



# The Army Maker



## The Complete Army Creation Process and Unit Archive for *Lasalle Second Edition*

by Sam A. Mustafa



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# Blank Unit Labels

You may fill-in these sample labels with numbers, symbols, and colors as you require, to note a unit's ID, traits, and values. Mark-out those boxes on the strength track that you don't need. Use a yellow highlighter to note the "shaken" boxes for infantry.



















### Cavalry

								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		

### Infantry

								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		
								
								
7	6	5	4	3	2	1		

### Artillery

			
2	1		6
			
2	1		6
			
2	1		6
			
2	1		6
			
2	1		6
			
2	1		6



## The Premise of Army Building

Many tabletop games include a system that permits the player to create a unique army with which to fight fictional scenarios against an opponent. In most cases — as in the original *Lasalle* — you are required to choose a discrete campaign or period and then build an army only from those options that represent the historical forces in that theatre at that time. For example, if you choose a French Peninsular army, then you can't have cuirassiers or Bavarians, because they weren't in the Peninsula. Your Waterloo-era British army can't have Portuguese units, just as your Peninsular British army can't have Dutch-Belgian troops, and so on.

Having devoted so much space and effort to rules that limit players in the construction of their armies, the games then permit these faithful historical forces to fight virtually any opponent, from the same period or not. My 1810 Spanish army, for example, could fight against your 1812 Russian army. Why we're allowed to haul the Spanish over to Russia for a battle, but not to bring some Bavarians to the Peninsula, is a contradiction that I've never seen any game attempt to justify or explain.

For the redesign of *Lasalle* I decided that I wanted to get away from the concept of historically-dictated army lists and instead present a tableau of options. The historical limitations (we use the term "parameters") are posted for all to see but the players can decide how faithfully they want to adhere to history.

This free PDF booklet provides everything you need to create fictional *Lasalle* armies for battles generated by the scenario creation process in chapter sixteen of the *Lasalle Second Edition* rulebook. The degree to which your army is faithful to a specific moment in history, is up to you.

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### *Why isn't this in the book?*

*As you can see from the size of this document, I had some difficult choices to make with regard to the Army Maker. I could have included it in the book, which would have resulted in a very heavy tome well over 200 pages, making it more expensive and difficult to ship. Or I could have published the army lists as a separate codex to purchase, which is something I've never done before, and which I feel is a bit cheeky.*

*Instead I decided to give it away for free in this online format. This allows people to get a sense of the game if they haven't decided yet to purchase it. It also allows me to expand the lists into new eras or include new armies, not to mention fixing any errata without messing up anybody's books.*





## What is an Army List?

An army “list” is a section of this booklet dedicated to a particular national army of the Napoleonic Wars. For example, there is an “Austrian army list” and a “British army list,” and so on.

A typical list comprises three sections: the army’s **historical parameters**, an army **tablet** showing the values for all possible units available in that army, and a **brigade list** for that army, showing all of the brigades and army assets available.

The lists are arranged in alphabetical order for the major powers, and then again in alphabetical order for the minor powers.

### Order of Battle

You will choose one army list and then use it to create an order of battle. The order of battle is the summary of all the units and assets that you will have available for the game. It is possible that some of the units on your order of battle might not take part in the game; perhaps the game will end in victory before all your reinforcements arrive, for example.

While Napoleonic tables of organization often look rigid and homogenous on paper, the truth is more subtle. Once in battle, commanders generally did their best to assemble effective combined arms teams to accomplish their goals. An infantry attack often stalled when charged by enemy cavalry, which prompted a commander to throw in friendly cavalry to drive them off and resume the infantry advance, which prompted the enemy commander to bring up some reserve infantry, and so on.

Leaders often drew upon units from various forces to fight in a section of the field. As large battles wore on, command hierarchies were increasingly tangled. One sometimes finds the commander of an infantry division, like Friant at Austerlitz, assuming or being given command over heavy cavalry units detached from reserve corps. At Borodino we find Barclay, Eugène, and Murat all forming impromptu or ad-hoc formations by scraping together elements of battered units and reserves from various divisions and corps. Vandamme “stole” a few of Wrede’s Bavarian battalions in the midst of the battle of Abensberg, while across the field on the Austrian side, Hiller commanded men who weren’t technically part of his corps, either. At the battle of Raszyn an Austrian brigadier countermanded an order and sent another brigadier’s infantry into action to reinforce an attack. The examples are literally endless.

Although, for the sake of wargaming convention, we use the term “Army List” here, a more accurate way to describe what you are building is: **a moment in battle**. This is what *Lasalle’s* army lists depict. You are that commander on the scene. Perhaps some of the troops on the table are “yours,” and perhaps the others are from nearby units, but you happen to be the ranking officer on this part of the field, and you have a job to do.





## Historical Parameters

A player assembles his army by choosing one nationality and then purchasing units for **brigades** and **army assets** from its list of available options. As noted in the *Lasalle* rulebook, the word “brigade” is used generically to refer to a group of several units that report to the same officer. It may or may not correspond to an historical brigade, because armies used that word differently at different times for different things.

Army assets refer to unique or additional units or abilities that can be added to your list.

Each nationality has a section describing its **historical parameters**. This notes the years in which it was at war and its major power enemies and allies. The parameters also list that power’s **clients**, the minor powers that were allied with or dependent upon it and whose troops could be found in its ranks. The parameters inform you, for example, that Saxony was a French client in 1812 but not in 1805.

The brigade lists show dates, when necessary, to inform you when a brigade was available historically. For example, the Prussians carried out a near-total reorganization of their army in the period 1808-9, with the result that Prussian brigades from the early period are quite different from the later period.

And then... the rest is up to you. Use the historical parameters as guidelines for your army building. You and your friends should decide how you want to address the basic limitations of this process. For example:

- **Can any army fight any other?** Or will you restrict them to their historical opponents?
- **Can armies from different periods fight one another?** Would your group accept, for example, an 1806 Prussian army fighting an 1813 French army?
- **Can units appear in periods other than when they historically existed?** Could French lancers, for example, which did not exist until 1811, appear in a French army that is otherwise sited in 1805?
- **Are players limited to historical client forces** or can they improvise? For example, would you permit a *What If* army list in which a brigade of Danish troops served as clients in an Austrian army?

*Lasalle* will not impose these decisions upon you. The parameters give you the historical limitations, but you and your friends should decide how strictly you wish to apply those parameters.

For example: let’s say that a player in your group wants to create a British force based on Wellington’s army at Waterloo, but including Portuguese infantry. Personally, I consider it an entirely plausible *What If* to imagine that Britain persuaded her Portuguese clients to send a couple of brigades to Belgium in 1815, just as I can imagine Napoleon sending some Bavarians to fight in Spain. But if your group finds such things to be intolerable violations of the historical record, then just don’t do them.

All of wargaming is a series of “What Ifs” inspired by history.

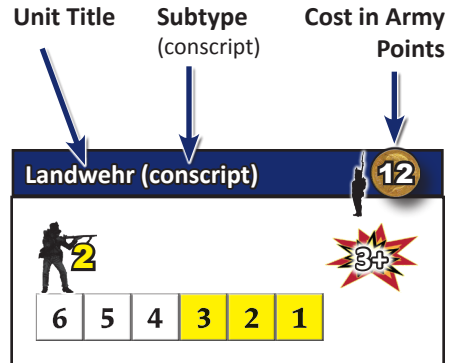


## The Army Tablet

Each of the belligerents of the Napoleonic Wars has an army tablet as part of its list. The tablet is a display of labels for every sort of unit in that army, providing you with their values and costs in army points.

Take note of the precise **unit title**. Some units might also have a **subtype** written in parentheses. This specific identification can be important when using the brigade displays to determine how many units of a particular type or subtype.

*For example, Prussian Landwehr is a unit title, with a subtype of either "veteran" or "conscript."*



## The Brigade Lists

The brigade lists comprise a number of **displays**. These are boxes of different colors and shapes, indicating your options for creating brigades and choosing army assets. Each display lists a number of possible units you can purchase using army points, as part of that brigade. Your order of battle will comprise a number of brigades, each of which comprises a number of units. You may or may not also purchase army assets, which you may then **attach** to your brigades if desired.

### Brigade Displays

There are two basic types of brigades, noted by the color of their displays. **Organic brigades**, represented by a tan-colored display, are those common brigade types that form the core of your army. **Reserve brigades**, represented by a brown display, are those elite or rare brigades typically held behind the lines at the outset of a battle, usually organized into reserve divisions or corps, and only released by the army commander in order to address a crisis or to make the big push to decide the battle.

Review pages 90-91 of the *Lasalle* rulebook for the differences between organic and reserve brigades.

Each display has a name describing its type: a cuirassier brigade, light cavalry brigade, and so on.

Organic Brigades Have This Color

Reserve Brigades Have This Color



## Brigade Dates

Immediately following the name is a set of **dates** in parentheses, indicating the historical period in which this brigade existed. If no year(s) appear beside the brigade's name, then that brigade type existed throughout the Napoleonic Wars. The dates are provided to guide you regarding historical parameters. *Remember that this is up to you!* You and your opponent must decide how strictly you wish to adhere to these historical limitations.

## Unit Dates

Sometimes an individual unit on a display has dates listed after its name. This indicates the historical period in which that unit would have existed in this type of brigade. Again, it is up to you to decide how strictly you wish to enforce these historical limitations.

