	Light Cavalry	4	35
Dragoons	8	5	Medium Cavalry	2	45
Guard Dragoons	8	6	Medium Cavalry, Exploit	1	60
6# Foot	2	6	Medium, Expert	-/-	35
6# Horse	2	6	Medium Horse, Expert	6	45
12#	2	6	Heavy, Expert	3	60
6# Guard Foot	2	7	Medium, Expert, Guard	1	50
6# Guard Horse	2	7	Medium Horse, Expert, Guard	1	60
COALITION MECKLENBURG-STRELITZ 1813					
Jager	8	5	Skirmish Light Infantry	1	20
Landwehr	16	4	Napoleonic, Poor Shots, Unreliable, Political Reticence	3	5
Line	16	5	Napoleonic	1	25
Guard	16	6	Napoleonic, Provisional	1	30
Mounted Jager	8	5	Light Cavalry	1	35
Hussar	8	6	Light Cavalry	1	45
6# Foot	2	5	Medium	1	20
NAPLES					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry	4	20
Line	16	?	Conspirators & Brigands	12	10
Light	16	?	Conspirators & Brigands, Light Infantry	4	15
Chevauleger/Chasseurs	8	4	Light Cavalry	4	20
6# Foot	2	5	Medium	8	20
6# Horse	2	5	Medium Horse	2	30

12# Foot	2	5	Heavy	2	25
COALITION NASSAU 1814-1815					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Landwehr	16	5	Napoleonic, Linear Trained, Provisional	1	25
Line	24	5	Napoleonic, Linear Trained, Fire Drill	2	50
Chevauleger	8	5	Light Cavalry	1	35
NETHERLANDS 1814-1815					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Chasseurs	8	5	Skirmish Light Infantry	3	20
Line	16	5	Napoleonic, Linear Trained, Fire Drill	4	35
Light	16	5	Napoleonic, Linear Trained, Light Infantry, Fire Drill	2	40
Light Dragoons	8	5	Light Cavalry	2	35
Hussars	8	5	Light Cavalry	2	35
Carabineers	8	5	Heavy Cavalry, Exploit	3	60
6# Foot	2	5	Medium	3	20
6# Horse	2	5	Medium Horse	2	30
OTTOMAN EMPIRE					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	4	Skirmish Light Infantry	-/-	15
Fellahin	16	4	Tribal, Irregular, Poor Shots	-/-	5
Derbents	16	4	Poor Regimental, Oriental	24	10
Sekhan	16	5	Regimental, Oriental	40	20
Segban-i-Jedid (Nizam-i-Jedid)	16	5	Napoleonic, Linear Trained	8	30
Djemaats Janissaries	24	5	Regimental, Oriental	101	35
Feudal Light Cavalry	8	4	Irregular Light Cavalry, Lancers, Javelins, Impetuous	-/-	25
Arab Camelry	8	4	Irregular Light Cavalry, Lancers, Impetuous, camels	2	25
Sipahi	16	4	Light Cavalry, Lancers, Impetuous	16	45
Suvarileri	12	5	Heavy Cavalry, Lancers, Impetuous	30	70
Djellis	8	6	Light Cavalry, Lancers, Impetuous	6	45
Abus	3	5	Light	-/-	20
Surats	2	5	Medium	10	20
Camel Battery	2	5	Light Horse, Zanbaruck, Camels	4	30
Sahi	3	5	Medium-Heavy, Immobile	4	35
Balyemez	3	5	Heavy, Immobile	4	40
Siege Guns	3	5	Siege, Immobile	2	50
PIEDMONT-SARDINIA 1814-15					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry	5	20
Line	16	5	Napoleonic	10	25
Chasseurs	8	5	Hesitant Light Cavalry	3	30
Dragoons	8	5	Medium Cavalry	2	45
Cavalleria	8	5	Heavy Cavalry, Exploit	2	60
3# Foot	2	6	Light	4	15
6# Foot	2	6	Medium	3	25
6# Horse	2	6	Medium Horse	1	35
POLAND					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Divisional Skirmishers	8	5	Skirmish	8	15
Line	16	5	Napoleonic, March, Dla Polska, Exploit	20	40
Vistula	16	6	Napoleonic, March, Dla Polska, Exploit	4	50
Chasseurs	8	5	Light Cavalry	3	35
Lancers	8	5	Light Cavalry, Lancers	15	40

Hussars	8	6	Light Cavalry	2	45
Vistula Lancers	8	6	Light Cavalry, Lancers, Exploit	2	55
Cuirassiers	8	6	Heavy Cavalry, Exploit	1	70
6# Foot	2	6	Medium, Trained	-/-	30
6# Horse	2	6	Medium Horse, Trained	4	40
12# Foot	2	6	Heavy, Trained	1	55
PRUSSIA					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Fusilier	8	5	Skirmish Light Infantry	20	20
Jager	8	6	Skirmish Light Infantry, Rifle Companies	6	30
Landwehr	16	4	Napoleonic, March, Befreiungskriege, Poor Shots	39	15
Reserve	24	5	Napoleonic, March	12	45
Line	24	6	Napoleonic, March	20	55
Grenadier	16	7	Napoleonic, Tiny, March, Exploit	6	40
Landwehr	8	4	Poor Light Cavalry	29	10
Uhlans	8	5	Light Cavalry, Lancer	7	40
Hussars	8	6	Light Cavalry	12	45
6# Foot	2	5	Medium	-/-	20
Howitzers	2	5	Medium, Indirect Fire	4	25
6# Horse	2	5	Medium Horse	18	30
12# Foot	2	5	Heavy	18	55
PORTUGAL					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Cacadores	8	6	Skirmish Light Infantry	9	25
Line	16	5	Napoleonic, Linear, Fire Drill	24	30
Light Dragoons	8	5	Hesitant Light Cavalry	12	30
3# Foot	2	6	Light, Trained	3	20
6# Foot	2	6	Medium, Trained	3	30
9# Foot	2	6	Medium-Heavy, Trained	3	40
RHINBUND (Nassau, Wurzberg, Mecklenberg, Waldeck, Reuss, Saxon Duchies etc)					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Line	16	5	Napoleonic	9	25
Chevauleger	8	5	Light Cavalry	2	35
6# Foot Battery	2	6	Medium, Trained	1	30
RUSSIA					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Jager	8	5	Skirmish Light Infantry	-/-	20
Line	16	5	Napoleonic, Stoic	100	30
Jager	16	5	Napoleonic, Stoic, Light Infantry	50	35
Converged Grenadier	16	6	Napoleonic, Stoic	15	45
Grenadier	16	6	Napoleonic, Stoic, Exploit	12	50
Guard Jager	16	6	Napoleonic, Stoic, Exploit, Light Infantry	2	55
Cossacks	8	4	Poor Light Cavalry, Lancers	65	20
Uhlans	12	5	Light Cavalry, Lancers	5	55
Hussars	12	6	Light Cavalry	11	60
Dragoons	8	5	Medium Cavalry	30	45
Cuirassiers	8	7	Heavy Cavalry, Exploit	8	80
Guard Cossacks	8	5	Light Cavalry, Lance	1	40
Guard Uhlans	12	6	Light Cavalry, Lancers	1	65
Guard Hussars	12	7	Light Cavalry, Exploit	1	75
6# Foot	3	6	Medium	-/-	35
6# Horse	3	6	Medium Horse	-/-	45
6# Guard Horse	2	7	Medium Horse, Trained, Guard	2	45
12# Foot	3	6	Heavy	-/-	60
SAXONY					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry	2	20
Line	16	5	Napoleonic	8	25
Light	16	5	Napoleonic, Light Infantry	2	30