## Elite or Line Corps

Some armies had distinctive all-elite formations at the corps level. These include the Russians (whose Guard formations eventually came to comprise the V Corps), the Austrians (who created a "Reserve" corps of elite infantry and cavalry), and of course Napoleon's Imperial Guard. Other armies (such as the British and Prussians) distributed their elite formations through the "line" organizations. And some armies like the Spanish or the smaller states did not have the luxury of choosing.

If you are creating an Austrian, French, or Russian army you must first declare whether you are creating a "line corps" list or an "elite corps" list.

Brigade displays for elite corps have rounded corners. If you are creating an elite corps, you may choose only those brigades with rounded corners. If creating a line corps, you may choose only those brigades whose displays have the normal square corners.

If a brigade display (either organic or reserve) has two round and two square corners, then it may be chosen for either type of corps.

## Essential Brigade

If a brigade display has a yellow star in its lower-right corner, it is an "essential" brigade. Your order of battle must include at least one essential brigade of your army list's nationality. For example, if you are creating an Austrian army list, it must include at least one Austrian essential brigade.



Essential brigades are always organic, but not all organic brigades are essential.

Elite corps have their own essential brigades. If you're creating an elite corps you don't include an essential *line* brigade, or vice-versa.

Note the dates on essential brigades. A brigade is only "essential" in the dates listed. The Austrians, for example, have an essential brigade for 1805 but a different kind of essential brigade for the 1809-15 period. Choose the right kind for the historical parameters you've chosen for your army.

## Army Maximum

If the left edge of a display is blue and contains a number, that is the **army maximum** for that type of brigade. You may not have more than that number of that brigade in your order of battle.





## The Brigade Lists, Continued

### Army Assets

Each major power has a list of army assets. You may purchase any/all of the units, sapeurs and other things like ADCs on the list, within certain limitations:

- Army asset units and sapeurs may be **attached** to your brigades. For example, you might buy a unit of reserve artillery from your army assets and attach it to an infantry brigade. The number in the brown bar is the maximum number of army assets you may attach to any one brigade. For example, if the number reads “1” it means: you may attach a maximum of one army asset to each of your brigades.
- Instead of attaching them to other brigades, army asset units may be **combined** to create any number of *new* brigades, as long as each brigade thus created has at least two units. You may do this even if also attaching other army assets to other brigades. For example, you might buy three artillery units from your army assets and combine them into an all-artillery brigade of their own, or you might combine two of them as a brigade, while attaching the third to an infantry brigade, and so on.
- Some army assets are for use with rules in the Advanced game. Anything listed in **bold italic** on the army assets display requires the use of the advanced rules.
- ADCs and partisans are never attached to units or brigades; they are recorded on your headquarters instead.

This decision about whether or not to attach army assets must be made during the army building process. Once made, it is never changed during the game. If you attach a battery of reserve artillery to an infantry brigade, for example, it is part of that brigade throughout the game.

Attaching units can make a brigade exceed its normal size limits. For example, if you had an infantry brigade that was permitted up to four infantry units, and had four, you could still attach infantry units as army assets to that brigade, if you had any available.

#### **Regarding Army Maxima**

*Although I am prepared to be very liberal with regard to ahistorical opponents, anachronistic armies, and What If client/alliances, I draw the line at permitting players to have more of a unit type than ever existed historically. There were reasons that armies did not have unlimited supplies of heavy artillery or Guard units. Lasalle permits you a great deal of flexibility with regard to placing Napoleonic armies in interesting What If scenarios, but it does still have limits to keep your army looking like a Napoleonic army.*

*“Army max” is not necessarily the total number of such units that ever existed for one nation, but rather the plausible maximum that might appear in a single small space under the command of one general in a given moment during a battle.*

#### **Are the Brigade Descriptions Historically Accurate?**

*I expect that you will be able to find an historical exception to virtually every brigade listed in this booklet. With a decade of war involving millions of soldiers, there is no way to express all the possibilities without making the limits pointless. Rather, the brigade lists seek to express a norm: something that conforms to a typical example from history.*



# The Anatomy of a Brigade List

## Dates

This brigade existed for this historical period.

<b>Infantry Bde</b> (1809-15)	
3-6	Infantry
0-2	Landwehr
0-1	Brigade BTY
0-1	Position BTY

Organic brigades in a line corps have a tan-colored display with square corners.

## Essential Brigade

You must have at least one essential brigade from your nationality in your order of battle.

<b>2</b>	<b>Grenadier Bde</b> (1809-15)	
3-6	Grenadier	
0-2	Brigade BTY	

Organic brigades in an elite corps have a tan display with rounded corners.

(Note this is an essential brigade for an elite Austrian army list.)

## Army Max

No more than two of these brigades may be chosen.

<b>1</b>	<b>Dragoon Bde</b>	
2-3	Dragoon	
0-1	Cavalry BTY	

Reserve brigades are displayed with a brown background.

Reserve brigades that can be chosen for a line corps have square corners.

## Unit Dates

This unit would have been available in this brigade during this historical period.

<b>1</b>	<b>Old Guard Cav Bde</b>	
2-3	Old Gd. Cavalry	
0-1	Young Gd. Cavalry (1813-14)	

Reserve brigades that can be chosen for an elite corps have round corners.

<b>1</b>	<b>Cuirassier Bde</b>	
2-3	Cuirassier	
0-1	Horse BTY	

A brigade with two round and two square corners may be chosen for either a line corps or an elite corps.

## Advanced Rules

Assets in **bold italics** are available only when using advanced rules.

<b>Army Assets</b>	
0-1	Insurrection Cavalry
0-4	Landwehr
1-2	Hvy. Position BTY
0-2	Position BTY
<b>0-2</b>	<b>Sapeur</b>
0-1	ADC
<b>2</b>	

Army Assets are in a blue box. In this case the two round and two square corners indicate that they can be used in either line or elite corps.

The number in the brown bar at the bottom is the maximum number of army assets that may be attached to any given brigade.



## Buying Units

You must spend army points to purchase units. The units are purchased for whichever brigades you have selected. In some cases, units can be purchased as army assets.

### Min-Max

Each brigade display has one or more entries listing the unit type(s) permitted in that brigade, and the **min-max**: minimum and maximum numbers of such units that you may purchase for that brigade. For example, if the display reads “2-3 Dragoon” that means you must purchase at least two, and no more than three, dragoon units for this brigade.

Many units have a minimum of zero, meaning: you don’t have to purchase any of those units for this brigade if you don’t wish to.

If you are adhering to historical limitations for brigade composition, take note of any units that also have historical dates listed for them.

### Subtypes

The army tablets often use unit titles like “line infantry” or “musketeers,” and your army might have more than one subtype of that unit available. For example, your army might have musketeers with the word (veteran) in parentheses and musketeers with the word (conscript) in parentheses.

If a brigade display specifies a particular subtype, then you may purchase only those subtypes. But if the subtype lists (any), then you may mix and match subtypes in that brigade, or have all of one and none of the other subtype, etc.

Note, however, the precise unit title. You could not, for example, say that “Young Guard Infantry” is the same as “Old Guard Infantry.”

*Note the example at right, above: The Prussian late-war infantry brigade may include zero to three Landwehr battalions. The word (Any) appears after that entry on the display. There are two subtypes of Landwehr, veteran and conscript. The Prussian player could buy either/both subtypes for this brigade as desired, as long as the total number of landwehr battalions does not exceed three.*

### “Any” Unit Type

A brigade display might have the note (Any) in parentheses after an entire unit type. For example, a cavalry brigade might list “2-4 Cavalry (Any).” That means that any type(s) of cavalry in your army’s list of units is permissible, in any combinations, in that brigade.

Landwehr (veteran)						15
6	5	4	3	2	1	

Landwehr (conscript)						12
6	5	4	3	2	1	

Infantry Bde (1809-15)	
2-6	Musketeer
1-2	Fusilier
0-3	Landwehr (Any)
0-1	Hussar, Dragoon, Uhlan, or Landwehr Cav
0-1	Foot BTY





## This -or- That

A brigade list often includes more than one type of unit separated by the word “or,” such as, “Hussars or Chasseurs.” That means you may choose either/both kinds of units up to the limit specified. For example: “2-3 *Hussar, Lancer, or Chasseur*” means: any of these unit types, in any combination if you desire, but at least two and no more than three in total.

## A Brigade Has at Least Two Units

Whatever units you choose for each brigade, you must select **at least two units** from that brigade’s list. That is: two units *before* you consider attaching any army assets.

## Foreign Contingents

As the Napoleonic Wars progressed multi-national forces became more common. In 1806 Marshal Ney’s VI Corps was entirely French. By 1812, however, Ney commanded a corps that was only about one-quarter French, about half Württembergers, plus Dutch and Portuguese. One of his brigades included cavalry from three nations. *Lasalle* offers you the opportunity to create colorful, multi-national forces.

You must declare a nationality for your army list. And you must create at least one essential brigade from that nationality. For example a French army must have at least one French essential brigade.

Aside from that restriction, however, you may add units and brigades from other nationalities. These are called **foreign** contingents. There are two types:

- **Allied** contingents are those from *major* powers permitted by the historical parameters. For example, if you have a late-war Prussian army, you could include one or more Russian allied brigades.
- **Client** contingents are those from *minor* powers permitted by the historical parameters. For example, your French army might include a Neapolitan client brigade.

## Foreign Brigade Types

When creating a foreign contingent for your army, you may choose from their brigades, whether essential or not, organic or reserve, etc. You are not required to take a foreign essential brigade. You are required, however, to obey the army maximum limitations from their list. (For example, there is only a single brigade of Westphalian cuirassiers.) That said, there is no good way to prevent two opposing players from each having one brigade of Westphalian cuirassiers, despite only one such brigade ever having existed. If this bothers you, then your gaming group should come to some understanding regarding who is going to collect what nationalities and brigades.

You may include foreign elite brigades *only* if you are creating an elite corps for your own nationality. Otherwise, those foreign brigades with four rounded corners are off-limits to you. *For example, your 1813 Russian Guards corps could include an allied brigade of Austrian grenadiers.*



## Foreign Contingents, Continued

### No Foreign Army Assets

No matter how many brigades and units you add from client or allied lists, you may never add any foreign army assets. For example, a British player might take a Spanish allied brigade, but he couldn't add Spanish army assets.

### Foreign Units *in Your Army Assets*

In a few cases individual client units are considered part of the armies of their major power patrons. In these cases they appear as army assets on that major power list, such as the Brunswickers (and in some cases the Portuguese) in the British Peninsular army.

*For example, a British player can add a unit of Brunswick light infantry to one of his British brigades, as the Brunswickers appear on his list as a British army asset.*

## Advanced Rules, Extra Units, and Earthworks

You do not need to use any advanced rules when creating armies but all armies have some options that require the use of advanced rules **if** you choose to take those options.

For example, a Prussian or British army might include howitzer or rocket units, respectively. Several armies might purchase ADCs or sapeurs, and so on.

Before building an army, discuss with your opponent which advanced rules will be in play, as it will determine the options for army building.

### “Extra” Units

You will occasionally spot labels for units that don't appear on the brigade lists for army creation. These labels have been provided in the interest of completeness, for those wishing to create historical scenarios.

### Earthworks

The Russian, Spanish, and Turkish armies may purchase earthworks, as noted on their army lists.

Earthworks are not army assets. They are not “attached” to any units or brigades, but must be set up in your setup area and within 1BW of a friendly infantry or artillery unit.

Earthworks provide an exception to the rules for foreign contingents, above. If your client or ally is permitted to buy earthworks, then you may purchase them, as long as they are set up within 1BW of those foreign infantry and/or artillery units. (For example, you can't buy the earthworks for your Spanish allied contingent and then put British units in them.)



## Creating a Minor Power Army List

The army lists assume that you will choose the perspective of one of the seven major powers. It is also permitted, however, to choose the perspective of a minor power. For example, you might want to create a Polish army from the Duchy of Warsaw, perhaps with a brigade of Saxons attached.

### **“No Independent Army”**

If a minor power list contains the designation “No Independent Army” that means it was too small for you to create an army list for that nationality. It might also have been too fully integrated into the service of a major army, such as the Portuguese and British. You may use its brigades and units only as foreign contingents in the army list of a different nationality. It has no army assets because it can't form its own army.

### **Allies for Minor Powers**

When creating a minor power army you may take as “allies” the brigades of the major power(s) to which your minor power is cliented. (For example, your Polish army might have a French infantry brigade). And/or you might take brigades from other clients of the same major power (hence the Saxons attached to a Polish army).

For example you might have an Italian army list comprising two Italian brigades, one French brigade, and one Neapolitan brigade. Both the Italians and Neapolitans were clients of the French.

### **Essential Brigades**

As with a major power army list, you must declare the nationality of your army and choose at least one essential brigade from your nationality. (In the example above, you would have at least one Italian essential brigade.)

### **Improvisation**

Of course, if your gaming group is very liberal with regard to historical parameters, you can completely improvise here, creating any number of interesting combinations within the structural limits of the army building process, meaning: never exceeding any army's maximums for brigade or unit types.

I look forward to reading about the glorious exploits of your Danish-Turkish-Portuguese army.



# The Major Powers

## Austria

Major Power

### Historical Parameters:

**At War:** 1805, 1809, 1812-15.

**Allies:** Britain (1805, 1809, 1813-15), Russia (1805 and 1813-15), Prussia (1813-15), Sweden (1805 and 1813-15), France (1812).

**Enemies:** France (1805-9 and 1813-15), Russia (1809-12).


**Clients:** Brunswick (1809), Bavaria (1814), Württemberg (1814).





**Elite Corps:** Reserve Korps (1809-15).

*Linear Doctrine* prior to 1809. *Regimental Guns* from 1805-8.


## Austrian Army Tablet



### Infantry Units

**Grenadier**  **20**


 **2**    **5+**



6	5	4	3	2	1
---	---	---	---	---	---

**Grenz**  **17**


 **3**  **4+**



6	5	4	3	2	1
---	---	---	---	---	---

**Musketeer (veteran)**  **16**


 **2**  **4+**




6	5	4	3	2	1
---	---	---	---	---	---

**Musketeer (conscript)**  **14**


 **2**  **4+**




6	5	4	3	2	1
---	---	---	---	---	---

**Landwehr**  **7**

 **1**   **3+**

5	4	3	2	1
---	---	---	---	---


**Jäger**  **19**



 **3**   **4+**

6	5	4	3	2	1
---	---	---	---	---	---





**Cavalry Units**

**Cuirassier**  **23**


 



7 6 5 4 3 2 1

**Dragoon & Cheveauleger**  **17**





6 5 4 3 2 1

**Uhlan**  **18**


 



6 5 4 3 2 1

**Hussar**  **20**




7 6 5 4 3 2 1




**Insurrection Cavalry**  **11**


 




5 4 3 2 1

**Artillery Units**

**Light Brigade Battery**  **10**


2 1   




**Brigade Battery**  **12**

2 1   

**Heavy Position Battery**  **12**

2 1    

**Position Battery**  **10**

2 1   

**Cavalry Battery**  **12**

2 1    



## Austrian Brigade List

### Infantry Bde (1805)

3-6 Musketeer (*Any*)

0-1 Brigade BTY



2

### Light Cavalry Bde

2-3 Hussar, Uhlán, or  
Chevealeger.

0-1 Cavalry BTY

### Infantry Bde (1809-15)

3-6 Musketeer (*Any*)

0-2 Landwehr

0-1 Brigade BTY

0-1 Position BTY



2

### Dragoon Bde

2-3 Dragoon

0-1 Cavalry BTY

### Avant-Garde Bde

2-3 Musketeer (*Any*)

1-3 Grenz

0-1 Jäger

0-1 Landwehr

1-2 Hussar, Uhlán, or  
Chevealeger

0-1 Cavalry BTY

0-1 Light Brigade BTY

1

2

### Cuirassier Bde

2-3 Cuirassier

0-1 Cavalry BTY

### Grenadier Bde (1805-8)

3-6 Grenadier

0-2 Brigade BTY

1

### Grenadier Bde (1809-15)

3-6 Grenadier

0-2 Brigade BTY

4



### Army Assets

0-1 Insurrection Cavalry

0-4 Landwehr

0-2 Hvy. Position BTY

0-2 Position BTY

**0-2 Sapeur**

**0-3 Partisans**

**0-1 ADC (1809-15)**

2

### Early-War Austrian Grenadiers

The grenadier battalions have the Attack Column trait, but a linear army is forbidden from attacking in Mass formation (page 99 of the rulebook). Early-war Austrian grenadiers did, however, occasionally attack in columns (Marengo being a famous example). Thus you may consider them an exception to the prohibition against attacking in Mass formation for a linear army.



# Britain Major Power

**Historical Parameters:**

**At War:** 1805-15.

**Allies:** Prussia (1806-7 and 1813-15), Russia (1805-7 and 1812-15), Austria (1805, 1809, and 1813-15), Sweden (1805-7 and 1813-15), Spain (1808-14).

**Enemies:** France (1805-15), Spain (1805-7).

**Clients:** Portugal (1808-14), Brunswick (1809-15), Dutch-Belgian (1815).

*Linear Doctrine* prior to 1812.

## British Army Tablet

### Infantry Units

**Foot Guard** 24

7 6 5 4 3 2 1

**Rifle Regiment** 23

7 6 5 4 3 2 1

**Foot Regiment (elite)** 22

6 5 4 3 2 1

**Foot Regiment (veteran)** 20

6 5 4 3 2 1

**Foot Regiment (conscript)** 17

6 5 4 3 2 1


**Hanoverian Militia (1815)** 10



5 4 3 2 1




## British Army Tablet


### Cavalry Units

**Guard & Dragoons**  **23**


7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Lt. Dragoon & Hussar**  **17**





6	5	4	3	2	1
---	---	---	---	---	---

### Artillery Units

**Foot Artillery**  **10**

2	1
---	---

 **4+** 

**Horse Artillery**  **12**

2	1
---	---

 **4+**  

**Rocket Troop**  **5**

2	1
---	---

 **5+**  

#### Clients in the British Army

We treat KGL/Hanoverian units as “British” except for the *Landwehr* (militia) units in 1815.

Wellington’s Peninsular army rarely had more than three Brunswick units. If you wish to represent the Brunswickers in a Peninsular army, treat them as British army assets.

To represent the Brunswickers in their 1815 “corps,” use the Brunswick minor power army list in this booklet.

In either case, the stats for Brunswick units are found on the Brunswick army tablet.

Portuguese units were also occasionally mixed into British brigades, most frequently the Portuguese light infantry (“caçadores”). If you wish to represent that, a limited number of Portuguese army assets are available in a British army list. Otherwise, you may create Portuguese client brigades from the Portuguese army list.