Grenadier	16	6	Napoleonic	4	35
Uhlans	8	5	Light Cavalry, Lancers	1	40
Chevauleger	8	6	Light Cavalry	3	45
Hussars	8	7	Light Cavalry, Exploit	1	60
Cuirassiers	8	8	Heavy Cavalry, Exploit	1	90
Guard Cuirassiers	8	9	Heavy Cavalry, Exploit	1	100
Guard Du Corps	8	9	Heavy Cavalry, Exploit	1	100
6# Foot	2	5	Medium	4	20
6# Horse	2	5	Medium Horse	2	30
12# Foot	2	5	Heavy	2	45
SPAIN					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Guerillos	8	3	Skirmish, Short Range, Blunderbuss	12	5
Cazadores	8	5	Skirmish Light Infantry	12	20
Militia	16	?	Sons Of Spain, Poor Shots	20	5
Line	16	?	Sons Of Spain	34	10
Foreign Line	16	5	Sons Of Spain	10	20
Cazadores	16	5	Sons Of Spain, Light Infantry	6	25
Grenadier	16	?	Sons Of Spain	4	35
Guerillos	8	4	Irregular Light Cavalry, Lancers	6	15
Light Cavalry	8	?	Sons Of Spain Cavalry	14	25
Lancers	8	?	Sons Of Spain Cavalry, Lancers	2	30
Dragoons	8	?	Sons Of Spain Medium Cavalry	6	40
Heavy Cavalry	8	?	Sons Of Spain Heavy Cavalry	12	55
4# Foot	2	6	Light, Trained	-/-	20
4# Horse	2	6	Light Horse, Trained	6	30
6# Foot	2	6	Medium, Trained	6	30
6# Horse	2	6	Medium Horse, Trained	3	40
8# Foot	2	6	Medium-Heavy, Trained	8	40
12# Foot	2	6	Heavy, Trained	4	55
SICILY					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry	4	20
Line	16	?	Spanish Bourbons,	5	10
Light	16	?	Spanish Bourbons, Light Infantry	1	15
Light Dragoons	8	?	Spanish Bourbons	4	25
4# Foot	2	5	Light	3	10
4# Horse	2	5	Light Horse	1	20
SWEDEN					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry, Rifle Companies	6	25
Line	16	5	Napoleonic	21	25
Light Dragoons	8	5	Light Cavalry	2	35
Hussars	8	6	Light Cavalry	1	45
Dragoons	8	5	Medium Cavalry	1	45
Carabineers	8	6	Heavy Cavalry, Exploit	1	70
6# Foot	2	6	Medium, Trained	-/-	30
6# Horse	2	6	Medium Horse, Trained	4	40
12# Foot	2	6	Heavy, Trained	2	55
SWITZERLAND 1815					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Sharpshooters	8	5	Skirmish Light Infantry	3	20
Line	16	5	Napoleonic, Steadfast	12	30
Light Cavalry	8	5	Light Cavalry, Provisional	3	30
6# Foot	2	6	Medium, Trained	10	30
6# Horse	2	6	Medium Horse, Trained	2	40
WESTPHALIA					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry	5	20
Guard Light	8	6	Skirmish Light Infantry, Rifles	1	35
Line	16	5	Napoleonic	8	25

Guard Light	16	6	Napoleonic, Light Infantry	1	40
Guard Grenadier	16	6	Napoleonic, Tiny, Exploit	1	25
Chevauleger	8	5	Light Cavalry	2	35
Hussars	8	5	Light Cavalry	2	35
Guard Chevauleger	8	6	Light Cavalry	1	45
Cuirassiers	8	7	Heavy Cavalry	2	80
6# Foot	2	5	Medium, Trained	5	30
6# Horse	2	5	Medium Horse, Trained	2	40
12# Foot	2	5	Heavy, Trained	2	55
WURTTENBERG					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Light	8	5	Skirmish Light Infantry	5	20
Line	16	5	Napoleonic, Hard Nosed	7	35
Light	16	5	Napoleonic, Hard Nosed, Light Infantry	1	40
Jager	16	6	Napoleonic, Hard Nosed, Light Infantry	1	50
Guard	16	6	Napoleonic, Hard Nosed, Exploit, Tiny	1	35
Mounted Jager	8	5	Light Cavalry	2	35
Chevauleger	8	5	Light Cavalry	4	35
Horse Grenadiers	8	7	Heavy Cavalry, Exploit	1	70
6# Foot	2	6	Medium, Trained	4	30
6# Horse	2	6	Medium Horse, Trained	2	40
6# Horse	2	7	Medium Horse, Trained	2	45
12# Foot	2	6	Heavy, Trained	1	55
USA					
NAME	SIZE	MORALE	NOTES	MAX	POINTS
Rifles	8	6	Skirmish Light Infantry, Rifles	8	35
Northern States Militia	16	4	Napoleonic, Linear, Light Infantry, Marksmen	15	25
Southern States Militia	16	4	Napoleonic, Linear, Light Infantry, Fire Drill, Marksmen	15	30
Line	16	5	Napoleonic, Linear, Fire Drill	12	30
Northern Militia States Hussars	8	5	Poor Light Cavalry , Weak	3	20
Southern Militia States Hussars	8	5	Hesitant Light Cavalry, Weak	3	25
Light Dragoons	8	5	Light Cavalry, Weak	4	30
Kentucky Mounted Rifles	8	6	Light Cavalry, Dismount, Rifle Companies, Exploit, Weak	3	50
4# Horse	1	6	Light Horse, Expert, Half Battery	4	15
6# Medium Foot	2	6	Medium, Expert	10	35
12# Foot	2	6	Heavy, Expert	1	60

SPECIAL RULES

SKIRMISH

Screens	<p><i>Screens represent the myriad of light, line and grenadier companies detached from the regiment's main body in order to harass the enemy and shield their own troops.</i></p> <p>On each D6 to hit roll of 6 a screen must be removed. A screen may be removed instead of a figure from the regiment even if a 6 was not scored to hit the regiment. Removing screens does not cause a shaken test. All screens gain 1 D6 when shooting, even cavalry screens.</p>
Skirmish	<p><i>When large bodies of light and line companies are detached from the main body this is called a skirmish or divisional skirmish battalion.</i></p> <p>Skirmish battalions have 2 operations and may use both moving. Each Skirmish base shoots with 1D6 and a skirmish battalion needs 3 hits before a base is removed. Bases removed cause shaken tests</p>
Skirmish Light Infantry	<p><i>Dedicated Light battalions that are acting in loose order ahead of the division are called Skirmish Light Infantry battalions.</i></p> <p>Skirmish battalions have 2 operations and may use both moving. Each Skirmish base shoots with 1D6 and a skirmish battalion needs 3 hits before a base is removed. Bases removed trigger shaken tests. Skirmish Light infantry gain a +1 to response tests because they are Light.</p>
Rifle Companies	<p><i>During the Napoleonic Wars rifles were still a specialist weapon and most of the light troops did not carry them. However to give a light battalion a bit more accuracy and grunt specialist riflemen were attached the unit. Such men were usually gamekeepers or hunters in their civilian lives.</i></p> <p>A Light battalion with rifle companies will re-roll 1 failed hit but only if the battalion did not move this turn.</p>
Rifles	<p><i>Where all or the majority of the Light battalion was issued rifles the unit gains rifles special ability.</i></p> <p>A Light battalion with rifles will re-roll all failed hits but only if the battalion did not move this turn.</p>
Jager Screen	<p><i>Jager screens are comprised of rifle armed sharpshooters. The Prussians had large numbers of small Jager attachments deployed with the infantry regiments.</i></p> <p>Any regiment with a Jager screen that does not move may reroll a failed hit per Jager screen shooting.</p>
Mounted Jager Screen	<p><i>Mounted Jager screens are comprised of rifle armed troopers. The Danes had a few of these mounted Jager attachments deployed with the cavalry regiments.</i></p> <p>Any cavalry regiment with a mounted Jager screen that does not move may reroll a failed hit per Jager screen shooting.</p>
Mixed Weapons	<p><i>Bows and javelins are rather exotic weapons are really only common on oriental armies especially the various Indian armies.</i></p> <p>When shooting with mixed weapons troops ½ the bases may shoot up to 2 inches and ½ the bases may shoot up to 4 inches</p>
Bowmen	<p><i>Again Bowmen are rather exotic and are really only seen in Indian armies</i></p> <p>Fire over friendly units +1 to hit and obstacles as cover has no effect. Range is 4 inches.</p>
Amphibious	<p><i>Skilled in the arts of Seaborne and River-borne invasion, these troops are always the first to land and the first to transport regular troops.</i></p> <p>Instead of using a normal move the unit can move across a river. The unit must start the turn in base contact with the riverbank and will end up directly across the other side of the river bank. It may perform a charge as part of the amphibious operation if there is an enemy unit in the other bank. If another friendly formed or skirmish infantry unit is in base contact it may transport that unit across, the friendly unit landing instead of the amphibious unit. However the friendly infantry unit will charge disordered and shaken if there is an enemy unit on the opposite bank.</p>
Braves	<p><i>"Braves" is often attributed to American Indian fighting formations, which was a mix of skirmishing and formed order assaults. This very loose form of fighting could also describe sailors and other loose order troops like Barbary pirates.</i></p> <p>Braves act like Skirmish Light Infantry for movement and responses and independent action tests, but fight like dismounted infantry in melee.</p>
Savage	<p><i>As the name suggests troops allocated the Savage special ability are ruthless in hand to hand, they take no prisoners and fight like banshees.</i></p> <p>If a unit classified as savage wins a melee they double the hits before attrition inflicted on the enemy. They also receive +1 on their morale test if charging, not if receiving a charge.</p> <p>Note: The bonus does not carry over to melee.</p>

FORMED INFANTRY

Poor Regimental	<p><i>Regimental armies are a carryover from the 18th century doctrines on warfare, where troops were deployed piecemeal and fought ad hoc, usually in line. Poor regimental represents the worst drilled, neglected or undisciplined troops.</i></p> <p>Poor Regimental infantry only receive 1 operation.</p>
Regimental	<p><i>Trained to fight using outdated tactical doctrines, Regimental infantry represent most the regular troops during the Revolutionary era, (what we like to term Revolution to Empire, 1790-1807) or poorly drilled troops during the games second era of the Napoleonic Wars (Empire to Liberation 1808-1815).</i></p> <p>Regimental infantry only receive 1 operation +2 inches. They may use the +2 to move and use the operation to change facing, formation, shoot. However a unit may not add the +2 inches movement to a standard move operation.</p>
Napoleonic	<p><i>Trained to fight and manoeuvre in larger bodies like divisions and corps, the regiments fighting doctrines are what we call Napoleonic, because they represent the most up to date and common fighting doctrines of the French and later almost all the rest of the European troops from 1808-1815.</i></p> <p>Napoleonic infantry have two operations and may use 1 operation moving and the other on changing facing, formation, shooting. Only on certain Grand Tactical orders may Napoleonic units use both operations moving.</p>

Light Infantry	<p><i>Some infantry regiments in an army were dedicated with the title Light Infantry. Although not always the case, the Light regiment was supposed to be more flexible in rough terrain and performing loose as well as formed order operations.</i></p> <p>A regiment designated with the Light Infantry special ability will ignore a result of disorder on a 4+. Light infantry gain a +1 to response tests because they are Light. Also the regiment may change formation to Skirmish Light Infantry swapping base for base. While in Skirmish bases are removed per 3 hits not per 4 as is the case with formed infantry.</p>
March	<p><i>The March ability is assigned to only the most aggressive and mobile nations of the Napoleonic Wars. France has the ability throughout the whole wars 1790-1815, while Prussia gains the ability in the second supplement Empire - Liberation 1808-1815.</i></p> <p>Infantry regiments with March may use both Napoleonic operations moving tactically, in column and march column. March may not be used if in any other formation.</p>
Linear Trained	<p><i>Adept at fighting in any formation including line these regiments will not be easily disordered while fighting and moving in line formation.</i></p> <p>Linear Trained troops add +1 to their morale when performing a disorder test whenever they move in or changing formation from or to line formation.</p>
Linear	<p><i>Linear regiments fight in line and consider it namby-pamby to fight in any other formation, especially column - God forbid!</i></p> <p>Linear regiments never take a disorder test for changing into or out of line or moving in line. However Linear troops may not form column, only march column. Lines are for fighting in, not columns. Righto got it chaps!</p>
Hard Nosed Professionals	<p><i>Consummate professionals. These (mostly German) regiments are unruffled by the flights of emotion. They are called to duty and that is exactly what they shall do.</i></p> <p>Any morale test, if charged, being charged, disorder, shaken or to change out of square etc is conducted with a +1 morale bonus to the roll.</p>
Steadfast	<p><i>As calm under fire as if on a Sunday morning stroll.</i></p> <p>Regiments with the Steadfast ability reroll any failed shaken tests.</p> <p>Steadfast Divisions also add +1 to pass Divisional Command tests and add +1 base before becoming battle damaged.</p>
Stoic	<p><i>It seems the only way to get these troops to withdraw is by the bayonet. They will not retreat easily otherwise.</i></p> <p>Regiments with the Stoic ability add +1 to their morale when conducting shaken tests. Stoic Divisions also add +1 to pass Divisional Command tests and add +2 bases before becoming battle damaged.</p>
Dla Polska	<p><i>For Poland!</i></p> <p>Polish infantry regiments with Dla Polska ability gain +1 morale when charging or being charged. They also gain +1 to their morale in melee, if they are fighting only infantry and artillery. If over half of the infantry regiments are Polish each Polish gains Steadfast and the division also gains Steadfast.</p>
Wild Charge	<p><i>Furious on the attack these troops are to be feared as they charge the enemy.</i></p> <p>Troops with Wild charge gain +1 morale when charging and in melee.</p>
Fear	<p><i>The reputation of some regiments such as the Old and Middle Guard was such that the very sight of them approaching was enough to break the will of the enemy. Elephants also have this effect upon the morale of the enemy.</i></p> <p>Any unit with a fear rating causes an immediate morale test as soon as the unit comes within 4 inches and another morale test at the very start of the army morale phase before any other actions are performed.</p>
Pike	<p><i>By 1808 there were very few European regiments still using the Pike, of these most were militia or rebels or in the Orient.</i></p> <p>An infantry regiment with Pike count as poor shots, short range unless the unit notes state "no weapons". Pike armed units have only a smattering of pistols and muskets and many had none. However Pike armed units may countercharge infantry if they pass their morale tests and count as +1 morale in the melee phase. Pikes are also a 3+ in line and 4+ in column or tribal column to break the bayonets.</p>
Exploit	<p><i>Once more into the Breach dear friends once more!</i></p> <p>Any unit with Exploit may use an operation to charge after having won a melee.</p>
Guard	<p><i>Only the very best of the best gain Guard status. Of all the armies elites only the most well drilled artillery and infantry may be given the Guard ability.</i></p> <p>Infantry and artillery units with Guard status gain +1 dice when shooting, (any formation except limbered or march column) and gain +1 when taking independent action tests. Only French Old Guard 6# Foot batteries gain 1 extra operation, all other Guard batteries ignore this extra bonus for Guard status.</p>
Matelots	<p><i>No sailor worth his salt goes without his trusty and sharp hand weapon. Used to the brutal cut and thrust sailors and some marines gain this ability.</i></p> <p>Any unit with matelots gain +1 in melee.</p>
Fire Drill	<p><i>Only infantry regiments well drilled in volley and platoon fire gains this ability.</i></p> <p>Any regiment in line formation ONLY, may reroll one failed hit each time it fires.</p>
British Fire	<p><i>Whether you hold to the notion that British fire is propaganda, myth or downright fact, one thing is certain, there is a so load of discussion on the effectiveness of British fire. As one witness states, "They (the French) came on in the same old way and we sent them packing in the same old way!"</i></p> <p>Any British regiment, in line, with British Fire rerolls all failed hits each time the regiment shoots.</p>
Devastating Volley	<p><i>Units with Devastating Volley ability are considered to be almost as good as the British but not quite. Such discussions on some of the American regiments was such that they were rightly or wrongly as good or almost as good a shots as their British rivals in the Anglo-American War 1812-1815.</i></p> <p>Any infantry regiment, in line, with devastating Volley ability rerolls all failed hits each time the regiment shoots.</p>
Marksmen	<p><i>Even as late as the Napoleonic wars it was just not the done thing to deliberately target officers. Such civilities eroded as the wars grew in desperation and national sentiment. However the British and Americans never had much time for such niceties and were notorious for deliberately ordering their riflemen to target officers!</i></p>