# British Brigade List

**1**

## Guards Bde

- 2 Foot Guard
- 0-2 Foot Regiment (*Any*)
- 0-1 Foot Art.

## Infantry Bde

- 3-6 Foot Regiment (*Any*)
- 0-1 Foot Art.



**1**

## Hanoverian Bde (1815)

- 3-6 Hanoverian Miliitia
- 0-1 Foot Art.

**1**

## Heavy Cavalry Bde

- 2-3 Guard or Dragoon
- 0-1 Horse Art.

**2**

## Light Cavalry Bde

- 2-3 Lt. Dragoon or Hussar
- 0-1 Horse Art.

## Army Assets

- 0-1 Rifle regiment
- 0-1 Brunswick Infantry (1809-14)
- 0-1 Brunswick Cavalry
- 0-1 Portuguese Cavalry
- 0-1 Portuguese Caçadore
- 0-1 Foot Artillery
- 0-1 Horse Artillery
- 0-2 Sapeur**
- 0-1 Rocket Troop**
- 0-3 ADC**

**3**



## France

Major Power

### Historical Parameters:

**At War:** 1805-15.

**Allies:** Prussia (1812), Russia (1809), Austria (1812), Spain (1805-7).

**Enemies:** Britain (1805-15), Prussia (1806-7 and 1813-15), Austria (1805-9 and 1813-15), Russia (1805-7 and 1812-15), Spain (1808-15), Sweden (1805-7 and 1813-15).

**Clients:** (From 1805-13): Bavaria, Confederation, N. Italy, Württemberg.  
(From 1807-13): Denmark, Naples, Saxony, Westphalia, Duchy of Warsaw.

**Elite Corps:** Imperial Guard (1805-15).  
*Regimental Guns* in 1812.

## French Army Tablet

### Infantry Units

Old Guard Infantry							23
7	6	5	4	3	2	1	


Infantry (elite)							20
6	5	4	3	2	1		



Infantry (veteran)							18
6	5	4	3	2	1		

Infantry (conscript)							16
6	5	4	3	2	1		






Cavalry Units

**Old Guard Cavalry**  **24**







7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Old Guard Cavalry (lancer)**  **25**







7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Cuirassier or Carabinier**  **23**







7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Dragoon**  **20**






6	5	4	3	2	1
---	---	---	---	---	---

**Lancer**  **18**






6	5	4	3	2	1
---	---	---	---	---	---

**Hussar or Chasseur**  **17**





6	5	4	3	2	1
---	---	---	---	---	---

**Heavy Cavalry (1813-14)**  **17**





6	5	4	3	2	1
---	---	---	---	---	---

**Light Cavalry (1813-14)**  **15**



6	5	4	3	2	1
---	---	---	---	---	---


**Young Gd. Cavalry (1813-14)**  **17**






6	5	4	3	2	1
---	---	---	---	---	---






## Artillery Units

**Field Artillery**  **12**

2 1  4+ 

**Reserve Artillery**  **14**

2 1  4+  

**Horse Artillery**  **12**

2 1  4+  

**Old Gd. Reserve Artillery**  **17**

2 1  4+  

**Old Gd. Horse Artillery**  **14**

2 1  4+  

### Ligne, Légère and Foreign Regiments

Aside from the Old Guard all French infantry are simply called “infantry.” As you create a French infantry brigade, you must choose what sort of mixture of infantry (elite, veteran, and conscript) you want to include. A brigade of French conscripts in Spain in 1808, for instance, might look a lot like a brigade of “Marie-Louises” in 1813.

### Late War Cavalry

“Light Cavalry” in the 1813-14 period refers to Hussars, Chasseurs, and Lancers, for the latter of which you could add the *Lance* trait, increasing the cost by 1.

“Heavy Cavalry” in the 1813-14 period refers to Dragoons, Cuirassiers, and Carabiniers.

### Guard Regiments

As with the line units, the game does not attempt to split hairs between the broad and ever-changing selection of imperial guard units. The recognizably-elite Old Guard regiments are kept separate from all others. Although we use the term “Young Guard” on the brigade list, this might mean the later “Middle” guard regiments or the various foreign units sometimes attached to the Guard like the Dutch or Vistula Legion.


### Guard Artillery

The Guard artillery units have more dice than their number of tubes warrants, representing their larger teams, better supply of ammunition, and veteran gunners.





# French Brigade List

**Infantry Bde**  
 3-6 Infantry (*Any*)  
 0-1 Field Art. 

**2** **Dragoon or Lancer Bde**  
 2-3 Lancer (*1811-15*) or Dragoon  
 0-1 Horse Art.

**2** **Light Cavalry Bde**  
 2-3 Hussar or Chasseur  
 0-1 Horse Art.

**2** **Cuirassier Bde**  
 2-3 Cuirassier or Carabinier  
 0-1 Horse Art.


**Line Army Assets**  
 0-2 Reserve Art  
 0-1 Field Art  
 0-1 Horse Art  
**0-2 Sapeur**  
**0-2 ADC**  
**2**

**4** **Young or Middle Gd Inf Bde**  
*(1809-12 and 1815)*  
 3-6 Infantry (elite)  
 0-1 Field Art.

**2** **Guard Cavalry Bde**  
 2-3 Old Guard Cavalry (*Any*)  
 0-1 Young Guard Cav (*1813-14*)  
 0-1 Old Gd. Horse Art.

**4** **Young Guard Inf Bde**  
*(1813-14)*  
 3-6 Infantry (veteran)  
 0-2 Field Art.

**Guard Army Assets**  
 0-4 Old Guard Horse Art  
 0-4 Old Guard Reserve Art  
**0-4 Sapeur**  
**0-3 ADC**  
**4**

**1** **Old Guard Inf Bde**  
 2-4 Old Guard infantry  
 0-1 Field Art. 

**Army Assets**  
 The French brigade list has two displays for army assets, depending upon whether one is creating a line or an elite corps.



# Prussia

Major Power

## Historical Parameters:

**At War:** 1806-7. 1812-15.

**Allies:** Russia (1806-7 and 1813-15), France (1812), Austria (1813-15), Britain (1806-7 and 1813-15).

**Enemies:** France (1806-7 and 1813-15), Russia (1812).

**Clients:** Saxony (1806).

*Linear Doctrine* prior to 1808. *Regimental Guns* prior to 1808.


## Prussian (Early War) Army Tablet




### Infantry Units

**Grenadier & Garde zu Fuß**  **21**


 **1**   **5+**




7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Musketeer**  **17**


 **1**   **4+**




6	5	4	3	2	1
---	---	---	---	---	---

**Fusilier**  **18**

 **2**   **4+**

6	5	4	3	2	1
---	---	---	---	---	---


**Schützen**  **19**

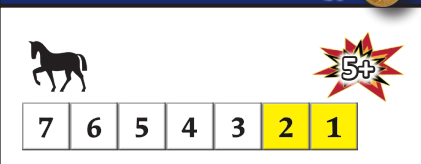
 **3**   **4+**


6	5	4	3	2	1
---	---	---	---	---	---

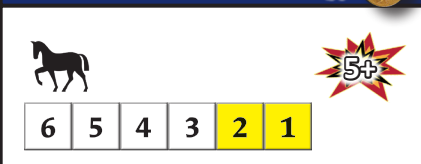



### Cavalry Units

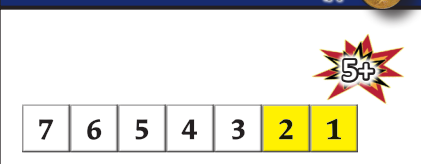
**Cuirassier**  **23**




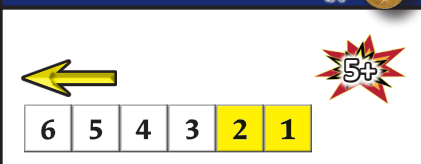
**Dragoon**  **20**




**Hussar**  **20**





**Uhlan**  **18**

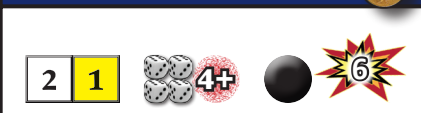


### Artillery Units

**Field Artillery**  **12**



**Heavy Artillery**  **14**



**Horse Artillery**  **14**



#### Early War / Late War

Most of the armies of the Napoleonic Wars went through at least one transition or redesign during the span of the conflict, but none of them were transformed like the Prussians following their catastrophic defeat in 1806-7. The differences between the early and late-war armies are such that I have separated them into two army tablets and brigade lists. If you wish to adhere to the historical parameters, you may not “mix” Prussian units from these two periods.

“Early War” refers to the period through 1807. “Late War” refers to the period from 1808-on.



## Prussian (Early War) Brigade List

### Infantry Bde (1806-7)

0-2 Grenadier  
3-6 Musketeer  
0-1 Field Art.



### Avant-Garde Bde (1806-7)

**1**

1-2 Musketeer  
2-3 Fusilier  
0-1 Hussar, Dragoon, or  
Uhlán  
0-1 Field Art  
0-1 Horse Art

### Light Cavalry Bde (1806-7)

**2**

2-3 Hussar or Uhlán  
0-1 Horse Art

### Heavy Cavalry Bde (1806-7)

**2**

2-3 Dragoon or Cuirassier  
0-1 Horse Art

### Early War Army Assets

0-1 Schützen  
0-2 Heavy Art  
0-1 Field Art  
0-1 Horse Art  
**0-1 Sapeur**


**1**









# Prussian (Late War) Army Tablet




## Infantry Units

**Grenadiers & Garde zu Fuß**  **19**


  




6	5	4	3	2	1
---	---	---	---	---	---

**Fusilier**  **18**


  




6	5	4	3	2	1
---	---	---	---	---	---

**Musketeers & Reserve INF**  **18**


  




6	5	4	3	2	1
---	---	---	---	---	---

**Schützen**  **19**


  



6	5	4	3	2	1
---	---	---	---	---	---

**Landwehr (veteran)**  **15**


6	5	4	3	2	1
---	---	---	---	---	---



**Landwehr (conscript)**  **12**


6	5	4	3	2	1
---	---	---	---	---	---


## Cavalry Units

**Cuirassier**  **23**


 



7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Dragoon or Hussar**  **17**






6	5	4	3	2	1
---	---	---	---	---	---

**Uhlan**  **18**

6	5	4	3	2	1
---	---	---	---	---	---

**Landwehr Cavalry**  **13**

5	4	3	2	1
---	---	---	---	---



## Artillery Units

### Field Artillery



### Horse Artillery



### Heavy Artillery



### Howitzer



## Prussian (Late War) Brigade List

### Infantry Bde (1809-15)

- 3-6 Musketeer or Fusilier
- 0-3 Landwehr (*Any*)
- 0-1 Hussar, Dragoon, Uhlán,  
or Landwehr Cav
- 0-2 Field Art



### Light Cavalry Bde (1809-15)

**2**

- 2-3 Hussar, Dragoon, Uhlán,  
or Landwehr Cav
- 0-1 Horse Art

**1**

### Cuirassier Bde (1809-15)

- 2 Cuirassier
- 0-1 Horse Art

### Late War Army Assets

- 0-1 Schützen
- 0-2 Grenadier
- 0-2 Heavy Art
- 0-2 Field Art
- 0-2 Horse Art
- 0-2 Sapeur**
- 0-1 Howitzer BTY**
- 0-3 Partisans**
- 0-2 ADC**

**2**



# Russia Major Power

**Historical Parameters:**

**At War:** 1805-1815.

**Allies:** Britain (1805-7 and 1812-15), Austria (1805 and 1813-15), Prussia (1806-7 and 1813-15), France (1809).


**Enemies:** Sweden (1808-9), Austria (1809-12), Prussia (1812), Turkey (1806-1812), France (1805-7 and 1812-15).




**Clients:** None.

**Elite Corps:** Guards (V Corps) - 1810-15.  
*Linear Doctrine* prior to 1810. *Regimental Guns* in 1805.


## Russian Army Tablet




### Infantry Units

**Guard Infantry**  **21**


 **2**  




7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Grenadier**  **19**


 **2**  




6	5	4	3	2	1
---	---	---	---	---	---

**Musketeer (veteran)**  **17**


 **2**  



6	5	4	3	2	1
---	---	---	---	---	---

**Musketeer (conscript)**  **15**


 **2**  



6	5	4	3	2	1
---	---	---	---	---	---

**Jäger**  **15**

 **3** 

6	5	4	3	2	1
---	---	---	---	---	---


**Opolchenie**  **6**



 **1** 

5	4	3	2	1
---	---	---	---	---





### Cavalry Units

**Cuirassier, Guard Cavalry**  **23**


 


7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Dragoon, Mtd. Jäger**  **17**






6	5	4	3	2	1
---	---	---	---	---	---

**Hussar**  **20**






7	6	5	4	3	2	1
---	---	---	---	---	---	---

**Uhlan**  **18**


6	5	4	3	2	1
---	---	---	---	---	---

**Cossack**  **11**



 

5	4	3	2	1
---	---	---	---	---

### Artillery Units

**Foot Battery**  **15**


2	1
---	---




**Horse Battery**  **17**

2	1
---	---

**Heavy Battery**  **17**

2	1
---	---

#### Earthworks

A Russian army may purchase up to **three** 4BW-long sections of earthworks, for 4 points each. They must be placed during setup, each within 1BW of a Russian infantry or artillery unit.

#### Early War Infantry Limits

In the period 1805-9 a Russian army has a limit of no more than six grenadier **units** and no more than eight jäger **units** in its order of battle, regardless how they are distributed among any number of brigades.





## Russian Brigade List

### Infantry Bde (1805-9)

3-6 Musketeer (*Any*), Jäger,  
or Grenadier  
0-1 Foot BTY  
0-1 Heavy BTY  
0-1 Horse BTY



2

### Cavalry Brigade (1805-9)

2-5 Cavalry (*Any type except  
Cossacks*)  
0-1 Horse BTY

### Musketeer Brigade (1810-15)

3-4 Musketeer (*Any*)  
0-1 Foot BTY  
0-1 Heavy BTY



2

### Jäger Brigade (1810-15)

3-4 Jäger  
0-1 Foot BTY  
0-1 Heavy BTY

2

### Grenadier Brigade (1810-15)

2-4 Grenadier  
0-2 Foot BTY  
0-1 Heavy BTY

### Guards Brigade (1810-15)

3-4 Guard Infantry  
0-1 Foot BTY  
0-1 Heavy BTY



1

### Guards Cavalry Bde (1810-15)

2-3 Guard cavalry  
0-1 Horse BTY

2

### Cuirassier Bde (1810-15)

2 Cuirassier  
0-1 Horse BTY

2

### Dragoon Bde (1810-15)

2-3 Dragoon  
0-1 Horse BTY

2

### Lt. Cavalry Bde (1810-15)

2-4 Hussar or Uhlan  
0-1 Horse BTY

### Army Assets

0-2 Guard Infantry (1805-9)  
0-4 Opolchenie (1810-15)  
0-2 Cossack  
0-2 Heavy BTY  
0-2 Foot BTY  
0-2 *Sapeur*  
0-4 *Partisans*  
0-1 *ADC* (1810-15)

3

### Early/Late War Brigades

Early War Russian armies had idiosyncratic corps organizations and it was possible for any number of brigades and batteries to be “organic” to a given corps.

Prior to the reorganizations of 1808-10 a Russian infantry brigade could comprise a highly variable number of battalions of musketeers, jägers, and grenadiers. An occasional “light” or “jäger” brigade might be only jägers (such as Dolgurokov’s brigade at Austerlitz), but it was more usual to see infantry types mixed in any number of ways. Sukhin’s brigade at Eylau, for example, comprised grenadiers, musketeers, and a pair of jäger battalions from two different regiments. The same was true with cavalry brigades. Kozhar’s brigade at Eylau, for example, comprised cuirassiers, dragoons, hussars, and cossacks.

Late War Russian armies were strictly organized into small homogenous corps. There was usually no cavalry attached to infantry corps, with the occasional exception of the Guards.

Russian Guards infantry are an army asset in the early-war period. After 1809 they are their own elite corps.



## Spain

Major Power

### Historical Parameters:

**At War:** 1805-15.

**Allies:** France (1805-7), Britain (1808-15).


**Enemies:** Britain (1805-7), France (1808-15).



**Clients:** None.

*Linear Doctrine* prior to 1812.


## Spanish Army Tablet




### Infantry Units

**Elite Regiment**  **16**


 **2**  **4+**



6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (regular)**  **12**


 **2**   **4+**




6	5	4	3	2	1
---	---	---	---	---	---

**Grenadier**  **15**


 **1**  **4+**





6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (provincial)**  **9**

 **1**   **3+**

6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (militia)**  **6**

 **1**    **3+**


5	4	3	2	1
---	---	---	---	---


### Earthworks

A Spanish army may purchase up to **six** 4BW-long sections of earthworks, for 4 points each. They must be placed during setup, each within 1BW of a Spanish infantry or artillery unit.





### Cavalry and Artillery Units

**Guard or Elite Cavalry**  **15**





6 5 4 3 2 1


**Dragoons or Hussars**  **12**



5 4 3 2 1

**Guerilla Cavalry**  **11**

 **1**




5 4 3 2 1

**Heavy Battery**  **12**


2 1  **4+**  

**Foot Battery**  **8**

2 1  **5+** 

## Spanish Brigade List

**Infantry Bde (1805-7)**  
 3-6 Infantry (*Regular*)  
 0-1 Foot BTY



**1 Elite Cavalry Bde**  
 2-3 Guard or Elite Cavalry

**Infantry Bde (1808-15)**  
 3-6 Infantry (*Any*)  
 0-1 Foot BTY



**2 Cavalry Bde**  
 2-3 Dragoon or Hussar

**2 Elite Infantry Bde**  
 3-4 Grenadier or Elite regiment

**Army Assets**  
 0-2 Guerilla Cavalry  
 0-1 Heavy BTY  
 0-2 Foot BTY  
 0-1 *Sapeur*  
 0-6 *Partisans*

**1**



## Turkey (Ottoman Empire)

Major Power

### Historical Parameters:

**At War:** 1806-12.

**Allies:** None.

**Enemies:** Russia (1806-12).

**Clients:** None.

## Turkish Army Tablet

### Infantry Units

**Nizam i Çedid** **15**

**1** **4+**

6	5	4	3	2	1
---	---	---	---	---	---

**Janissary (veteran)** **12**

**2** **4+**

6	5	4	3	2	1
---	---	---	---	---	---

**Militia** **6**

**1** **3+**

5	4	3	2	1
---	---	---	---	---

**Janissary (conscript)** **10**

**2** **3+**

6	5	4	3	2	1
---	---	---	---	---	---

### Earthworks


A Turkish army may purchase up to **six** 4BW-long sections of earthworks, for 4 points each. They must be placed during setup, each within 1BW of a Turkish infantry or artillery unit.