	Any infantry regiment or skirmish battalion with the marksmen ability may elect one base to shoot at any command stand within 4 inches (10cm) providing terrain such as hills is not blocking LOS. (Units do not block LOS in this instance). Declare the base is shooting and roll 2d6 as if rolling on the Fallen General chart. The other bases may shoot as normal. As soon as the first base (not screen) in the unit is removed the unit no longer has the Marksmen ability.
Weak	<i>Not every regiment or skirmish battalion was up to regular, let alone full strength, especially once the campaign was underway. Attrition or merely the fact that the unit was small to begin with may be the reason for its being classified as weak.</i> For each weak unit reduce the division's break point by 1 base.) Although skirmish and artillery units do not normally affect divisional morale if the skirmish battalion is rated weak it will go against the divisional morale, in this instance).
Tiny	<i>Really weak units are classified as tiny.</i> For each tiny unit reduce the division's break point by 1 base.) Although skirmish and artillery units do not normally affect divisional morale if the skirmish battalion is rated weak it will go against the divisional morale, in this instance). Also reduce the number of hits to be suffered before removing a unit base by 2. So a regiment of infantry or cavalry will remove a base once 2 hits are suffered and not 4 hits as normal, while a skirmish, braves or dismounted unit will remove a base after every hit.
Provisional	<i>Most regiments of infantry had 2-4 dedicated battalions of the same regiment who all trained and fought together as a single entity. The same goes for most cavalry regiments, which had 2-5 cavalry squadrons, all trained to work in a mutually supporting manner. However ad hoc regiments, those are regiments with a number of battalions from different regiments were occasionally thrown together at times of great need, like the French army did in 1813 and 1814, were not used to fighting as cohesively and suffer for it.</i> <i>Note: The British, USA and British trained armies like the Dutch-Belgians and Hanoverians fought as single battalion regiments - usually, and the provisional rule is ignored for them.</i> Any unit classified as Provisional suffers a -1 in melee.
Tribal	<i>Tribal regiments represent large mobs of undrilled or very poorly drilled troops. Most rebel forces like in the La Vendee and Serbia as well as Oriental Feudal troops are classed as tribal.</i> Tribal regiments may only fight in 2 base frontage columns and must be in this formation at all times. They may not form square or line, but may form march column.
Oriental	<i>The Ottoman, Egyptian, Persian and Indian States are all classified as Oriental. These lands of mystery and magic to the east of Europe fascinated the imaginations of Europeans. Napoleon most certainly was intrigued by the Orient and for reasons personal and political longed to drive through Turkey, Persia and India just like Alexander the Great had once done before. Western military technology had so far had very little impact on the east and weapons like the bayonet were limited in use if used at all by Oriental armies.</i> Infantry classed as Oriental cannot form square. Each infantry regiment with Oriental has 1 inch of hasty field works that they may place down in the deployment phase. If the player has a Lagimciyan (Pioneer) base the player can instead place half the number of hasty field works (rounded down) as field works.
Lagimciyan	<i>A Lagimciyan is an Oriental Pioneer. Lagimciyan act just like a pioneer Engineer.</i>
Palankos	<i>A Palankos is a fortified field found in the armies of the Ottoman empire. An Ottoman army must have a Lagimciyan in order to build a Palankos</i> A Palankos must be deployed prior to the start of the battle. A Palankos acts like a 4 inch BUA, it may be garrisoned and is always considered loopholed. Up to 8 bases may be deployed in a Palankos.
Engineer	<i>Engineers usually attracted the brains of the army. Skilled in building, science and mathematics they were ideal for creating bridges and field works. An engineer may either be a Pioneer or Pontoonier. For more information on Engineers refer to page 127 of Grand Battles Napoleon.</i>
Field Works	<i>You can have hasty field works or just plain field works. Field works can be upgraded by Pioneers. For more information on Field works refer to pages 127-128 of Grand Battles Napoleon.</i>
Hasty Field Works	<i>Refer to page 128 of Grand Battles Napoleon.</i>
Pioneer	<i>Refer to pages 127-128 of Grand Battles Napoleon.</i>
Pontoonier	<i>refer to pages 127-128 of Grand Battles Napoleon.</i>
Irregular	<i>Irregular soldiers were usually extremely fierce and capable individual warriors, however they lacked the discipline and regular drilling needed to make them excellent and cohesive fighters in formed order. Russian Cossacks are an excellent example of irregular troops.</i> All irregular troops suffer a -1 melee penalty and may never consolidate. Irregular troops will not force shaken tests on any other units which are not also Irregular
Unreliable	<i>Unreliable troops are usually extremely slightly, inexperienced or downright dubious and unwilling soldiers.</i> Reroll any successful morale test for charging or being charged.
Short Range	<i>Short range weapons describe anything that is not a standard issue infantry musket. Carbines, pistols, etc all fall into this category.</i> Units may only fire out to 3 inches maximum.
Poor Shots	<i>Many of the more inexperienced troops suffered from poor shooting. Prussian Landwehr fall into this category. Although eager to fight they were drilled in performing the various volley and platoon fire drills adequately.</i> Units with poor shots special rule shoot with a -1 to hit modifier. If they normally will hit their target on a 4+ it will now be a 5+ to hit.
Blunderbuss	<i>The blunderbuss was an extremely short range weapon favoured by the citizenry and partisans. An early shotgun, if you will, it spewed out a mass of whatever was available at hand and was lethal to anyone unfortunate to find themselves to its front.</i> At 2 inches reroll 1 failed hit when shooting with a unit with blunderbusses.
Improvised Weapons	<i>Mostly applies to rabbles and mobs of armed citizenry who have picked up farm implements, tools and the occasional musket.</i> Units with improvised weapons may only fire with 1 shot, short range, but gain a +1 modifier in melee.

Mob	<i>These raucous gentry deserve nothing more than a whiff of grapeshot!</i> Acts just like tribal, 2 base frontage, no forming line or square.
Mountain	<i>These units are used to operating in the mountainous regions where rough terrain and snow are common. Mostly, refers to troops from Denmark-Norway and Sweden.</i> 4+ ignore disorder and effects of snow.
Full Strength	<i>In the game full strength regiments have 6 bases.</i> Upgrade any infantry or cavalry unit to 6 bases from 4 bases.
Overstrength	<i>In the game over strength regiments have 8 bases. Only the very largest infantry regiments like the French in 1812 or the Austrians were over strength. Only a very small number of cavalry regiments like the Austrian Blankenstein Hussars of the French Old Guard Chasseurs a Cheval ever made it to be so large as to be eligible as over strength.</i> Upgrade any infantry or cavalry unit to 8 bases from 4 bases.
Premier	<i>Confident, experienced and usually veterans of numerous campaigns Premier troops are the best the army has to offer. Regiments such as the French 108th line or Russian 1st Jagers or Prussian infantry regiments 1-12 are considered premier.</i> Add +1 morale to the starting morale of the unit. If it started as a Class 5 it will now be class 6.
To the Knife	Guerrillas and Militia divisions do not affect army morale, will lose army points and take Divisional morale tests like any other division.
Ambush	<i>This rule generally applies to North American Indians but can be found with other units as well.</i> For each Ambush unit add a 4-8 inch wood, which may be placed anywhere on the table after all other units have been deployed. Any unit with Ambush rule may deploy in or behind any cover, after all units have been deployed, so long as they are outside of 8 inches of any enemy when they are deployed.
Teutonic Pride	<i>A very few Austrian regiments were noted for their elite status in the army, such regiments as the Hoch und Deutschmeister may be rated with Teutonic Pride.</i> Teutonic Pride units are Class 6, Steadfast and may Exploit
L'incomparable	<i>Historically assigned specifically to the French 9th light infantry regiment, this special rule defines a very select few of France's finest infantry regiments such as the 9th Light and 57th Line.</i> All L'incomparable units are Class 7 and may Exploit
Tenacious	
CAVALRY	
Irregular Light Cavalry	<i>Irregular soldiers were usually extremely fierce and capable individual warriors, however they lacked the discipline and regular drilling needed to make them excellent and cohesive fighters in formed order. Russian Cossacks are an excellent example of irregular troops.</i> All irregular cavalry suffer a -1 melee penalty. Irregular cavalry may never consolidate and gain no charge bonus. The loss of Irregular Divisions as battle damaged will not affect army morale until over 2 divisions per 1000 points are battle or permanently battle damaged. Irregular divisions do not trigger panic tests in any divisions other than other Irregular divisions.
Poor Light Cavalry	<i>Poor Light Cavalry are not noted for their battlefield prowess. Prussian Landwehr Cavalry, Austrian Grenz Hussars, most Gendarmes and USA Militia cavalry fall into his category.</i> Poor light cavalry gain no charge bonus in melee and may not consolidate. Does not double hits on infantry defeated in melee and not in square.
Hesitant Light Cavalry	<i>Hesitant light cavalry lack the necessary drill or motivation to be considered solid, reliable light cavalry. Portuguese light cavalry, Hanoverian and Hanseatic 1814-1815 light cavalry fall into his category.</i> Hesitant light cavalry only gain a +1 charge bonus in melee and may not consolidate. Does not double hits on infantry defeated in melee and not in square.
Light Cavalry	<i>Good, solid all round light cavalry, useful on the battlefield and also on campaign.</i> Gains +2 in melee when charging and may consolidate. Doubles hits on infantry defeated in melee and not in square.
Medium Cavalry	<i>Good, solid all round cavalry, useful on the battlefield and also on campaign. Dragoons are the most common type of medium cavalry.</i> Gains +3 in melee when charging and may consolidate. Doubles hits on infantry defeated in melee and not in square.
Heavy Cavalry	<i>Battlefield cavalry. Its purpose was to drive off the enemy cavalry and ride down the infantry. These men were usually quite large with long straight edged swords for stabbing and rode large intimidating horses.</i> Gains +4 in melee when charging and may consolidate. Doubles hits on infantry defeated in melee and not in square.
Lancers	<i>Lance armed cavalry were no better against other cavalry, despite their extra reach as an experienced cavalryman could use his sword to deflect the lance. However lance armed cavalry was especially useful against infantry.</i> Reroll failed break the bayonets tests.
Impetuous	<i>Wellington once remarked about the British cavalry, "British cavalry gallop at everything ... They never consider the situation, never think of manoeuvring before an enemy, and never keep back or provide for a reserve." Although the Impetuous rule is directed mostly at British cavalry some oriental cavalry also suffer from being impetuous as well.</i> After each successful melee Impetuous cavalry must test for uncontrolled and will go uncontrolled on a D6 of 5-6.
Poor Horseflesh	<i>The French, especially in Spain, were noted for their lack of care with their mounts. The poor horseflesh rule represents the lower quality of horses bred by the nation and just as importantly the lack of care in maintaining their mounts.</i> Cavalry with Poor Horseflesh suffer a -1 penalty in melee.
Dismount	<i>By the time of the Napoleonic wars most cavalry regiments acted mounted. On campaign they would dismount and occasionally such actions were quite large as was the case in 1812 between a Saxon infantry brigade and</i>