### Rivalry

On some occasions Janissary ortas refused to fight alongside the Nizam soldiers, whom they (correctly) suspected to trying to steal their jobs. If you wish to introduce a more strict historical parameter for Ottoman armies, you can forbid the use of both Janissary and Nizam i Çedid units in the same order of battle.





**Cavalry and Artillery Units**

**Household Cavalry**  **20**


 




6 5 4 3 2 1

**Kapikulu Cavalry**  **15**






6 5 4 3 2 1


**Sipahis**  **12**




  


5 4 3 2 1



**Mobile Battery**  **12**

2 1  5+  

**Heavy Artillery**  **12**

2 1  5+  


**Field Battery**  **10**

2 1  5+ 

**Turkish Brigade List**

**Infantry Bde (1805-12)**  
3-6 Militia

**Cavalry Bde**  
2-3 Kapikulu

**Janissary Bde (1805-12)**  
3-6 Janissary (Any) 

**Light Cavalry Bde**  
2-4 Sipahis

**2** **Nizam i Çedid Bde (1805-7)**  
3-4 Nizam i Çedid  
0-1 Field BTY

**Army Assets**  
0-1 Mobile Battery  
0-3 Heavy BTY  
0-1 Field BTY  
0-2 *Sapeur*  
0-6 *Partisans*

**1** **Household Bde**  
2-4 Household Cavalry

# The Minor Powers

## Bavaria

Minor Power


### Historical Parameters:



Client of: (1805-13): France.

(1813-15): Austria, Britain, Prussia, Russia.


## Bavarian Army Tablet



### Infantry Units

**Infantry (veteran)**  **16**


 **2** 



6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (conscript)**  **14**


 **2** 



6	5	4	3	2	1
---	---	---	---	---	---

**All Infantry (1813)**  **12**

 **2** 

6	5	4	3	2	1
---	---	---	---	---	---

**Light Battalion**  **17**


 **3** 


6	5	4	3	2	1
---	---	---	---	---	---








### Cavalry and Artillery Units


**Cavalry**  **17**







6	5	4	3	2	1
---	---	---	---	---	---




**Foot Battery**  **10**

2	1		4+	
---	---	---	----	---

**Heavy Battery**  **12**

2	1		4+		
---	---	---	----	---	---


**"Light" Battery**  **12**

2	1		4+		
---	---	---	----	--	---

## Bavarian Brigade List

**3** **Infantry Bde**

- 3-6 Infantry (*Any*)
- 0-1 Light Infantry
- 0-1 Foot BTY



**1** **Cavalry Bde**

- 2-3 Cavalry
- 0-1 Light BTY

**Army Assets**

- 0-1 Heavy BTY
- 0-1 Foot BTY
- 0-1 *Sapeur*
- 0-1 *ADC*

**1**

Bavarian cavalry changed names a few times, with cuirassiers becoming cheveaulegers and dragoons (and in some cases the former changing to the latter, as well). A regiment of mounted jägers existed from 1805-10. A single lancer regiment existed briefly in 1813-14, and then the cuirassiers returned in 1815. Through all of these transformations, a single "cavalry" category suffices, as there is no noticeable difference in performance.



# Brunswick

Minor Power

## Historical Parameters:

**Client of:** (1806): Prussia (technically neutral)

(1809): Austria


(1809-14): Britain (British army assets)



(1815): British client

**No Independent Army**


# Brunswick Army Tablet



## Infantry Units

1806 Light Battalion  **17**


 **3**  **4+**



6	5	4	3	2	1
---	---	---	---	---	---

1806 Infantry  **15**


 **1**  **4+**



6	5	4	3	2	1
---	---	---	---	---	---

1815 Infantry (veteran)  **17**


 **3**  **4+**



6	5	4	3	2	1
---	---	---	---	---	---

1815 Infantry (conscript)  **15**

 **3**  **4+**

6	5	4	3	2	1
---	---	---	---	---	---


Infantry (1809-1814)  **17**


 **3**  **4+**

6	5	4	3	2	1
---	---	---	---	---	---






*Cavalry and Artillery Units*


**Light Cavalry**  **17**






6	5	4	3	2	1
---	---	---	---	---	---

**Foot Battery**  **10**

2	1		4+	
---	---	---	----	---

**Horse Battery**  **12**

2	1		4+		
---	---	---	----	--	---

**Brunswick Brigade List**

**2**

**Infantry Bde (1806)**  
 2-4 1806 Infantry  
 0-1 1806 Light Battalion  
 0-1 Foot BTY

**1**

**Brunswick Corps (1815)**  
 3-6 1815 Infantry (Any)  
 0-1 Foot BTY

**1**

**The Black Band (1809)**  
 1-3 Infantry (1809)  
 1-2 Cavalry  
 0-1 Foot BTY

**1**

**Brunswick Cavalry (1815)**  
 1-2 Cavalry  
 0-1 Horse BTY

**Army Assets: None**

The 1806 list is a purely What-If client for Prussia. While the Duke of Brunswick served as a Prussian commander, his duchy technically remained neutral.

The Black Band is Frederick William's rogue force that assisted the Austrians in Saxony and Westphalia.

The 1815 list is the Brunswick "corps" in Wellington's army during the Waterloo campaign.

To represent the Brunswickers in Spain, use the Brunswick units (army assets) on the British army list.



# Confederation of the Rhine

Minor Power


## Historical Parameters:



Client of: (1806-13): France.

*No Independent Army*


# Confederation Army Tablet



## Infantry Units

Infantry (elite)  **18**


 **2**  **5+**



6	5	4	3	2	1
---	---	---	---	---	---

Infantry (veteran)  **16**


 **2**  **4+**



6	5	4	3	2	1
---	---	---	---	---	---

Infantry (conscript)  **14**

 **2**  **4+**


6	5	4	3	2	1
---	---	---	---	---	---


Light Battalion  **17**

 **3**  **4+**


6	5	4	3	2	1
---	---	---	---	---	---



**Cavalry and Artillery Units**


**Cavalry**  **17**






6	5	4	3	2	1
---	---	---	---	---	---

**Foot Battery**  **12**

2	1		
---	---	---	---

**Horse Battery**  **12**

2	1			
---	---	---	--	---

**Confederation Brigade List**

**1**

**Infantry Bde**

- 0-1 Infantry (*elite*)
- 3-4 Infantry (*veteran OR conscript*)
- 0-1 Light Battalion
- 0-1 Foot BTY

**1**

**Cavalry Bde**

- 2-3 Cavalry
- 0-1 Horse BTY

**Army Assets: None**

This list comprises the troops of Baden, Berg, Hessen-Darmstadt, Nassau, Mecklenburg, and the converged “Confederation” regiments representing the smallest German states. The “Light Cavalry” units could refer to the Baden light dragoons, or the Nassau mounted Jägers, or the Hessen-Darmstadt cheveaulegers, etc. (If representing the *Lanciers de Berg* in an historical scenario, then give them lances and increase their cost by one point.)

Among these contingents the Baden brigade had the best reputation for professionalism, so the “elite” battalion could be an option to represent their Guard battalion if you wish. The “veteran” infantry could represent the infantry of Baden, Nassau, and Hessen-Darmstadt. The “conscript” infantry could represent all the others, as well as any Confederation units in 1813.



# Denmark



Minor Power

## Historical Parameters:




Client of: (1807-13): France

*No Independent Army*



## Danish Army Tablet & Brigade List

**Jäger**  **3**  **17**

6	5	4	3	2	1
---	---	---	---	---	---

**Militia**  **1**   **9**

6	5	4	3	2	1
---	---	---	---	---	---



**Hussar or Lt. Dragoon**  **15** 

6	5	4	3	2	1
---	---	---	---	---	---



**2** **Infantry Bde**

- 3-4 Infantry
- 0-1 Jäger
- 0-3 Militia
- 0-1 Foot BTY



Army Assets: None



**Infantry**  **2**  **14**



6	5	4	3	2	1
---	---	---	---	---	---




**Ryterre**  **17** 

6	5	4	3	2	1
---	---	---	---	---	---

**Foot Battery**  **12** 

2	1	 <b>4+</b>	
---	---	---	---

**Horse Battery**  **14** 

2	1	 <b>4+</b>		
---	---	---	--	---

**1** **Cavalry Bde**

- 2-3 Ryterre OR Hussar OR Lt. Dragoon
- 0-1 Horse BTY

It was rare to find a corps-sized Danish force fighting independently during the Napoleonic Wars. Danish brigades (and sometimes a division), however, were frequently attached to French and other imperial forces, particularly from 1809-13.





# Kingdom of Holland


Minor Power



## Historical Parameters:

Client of: (1806-10): France


No Independent Army



## Dutch Army Tablet & Brigade List

**Infantry (veteran)**  **17**


 **3**  **4+**


6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (conscript)**  **14**


 **2**  **4+**



6	5	4	3	2	1
---	---	---	---	---	---

**Light Cavalry**  **17**


 **5+**

6	5	4	3	2	1
---	---	---	---	---	---



**Cuirassier**  **23**


  **5+**

7	6	5	4	3	2	1
---	---	---	---	---	---	---




**Foot Battery**  **12**

2	1
---	---

 **4+**  **6**


**Horse Battery**  **12**

2	1
---	---

 **4+**   **6**

**2** **Infantry Bde**

3-6 Infantry (Any)  
0-1 Foot BTY



**1** **Cavalry Bde**

1-2 Light Cavalry  
0-1 Horse BTY

Army Assets: None

Technically a complete Dutch corps did briefly exist, led by Louis Bonaparte in the 1806-7 war. It participated in the occupation of Hessen-Kassel and Braunschweig and did not fight any battles before being broken up into detachments and placed under French command, sent to sieges such as that of Kolberg in the winter of 1807, and to Spain. That was not enough, in my opinion, to merit an independent army in the game.



# Kingdom of Italy


Minor Power


## Historical Parameters:


Client of: (1805-14): France

# Italian Army Tablet


## Infantry Units


Infantry (guard)  **19**


 **3**

 **5+**


6	5	4	3	2	1
---	---	---	---	---	---


Infantry (veteran or light)  **17**


 **3**

 **4+**

6	5	4	3	2	1
---	---	---	---	---	---

Infantry (conscript)  **14**


 **2**



 **4+**

6	5	4	3	2	1
---	---	---	---	---	---





### Cavalry and Artillery Units

**Guard Cavalry**  **20**


 




6	5	4	3	2	1
---	---	---	---	---	---


**Dragoons & Lt. Cav**  **17**






6	5	4	3	2	1
---	---	---	---	---	---




**Reserve Battery**  **14**

2	1	 <b>4+</b>	 
---	---	---	--

**Foot Battery**  **12**

2	1	 <b>4+</b>	
---	---	---	---


**Horse Battery**  **12**

2	1	 <b>4+</b>	 
---	---	---	--

## Italian Brigade List

**3** **Infantry Bde**

- 3-6 Infantry (*Any*)
- 0-1 Foot BTY



**1** **Cavalry Bde**

- 2-4 Dragoon or Lt. Cav
- 0-1 Guard Cav
- 0-1 Horse BTY

**Army Assets**

- 0-1 Foot BTY
- 0-1 Reserve BTY
- 0-1 *Sapeur*
- 0-1 *ADC*

**1**



# Kingdom of Naples


Minor Power


## Historical Parameters:


Client of: (1806-14): France

# Neapolitan Army Tablet


## Infantry Units


**Infantry (guard)**  **14**


 **2**

 **4+**


6	5	4	3	2	1
---	---	---	---	---	---


**Infantry (line or light)**  **12**


 **2**

 **3+**

6	5	4	3	2	1
---	---	---	---	---	---

**All Infantry (1813-15)**  **10**


 **2**


 **3+**

5	4	3	2	1
---	---	---	---	---





### Cavalry and Artillery Units

**Guard Cavalry**  **15**







6	5	4	3	2	1
---	---	---	---	---	---


**Cavalry**  **12**






5	4	3	2	1
---	---	---	---	---




**Reserve Battery**  **14**

2	1	 4+	 
---	---	--	--

**Foot Battery**  **12**

2	1	 4+	
---	---	--	---


**Horse Battery**  **12**

2	1	 4+	 
---	---	--	--

## Neapolitan Brigade List

**2** **Infantry Bde**

- 3-6 Infantry (*Any*)
- 0-1 Foot BTY



**1** **Cavalry Bde**

- 2-3 Cavalry
- 0-2 Guard Cav
- 0-1 Horse BTY

**Army Assets**

- 0-1 Foot BTY
- 0-1 Reserve BTY
- 0-1 *Sapeur*

**1**



# Kingdom of the Netherlands (1815)

Minor Power

## Historical Parameters:

Client of: (1815): Britain

## Dutch-Belgian Army Tablet & Brigade List

**Infantry** **15**

**3**

6	5	4	3	2	1
---	---	---	---	---	---

**Militia** **12**

**2**

6	5	4	3	2	1
---	---	---	---	---	---

**Cavalry** **15**

6	5	4	3	2	1
---	---	---	---	---	---

**Foot Battery** **10**

2	1
---	---

**4+**

**Horse Battery** **12**

2	1
---	---

**4+**

**3** **Infantry Bde**

- 2-3 Infantry
- 1-3 Militia
- 0-1 Foot BTY

**1** **Cavalry Bde**

- 2-3 Cavalry
- 0-1 Horse BTY

Army Assets: None





# Kingdom of Portugal


Minor Power



## Historical Parameters:

Client of: (1808-14): Britain


*No Independent Army*



## Portuguese Army Tablet & Brigade List

**Infantry (veteran)**  **17**


 **3** 



6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (conscript)**  **15**


 **3** 


6	5	4	3	2	1
---	---	---	---	---	---

**Caçadores**  **17**


 **3** 

6	5	4	3	2	1
---	---	---	---	---	---




**Cavalry**  **10**



5	4	3	2	1
---	---	---	---	---

**Foot Artillery**  **10**

2	1
---	---

**2** **Infantry Bde**

- 1-3 Infantry (*Any*)
- 0-1 Caçadore
- 0-1 Foot BTY

**Army Assets: None**



## Poland (Duchy of Warsaw)


Minor Power




### Historical Parameters:

Client of: (1807-13): France


## Polish Army Tablet




### Infantry Units

**Infantry (veteran)**  **18**

6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (conscript)**  **16**


6	5	4	3	2	1
---	---	---	---	---	---


This list addresses the army of the Duchy of Warsaw, not the Polish units in service with foreign armies (usually the French).

“Light Cavalry” refers to the hussar and chasseur regiments. It is a real stretch to permit the Polish cuirassier regiment to appear in this list, as it was technically on the French order of battle, but it’s not a totally implausible What If.





### Cavalry and Artillery Units


**Light Cavalry**  **17**




6	5	4	3	2	1
---	---	---	---	---	---


**Cuirassier**  **20**







6	5	4	3	2	1
---	---	---	---	---	---




**Lancer**  **21**









7	6	5	4	3	2	1
---	---	---	---	---	---	---




**Reserve Battery**  **14**

2	1		4+		
---	---	---	----	--	---

**Foot Battery**  **12**

2	1		4+	
---	---	---	----	---

**Horse Battery**  **12**

2	1		4+		
---	---	---	----	--	---

## Polish Brigade List

**3** **Infantry Bde**

3-6 Infantry (*Any*)

0-1 Foot BTY



**2** **Cavalry Bde**

2-3 Lancer

0-1 Light Cavalry

0-1 Horse BTY

**Army Assets**

0-1 Cuirassier (attach to Cav Bde only)

0-1 Foot BTY

0-1 Reserve BTY

**0-1 Sapeur**

**0-1 ADC**

**1**



# Saxony

Minor Power

## Historical Parameters:


**Client of:** (1805-6): Prussia



(1806-13): France

*Linear Doctrine* prior to 1810.


# Saxon Army Tablet



## Infantry Units

**Guard or Grenadier**  **15**


 **1** 



6	5	4	3	2	1
---	---	---	---	---	---

**Light Battalion**  **17**


 **3** 



6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (1805-7)**  **13**


 **1** 



6	5	4	3	2	1
---	---	---	---	---	---

**Infantry (1808-12)**  **14**

 **2** 

6	5	4	3	2	1
---	---	---	---	---	---

**All Infantry (1813)**  **12**

 **2** 

6	5	4	3	2	1
---	---	---	---	---	---


In 1813 all Saxon infantry would have the same ratings.


“Heavy Cavalry” represents the carabiniers (up to 1810), the cuirassiers, and the Garde du Corps, which (unlike most German units of that name) was not just an escort for the monarch.

“Light cavalry” represents the hussars, dragoons, and cheveaulegers. One regiment was converted to lancers in 1813 but the army was by then in such disarray that it’s not certain if they ever served.





### Cavalry and Artillery Units

**Light Cavalry**  **17**







6	5	4	3	2	1
---	---	---	---	---	---


**Heavy Cavalry**  **23**








7	6	5	4	3	2	1
---	---	---	---	---	---	---





**Foot Artillery**  **10**

2	1			
---	---	---	---	---

**Horse Battery**  **12**

2	1				
---	---	---	---	---	---

**Heavy Battery**  **12**


2	1				
---	---	---	---	--	---

## Saxon Brigade List

**2** **Infantry Bde (1806)**  
3-4 Infantry  
0-1 Foot BTY 

**1** **Grenadier Bde (1806)**  
3-6 Grenadier  
0-1 Foot BTY

**2** **Cavalry Bde (1806)**  
1-2 Light Cavalry  
0-2 Heavy Cavalry  
0-1 Horse BTY

**3** **Infantry Bde (1807-13)**  
3-6 Infantry  
0-1 Light battalion  
0-2 Guard or Grenadier  
0-1 Foot BTY 

**1** **Light Cavalry Bde (1807-13)**  
1-2 Light Cavalry  
0-1 Horse BTY

**1** **Heavy Cavalry Bde (1807-13)**  
1-2 Heavy Cavalry  
0-1 Horse BTY

**Army Assets**  
0-1 Foot BTY  
0-1 Heavy BTY  
0-1 *Sapeur*

**1**



# Sweden

Minor Power

## Historical Parameters:


**Client of:** (1805-7): Britain


(1813-15): Austria, Prussia, Russia


*Linear Doctrine* prior to 1810.