	<p><i>Russian cavalry force during the skirmish at Kobrin. Other places where cavalry, in this case French Dragoons dismounted were partisan hunting in Spain.</i></p> <p>It takes an operation to mount or dismount cavalry. Cavalry dismounted fire 1 per base as poor shots at 3 inches or less. Dismounted cavalry act like skirmishers but use the dismounted column in melee.</p>																
Fire at the Halt	<p><i>In the rules all cavalry may elect to shoot instead of counter charging (Grand Battles Napoleon page 92). However we felt that a Special rule specifically for the French chasseurs was important. For some strange reason French Chasseurs consistently fired at the halt instead of counter charging. More often than not it failed. Chasseurs were probably the most inconsistent of all Napoleon's cavalry. On occasion they could perform feats of brilliance and then slide back to their old ways again. Thus the Fire at the Halt rule is not the same as cavalry firing at the halt in the rules.</i></p> <p>Each time a French chasseur regiment is charged or charging roll a D6 and consult the chart.</p> <table border="1"> <thead> <tr> <th colspan="2">FIRE AT THE HALT</th> </tr> <tr> <th>D6</th><th>RESULT</th></tr> </thead> <tbody> <tr> <td>1</td><td>+2 morale in melee if charging and +1 if being charged</td></tr> <tr> <td>2</td><td>+1 morale in melee if charging and +0 if being charged</td></tr> <tr> <td>3</td><td>Pass morale test</td></tr> <tr> <td>4</td><td>Fire at the halt. All bases may shoot as Poor shots. 2+ to break the bayonets of the Chasseurs.</td></tr> <tr> <td>5</td><td>Shaken and Fire at the halt. All bases may shoot as Poor shots. 2+ to break the bayonets of the Chasseurs.</td></tr> <tr> <td>6</td><td>Retreat and suffer 1 attrition hit</td></tr> </tbody> </table>	FIRE AT THE HALT		D6	RESULT	1	+2 morale in melee if charging and +1 if being charged	2	+1 morale in melee if charging and +0 if being charged	3	Pass morale test	4	Fire at the halt. All bases may shoot as Poor shots. 2+ to break the bayonets of the Chasseurs.	5	Shaken and Fire at the halt. All bases may shoot as Poor shots. 2+ to break the bayonets of the Chasseurs.	6	Retreat and suffer 1 attrition hit
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Camel	<p><i>Recruited from the Wahhabite territories of the Ottoman Empire Camels served as both cavalry and mobile artillery.</i></p> <p>Horses attempting to charge camels must reroll successful charge tests and cavalry suffer a -1 morale in melee vs camels.</p>																
Streifkorps	<p><i>The various commando and units employed by the Prussians, Austrians and Russians during the years of liberation 1813-1814 were also known as Streifkorps. Mixed quality, at times and also mixed infantry and cavalry. These small raiding and harassing forces did not often take the field. Although some fought at Leipzig in 1813.</i></p> <p>Cavalry with the special rule Streifkorps have 2 infantry or cavalry screens automatically attached, which may always shoot.</p>																
Storm	<p><i>During the Napoleonic wars there were very few occasions when cavalry assaulted defensive works. The Polish Light Horse in 1808 and the Saxon Heavy Cavalry in 1812 are two examples where cavalry charged field works.</i></p> <p>May Charge fortifications and field works but the defensive works counts as a solid square and a break the bayonets roll of 6 is needed to break into the fortifications and field works.</p>																
Partisan Hunters	<p><i>The French pursued the Spanish and Russian partisans with an iron determination, especially in Spain. Mostly composed of Dragoons these partisan hunting parties were ruthless and were in turn treated ruthlessly if caught.</i></p> <p>May dismount and +1 in melee vs any irregular or militia infantry or cavalry.</p>																
ARTILLERY																	
Very Light	<p><i>In Norway the terrain is mostly rugged and has snow for much of the year on the mountains. Very light artillery was employed in these regions.</i></p> <p>A Very Light artillery base fires one shot out to 8 inches and two canister shots out to 4 inches. Very Light artillery do not trigger shaken tests. Only very light and light batteries may use an operation to prolong 1 inch, all other foot batteries may not prolong.</p>																
Light	<p><i>Throughout the Napoleonic wars light batteries were employed in support of the divisions. They could be both horse and foot batteries and most were either 3# pound or 4# pounder guns. (A pound referring to the weight of the cannon ball).</i></p> <p>A Light artillery base fires one shot out to 10 inches and two canister shots out to 4 inches. Light artillery do not trigger shaken tests. Only light batteries may use an operation to prolong 1 inch, all other foot batteries may not prolong.</p>																
Medium	<p><i>By 1808 many of the lighter batteries were beginning to be substituted for the longer ranged 6# pounder cannon and by the end of the Napoleonic wars all the major nations deployed (almost exclusively) 6# foot and horse batteries to support the divisions.</i></p> <p>A Medium artillery base fires one shot out to 12 inches and two canister shots out to 4 inches. Medium artillery do trigger shaken tests.</p>																
Medium-Heavy	<p><i>Medium-Heavy batteries were employed in the Revolution and early Empire stages of the Napoleonic wars by all the major nations until about 1808, the medium-heavy battery and by 1810 was phased out of most major nations field arsenals by then. They could be both horse and foot batteries and most were either 8# pound or 9# pounder guns. The British found the medium-heavy cannon an excellent compromise in place of a heavy battery in the rough terrain of Spain and used them to support both the infantry and cavalry divisions throughout to excellent effect using them all the way up until Napoleon's demise in 1815.</i></p> <p>A Medium-Heavy artillery base fires one shot out to 14 inches and three canister shots out to 4 inches. Medium-Heavy artillery do trigger shaken tests.</p>																
Heavy	<p><i>Affectionately called the Emperor's daughters by the French, the 12# heavy battery was a fearsome weapon. The noise was unnerving and although the actual effect of a 12# cannon ball upon a human body was not much different to a 4#, it was the psychological effect upon the enemy that was the key.</i></p> <p>A Heavy artillery base fires one shot out to 16 inches and three canister shots out to 4 inches. Heavy artillery do trigger shaken tests. A unit hit by heavy artillery suffers a -1 to their shaken test.</p>																
Siege	<p><i>Not very commonly used in the field Siege artillery did occasionally find its way onto the battlefield. The Ottomans certainly deployed Siege artillery during many of their battles against the Russians between 1808 and</i></p>																

	<p>1811.</p> <p>A Siege artillery base fires one shot out to 18 inches and four canister shots out to 4 inches. Siege artillery do trigger shaken tests. A unit hit by siege artillery suffers a -1 to their shaken test. Siege artillery once deployed are immobile.</p>
Mortar	<p><i>Again mortars were not very commonly used in the field. However, mortars were employed by the Ottoman armies throughout the Napoleonic wars on the battlefield. Mortars can be light, medium, medium-heavy, heavy or siege.</i></p> <p>All mortars have a dead zone and may not perform defensive fire. Refer to the Shooting chart on page 81 of Grand Battles Napoleon for more information on range and firepower of mortars.</p>
Indirect Fire	<p><i>Howitzers, mortars and Rockets are all indirect fire weapons capable of lobbing shells over the heads of enemy troops to explode on a target behind them. Refer to the pages 83-84 of Grand Battles Napoleon for more information on conducting indirect fire.</i></p>
Zanbaruck	<p><i>Zanbaruck guns were very light cannons, usually about ½ pounders that could be deployed in support of the troops as field pieces or as mobile artillery on the backs of camels. The Oriental armies used these extensively.</i></p> <p>A Zanbaruck artillery base fires two shots out to 8 inches. Zanbaruck batteries may perform defensive fire but do not trigger shaken tests, nor may they fire canister.</p>
Horse	<p><i>The Russians were the first to employ mobile batteries to support their cavalry during the Great Northern war 1700-1721. Frederick the Great of Prussia perfected the mobile battery, which was the first modern horse battery during the Seven Years Wars 1756-1763. Horse batteries had extra horses hitched to the limber so that they could pull the guns along quickly and keep up with the cavalry. During the Napoleonic wars horse batteries were used extensively and ranged in calibre from 3# pounders to 9# pounders.</i></p> <p>All horse batteries have three operations as opposed to the normal two operations allocated to foot batteries. All medium and light horse batteries may prolong.</p>
Royal Horse/Old Guard Horse (Volante)	<p><i>The British Royal Horse artillery and the Old Guard Volante batteries were the best in the world. Their skill, training and pluck were unpatrolled. As such they gain a special status among horse artillery.</i></p> <p>All Royal Horse and Old Guard Volante batteries have 4 operations instead of the normal three allocated to horse batteries.</p>
Trained	<p><i>Trained gunners have had been professionally trained at an artillery school and have shown an above average skill working their weapons. Most countries have trained gunners.</i></p> <p>Reroll 1 failed ball or shell shot. Never reroll canister shots.</p>
Expert	<p><i>Expert gunners have had been professionally trained at an artillery school and have excelled in the art of artillery fire. The French and British are among the few nations with expert gunners.</i></p> <p>Reroll all failed ball or shell shots. Never reroll canister shots.</p>
Improved Gunnery	<p><i>In 1813 the new model Prussian army had to expand rapidly and many of the trained gunners were spread thin across numerous batteries. By 1814 the artillery were beginning to find their stride.</i></p> <p>Upgrade all artillery batteries to Class 6, trained.</p>
Immobile	<p>As the name suggests immobile batteries once deployed may not be moved.</p>
Very Light Battalion Guns	<p><i>In areas where the terrain was not conducive to lugging cannon around such as Norway very light artillery was employed to give the infantry some ranged fire.</i></p> <p>Very light battalion guns may fire 1 shot up to 8 inches away. If a 6 is rolled against a unit with battalion guns the battalion guns must be the first option removed, unless there are it also has screens then the screen must be the first removed. Battalion guns can fire through their own screens.</p>
Battalion Guns	<p><i>Used extensively in the Revolutionary era of the Napoleonic wars (1790-1804) they began to fall out of favour during the early part of the Empire 1805-1807 and by 1808 again most armies were not using them. The battalion guns were excellent for supporting regiments locally, but the collection of guns into single batteries had a far greater psychological effect upon the enemy and so batteries became the norm.</i></p> <p>A Battalion gun base may fire 1 shot out to 10 inches. If a 6 is rolled against a unit with battalion guns the battalion guns must be the first option removed, unless there are it also has screens then the screen must be the first removed. Battalion guns can fire through their own screens.</p>
Medium Battalion Guns	<p><i>Some countries parcelled out their 6# batteries into very small parcels along the entire line as battalion guns. The Russians in the Revolutionary and early Empire eras were notorious for it. This gave them a ranged superiority locally but no concentrated fire globally across the whole battlefield. From 1810 onwards this was quickly abandoned in place of dedicated medium batteries. From 1812 onwards almost no medium battalion guns were employed, except for the occasional piece or two in any of the major nation's armies.</i></p> <p>A Battalion gun base may fire 1 shot out to 10 inches. If a 6 is rolled against a unit with battalion guns the battalion guns must be the first option removed, unless there are it also has screens then the screen must be the first removed. Battalion guns can fire through their own screens.</p>
Howitzers and Howitzer Sections	<p><i>Although not stated in the lists all artillery batteries have a dedicated howitzer section. These can fire on BUA's to cause fires or indirectly if the targets are not visible using normal LOS rules.</i></p> <p>Refer to pages 83-85 of Grand Battles Napoleon for more information on the role of howitzers and howitzer sections.</p>
Half Battery	<p><i>On account of losses or intentionally artillery batteries may be split into two during a battle or on campaign.</i></p> <p>If there are 2 bases a half battery is only 1 base. If there are 3 bases, like the Danes, Ottomans and Russians batteries become 2 bases.</p>
Camel Battery	<p><i>Camel batteries were employed by the Ottomans and other Oriental armies throughout the Napoleonic wars. Camel batteries employed Zanbaruck and light cannons onto their backs.</i></p> <p>A camel battery acts just like a horse battery. It has 3 operations, may prolong and limbers and unlimbers like any other horse battery. (The camels were halted and made to sit while the camel crew/rider aimed and fired the weapon, hence the need to limber and unlimber.)</p>
NATIONAL	
Political Reticence	<p><i>Sweden went through a period of instability as they changed rulers after the disasters in the Finnish, 1808-1809.</i></p>

	<p><i>The French Marshal Bernadotte was invited to become the new ruler. Understandably Bernadotte did not wish to go the way of his predecessor and yet still wanted to expand his territory. When the chance arrived to solidify his new crown during the wars of liberation in 1813, Sweden provided a large corps which ended up doing very little fighting during the whole campaign. As such the Swedish army suffers from political reticence</i></p> <p>A Swedish division suffering from political reticence will potentially become battle damaged once 1 base less than half is retreating or destroyed. For example, if there are 16 formed infantry bases in a Swedish division normally the division would be considered battle damaged once 8 or more bases were retreating or destroyed. Because the Swedish division suffers from political reticence it is now battle damaged when 7 or more bases are retreating or destroyed.</p>																																																								
Stoic Army	<p><i>Russians have always been known for their stubbornness in the face of fire. As Suvorov stated “We do not retreat!” Inured to the hardships of life the average Russian soldier right up to the Army general were loathe to budge once they had decided to fight.</i></p> <p>Stoic armies re-roll failed army morale tests.</p>																																																								
Hard Marching	<p><i>During the campaigns of 1813-1815 Prussia was fanatically anti-French. Not surprising considering the occupation of Prussia by French troops since 1806. No matter the cost Prussia was determined and relentless in its fight against Napoleon. Fuelled by such patriotism and hatred in equal proportions Prussian troops marched hard and fought hard, eager to get to grips with their enemy.</i></p> <p>All Prussian divisions given a Grand Tactical order may move an extra 8 inches if all the division is in column, march column or limbered (skirmishes excluded). Also all flank and reserve rolls are +1 to arrive if the Prussian army has the Hard Marching rule.</p>																																																								
Sons Of Spain	<p><i>All brave and true Sons of Spain must fight the evil French in this patriotic war for liberation against tyranny and heathen revolutionary ardour!</i></p> <p>For each Spanish infantry and cavalry division roll a D6 and consult the chart below. The number affects all regiments in the division. Follow the number on the chart for all regiments in the division. Place a number marker next to the divisional general so that you can readily check profile of each different regiment.</p> <table><tr><th colspan="7">SONS OF SPAIN</th></tr><tr><th>D6</th><th>Militia</th><th>Line</th><th>Foreign/ Cazadores</th><th>Grenadier</th><th>LC/LLC</th><th>MC/HC</th></tr><tr><td>1</td><td>Class 4, Poor Regimental, Unreliable</td><td>Class 4, Poor Regimental</td><td>Class 5, Poor Regimental</td><td>Class 5, Regimental</td><td>Class 4, Poor Light Cavalry</td><td>Class 4</td></tr><tr><td>2</td><td>Class 4, Poor Regimental</td><td>Class 4, Poor Regimental</td><td>Class 4, Poor Regimental</td><td>Class 5, Regimental, Linear Trained</td><td>Class 4, Hesitant Light Cavalry</td><td>Class 4</td></tr><tr><td>3</td><td>Class 4, Poor Regimental</td><td>Class 4, Regimental</td><td>Class 5, Regimental</td><td>Class 5, Regimental, Linear Trained, Exploit</td><td>Class 4, Light Cavalry</td><td>Class 4</td></tr><tr><td>4</td><td>Class 4, Regimental</td><td>Class 4, Regimental</td><td>Class 5, Regimental, Linear Trained</td><td>Class 6, Regimental, Linear Trained, Exploit</td><td>Class 4, Light Cavalry</td><td>Class 4</td></tr><tr><td>5</td><td>Class 4, Regimental</td><td>Class 5, Regimental, Linear Trained</td><td>Class 5, Regimental, Linear Trained</td><td>Class 6, Regimental, Linear Trained, Exploit</td><td>Class 5, Hesitant Light Cavalry</td><td>Class 5</td></tr><tr><td>6</td><td>Class 4 Napoleonic</td><td>Class 5, Napoleonic, Linear Trained</td><td>Class 5, Napoleonic, Linear Trained</td><td>Class 6, Napoleonic, Linear Trained, Exploit</td><td>Class 5, Light Cavalry</td><td>Class 5, Exploit</td></tr></table>	SONS OF SPAIN							D6	Militia	Line	Foreign/ Cazadores	Grenadier	LC/LLC	MC/HC	1	Class 4, Poor Regimental, Unreliable	Class 4, Poor Regimental	Class 5, Poor Regimental	Class 5, Regimental	Class 4, Poor Light Cavalry	Class 4	2	Class 4, Poor Regimental	Class 4, Poor Regimental	Class 4, Poor Regimental	Class 5, Regimental, Linear Trained	Class 4, Hesitant Light Cavalry	Class 4	3	Class 4, Poor Regimental	Class 4, Regimental	Class 5, Regimental	Class 5, Regimental, Linear Trained, Exploit	Class 4, Light Cavalry	Class 4	4	Class 4, Regimental	Class 4, Regimental	Class 5, Regimental, Linear Trained	Class 6, Regimental, Linear Trained, Exploit	Class 4, Light Cavalry	Class 4	5	Class 4, Regimental	Class 5, Regimental, Linear Trained	Class 5, Regimental, Linear Trained	Class 6, Regimental, Linear Trained, Exploit	Class 5, Hesitant Light Cavalry	Class 5	6	Class 4 Napoleonic	Class 5, Napoleonic, Linear Trained	Class 5, Napoleonic, Linear Trained	Class 6, Napoleonic, Linear Trained, Exploit	Class 5, Light Cavalry	Class 5, Exploit
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Conspirators & Brigands	<p><i>The army of Naples was burdened by intrigue and disunity. The officers belonged to so many different secret societies that it was impossible to stop petty jealousy and even downright sabotage of the successful efforts of rivals both on and off the battlefield. Furthermore the Neapolitan soldier had a penchant for deserting and pillaging and plundering the local countryside as well as his own supply trains.</i></p> <p>For each Neapolitan infantry and cavalry division roll a D6 and consult the chart below. The number affects all regiments in the division. Follow the number on the chart for all regiments in the division. Place a number marker next to the divisional general so that you can readily check profile of each different regiment.</p> <table border="1"> <thead> <tr> <th colspan="2">CONSPIRATORS & BRIGANDS</th></tr> <tr> <th>D6</th><th>RESULT</th></tr> </thead> <tbody> <tr> <td>1</td><td>Class 4, Poor Regimental, Desertion</td></tr> <tr> <td>2</td><td>Class 4, Poor Regimental</td></tr> <tr> <td>3</td><td>Class 4, Regimental</td></tr> <tr> <td>4</td><td>Class 5, Regimental</td></tr> <tr> <td>5</td><td>Class 5, Napoleonic</td></tr> <tr> <td>6</td><td>Class 5, Napoleonic, March</td></tr> </tbody> </table>	CONSPIRATORS & BRIGANDS		D6	RESULT	1	Class 4, Poor Regimental, Desertion	2	Class 4, Poor Regimental	3	Class 4, Regimental	4	Class 5, Regimental	5	Class 5, Napoleonic	6	Class 5, Napoleonic, March
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Desertion	<p><i>Many men were not always loyal to the colours or on account of a broken contract would leave the colours. For example the Swiss fighting for the French in Spain had an agreement that they would not fight their own Swiss compatriots fighting for the Spanish. On one occasion the French commander ignored this and the Swiss fighting for the French all up and to a man changed sides and fought for Spain for the rest of the war.</i></p> <p>Roll a D6 for each regiment with desertion prior to the start of the game but after set up. On a D6 roll of 6 the unit has deserted and will not take any further part in the battle.</p>																
Befreiungskriege	<p><i>War of Liberation! Befreiungskriege was the cry of by Northern Germany against French occupation and interference in 1813 - 1815. Many of the volunteers and Landwehr believed in the rightness of their cause. Such national fervour was the first sign of what we now call modern German nationalism!</i></p> <p>Each time a regiment with Befreiungskriege is charged or being charged, roll a D6 and consult the chart.</p> <table border="1"> <thead> <tr> <th colspan="2">BEFREIUNGSKRIEGE</th></tr> <tr> <th>D6</th><th>RESULT</th></tr> </thead> <tbody> <tr> <td>1</td><td>+2 morale in melee if charging and +1 if being charged</td></tr> <tr> <td>2</td><td>+1 morale in melee if charging and +0 if being charged</td></tr> <tr> <td>3</td><td>Pass morale test</td></tr> <tr> <td>4</td><td>Pass morale test but does so shaken if being charged</td></tr> <tr> <td>5</td><td>Shaken and may not charge</td></tr> <tr> <td>6</td><td>Retreat and suffer 1 attrition hit</td></tr> </tbody> </table>	BEFREIUNGSKRIEGE		D6	RESULT	1	+2 morale in melee if charging and +1 if being charged	2	+1 morale in melee if charging and +0 if being charged	3	Pass morale test	4	Pass morale test but does so shaken if being charged	5	Shaken and may not charge	6	Retreat and suffer 1 attrition hit
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Fanatical Determination	<p><i>Fuelled by uncompromising hatred some armies will fight on bitterly contesting every inch of ground. The Poles were known for their fanaticism and determination in the face of enemy, especially the Russians.</i></p> <p>Add a +1 bonus to each Army morale test. If the army will withdraw on a 5+ as a result of battle damaged divisions and panicked divisions, it will now withdraw only a roll of 6.</p>																
Independent	<p><i>Some divisions were capable of acting independently of the main body. Such divisions were able to do so because of the superior leadership of the divisional general or because they were an advanced guard, light or streifkorps division used to operating independently.</i></p> <p>All Independent divisions are never out of command of their commanding general.</p>																
Light Division	<p><i>Austrian and British light divisions were noted for their independent and aggressive character.</i></p> <p>All light divisions are independent. All Light infantry regiments in line may move twice, whether tactically or grand tactically and all light divisions gain +1 to reserve and flank march rolls.</p>																
Reverse Slopes	<p><i>The British army was noted for deploying defensively on the reverse slopes of a hill, shielded from the worse effects of the enemy fire by the natural protection of the terrain and the myriad of British skirmishers protecting the main body.</i></p> <p>All divisions will need to suffer one more formed base lost before the division will be considered battle damaged. If there are 16 formed infantry bases in the division for example, it will become battle damaged once 9 bases, not 8 are retreating or destroyed. Because British infantry divisions are also steadfast a British division with reverse slopes rule and 16 formed infantry bases will only be considered battle damaged once 10 bases have been destroyed or are retreating.</p>																
Spanish Bourbons	<p><i>The Spanish line of the Royal House of Bourbon ruled over much of the Mediterranean. At the start of the French Revolution there were Spanish Bourbons ruling in Spain, Naples, Parma and Sicily. The Sicilian Bourbons being related to the Spanish Crown ruled over the Island of Sicily. Just like the Spanish the Sicilian Bourbons relied on British aid for their beleaguered military forces from 1808 onwards.</i></p> <p>For each Sicilian infantry and cavalry division roll a D6 and consult the Sons of Spain chart. The number affects all regiments in the division. Follow the number on the chart for all regiments in the division. Place a number marker next to the divisional general so that you can readily check profile of each different regiment.</p>																