# Swedish Army Tablet


## Infantry Units


**Guard Infantry**  **16**


 **2**

 **4+**


6	5	4	3	2	1
---	---	---	---	---	---


**Värvade**  **14**


 **2**

 **4+**

6	5	4	3	2	1
---	---	---	---	---	---

**Indelta Infantry**  **12**

 **2**


 **3+**


6	5	4	3	2	1
---	---	---	---	---	---









### Cavalry and Artillery Units


**Life Guards**  **15**




6	5	4	3	2	1
---	---	---	---	---	---


**Reserve Battery**  **14**



2	1		4+		
---	---	---	----	--	---


**Indelta Cavalry**  **15**






6	5	4	3	2	1
---	---	---	---	---	---

**Foot Battery**  **12**

2	1		4+	
---	---	---	----	---


**Horse Battery**  **12**

2	1		4+		
---	---	---	----	--	---

## Swedish Brigade List

**1** **Guards Bde**  
 2-4 Guard Infantry  
 0-1 Foot BTY

**1** **Cavalry Bde**  
 2-3 Indelta Cavalry  
 0-1 Life Guards Cavalry  
 0-1 Horse BTY

**3** **Infantry Bde**  
 2-4 Indelta Infantry  
 0-2 Värvade  
 0-1 Foot BTY 

**Army Assets**  
 0-1 Foot BTY  
 0-1 *Sapeur*

**1**



# Westphalia

Minor Power

## Historical Parameters:

Client of: (1808-13): France

# Westphalian Army Tablet

## Infantry Units

**Guard Infantry (1808-12)** **16**

**2**

6	5	4	3	2	1
---	---	---	---	---	---

**Jäger Carabinier BN (1808-12)** **17**

**3**

6	5	4	3	2	1
---	---	---	---	---	---

**Line Infantry (1808-12)** **14**

**2**

6	5	4	3	2	1
---	---	---	---	---	---

**Light Battalion (1808-12)** **15**

**3**

6	5	4	3	2	1
---	---	---	---	---	---

**All Infantry (1813)** **12**

**2**

6	5	4	3	2	1
---	---	---	---	---	---


“Guard Infantry” refers to the grenadier battalion and the guard jäger battalion.



The Fusilier-Guard regiment (two battalions), created in late 1812, and all of the 1813 Guard and Light units would be identical in quality to the “All Infantry (1813)” units.

The original Westphalian cheveauleger-lancer unit was sent to Spain and never brigaded with other Westphalian units. The cheveauleger unit listed here can be used for the Guard unit as well. A second unit was created but replaced the first, meaning: there was never more than one in service at a time.







### Cavalry and Artillery Units


**Cuirassier**  **23**



 

7 6 5 4 3 2 1


**Reserve Battery**  **14**



2 1  4+  


**Cheveauleger**  **16**


 

6 5 4 3 2 1


**Foot Battery**  **12**




2 1  4+ 

**Hussar**  **15**



6 5 4 3 2 1

**Horse Battery**  **12**

2 1  4+  

## Westphalian Brigade List

**1** **Guard Bde**


- 1-2 Guard Infantry
- 1 Jäger Carabinier BN
- 0-1 Light Battalion
- 0-1 Foot BTY

**1** **Cavalry Bde**

- 0-1 Cheveauleger
- 1-2 Hussar
- 0-1 Horse BTY

**2** **Infantry Bde**

- 3-5 Line Infantry
- 0-1 Light Battalion
- 0-1 Foot BTY



**Army Assets**

- 0-1 Reserve BTY
- 0-1 *Sapeur*
- 0-1 *ADC*

**1**

**1** **Cuirassier Bde**

- 1-2 Cuirassier
- 0-1 Horse BTY



# Württemberg

Minor Power

## Historical Parameters:

Client of: (1806-13): France

(1814): Austria, Russia, Prussia

## Württemberg Army Tablet & Brigade List

**Infantry** **16**

**2**

**4+**

6 5 4 3 2 1

**Light Battalion** **17**

**3**

**4+**

6 5 4 3 2 1

**Infantry (1813)** **12**

**2**

**3+**

6 5 4 3 2 1

**Cavalry** **17**

**5+**

6 5 4 3 2 1

**Foot Battery** **12**

2 1 **4+** **6**

**Horse Battery** **12**

2 1 **4+** **6**

**2** **Infantry Bde**

3-6 Infantry

0-1 Light Battalion

0-1 Foot BTY

**1** **Cavalry Bde**

2-3 Cavalry

0-1 Horse BTY

**Army Assets**

0-1 Foot BTY

0-1 *Sapeur*

0-1 *ADC*

**1**

“Cavalry” represents the four regiments of cheveaulegers and mounted jägers, plus the guard cavalry regiment. As with the infantry, there is no obvious indication that guard units were superior in performance to Württemberg line units, all of whom were respected as solid troops until 1813.





### All of the Unit Ratings are Wrong

Giving wargame values to historical units is almost a hobby unto itself. For the Napoleonic Wars we are largely dependent upon two metrics: the performance of a unit in battle (as recorded by regimental histories, dispatches, and memoirs), and the training and doctrine that a unit was expected, on paper, to demonstrate. Hobbyists have acted as if they were dealing with objective data when they applied game values to historical units. In truth we are making educated guesses from an historical record that is, at best, extremely patchy.

No two battles are alike. And no two units experience exactly the same battle. If one Type-X unit performs well in one battle, that doesn't mean that all Type-X units perform well in all battles. For that matter, "performing well" is not an objective standard; it is an impression based upon limited information and reached long after the fact, perhaps expressed in one or two memoirs or evaluated by historians living in a different century.

The practical impact of differences in training and doctrine is hazy at the best of times. For example, many armies had "Light Battalions" that were allegedly specialized for open order in rough terrain or skirmishing, yet — aside from truly specialized units like riflemen — there are relatively few examples of "light" units performing differently from "line" units in the same circumstances. We can take the historical *intention* at its word, that such units were better at skirmishing, but what exactly "better skirmishing" might mean is anybody's guess. Nobody ever attempted to quantify the effectiveness of one unit's skirmishing vis-à-vis another's. We have only impressions, most of which are idiosyncratic.

The same is true with "Guard" units. The guards were often prioritized for recruiting or supply, which might have resulted in better performance, but it's usually impossible to measure that performance in any objective way. We can make the same argument about various sorts of cavalry. If you were an infantryman, standing in your square and watching the approach of enemy horsemen, would you really notice any appreciable difference between Saxon hussars and Saxon chevaualegers?

Our opinions are often driven by famous memoirs. The exploits of the 23rd Chasseurs were immortalized by their commander and many games treat them as an elite unit. Were they really so great? Or is it that few other Chasseur regiments had the good fortune to have a popular book written by their commander, extolling their virtues? It is rare to find a memoir that says, "My regiment was a bunch of incompetent clowns." The nature of these remembrances is romantic and heroic. Few veterans wanted to disparage their old comrades.

Nor do dispatches provide us with much quantifiable data. If the general reported that the third grenadiers covered themselves in glory in a given action, that doesn't mean that he observed all the units equally, under similar circumstances, and that they were the best. It simply means that they caught his attention on that day. Does that observation mean that the third was elite and performed that way in every battle? Does it mean that all grenadiers could perform just as well? Does it mean that we should rate them better than the enemy troops they opposed on that day, in that particular place, given all the variables of terrain, leadership, visibility, and the interactions of other units on both sides? Perhaps it means that the king's nephew was the battalion's executive officer and it was important to praise his unit.

Nobody would make real-world evaluations this way. If you and I were stopped at a traffic light, and my red 2018 Honda Accord pulled away faster than your blue 2017 Volkswagen Jetta, should we rate all Accords as faster than Jettas? Or just the red ones? Or just the 2018 models? If it happens twice, does it mean that red cars are generally faster than blue cars? Or that Japanese cars are faster than German cars? Or does it mean that I am an elite driver, or at least demonstrably faster than you? All of that can easily be dismissed as silly, yet those are the sort of guesstimates we make when we create ratings for wargame units.

Lest anyone think I'm just too lazy to do research, let me offer an example. I spent seven years researching and writing a book about Westphalia. I visited seven German archives to look at the original documents. I read every Westphalian memoir that survived (over 120 of them). I considered every instance of the Westphalian army in combat. Yet I cannot justify rating their guard, line, and light infantry differently from one another. No action in the field merits such a blanket statement, no observation from any third party exists to say, "Those guardsmen fought better than their peers in the line in the following comparable circumstances...." None of the memoirs from the light battalions indicate that they performed differently from their colleagues in the line regiments. But I know that in a wargame we expect these differences to be present, for that famous and ill-defined "historical flavor" that everybody wants. So I made them different. I'll be the first to admit that there was no historical reason to do so, but I knew that people would want and expect it.

Games are driven by numbers: everything needs to be assigned a value. If you object to the numbers, the "Open Architecture" system permits you to change them without breaking the game. If you think your favorite dragoon regiment merits a better rating, just make it so. You're probably not wrong.



# The Open Architecture System

The values assigned to units adhere to certain rules, which in turn determine the units' cost in points. This section explains how that works, so that — if you desire — you can change those values and adjust unit costs accordingly.

## Infantry Values

There are six basic levels of infantry. You can think of them as spanning from the very best elite units to the most hastily-raised militiamen. Each level has a track and resolve number, as shown on the left, and a basic cost in points.

This basic cost is then modified, as shown on the right, for traits and other unit values. For example, a unit with a skirmish value of 1 reduces its basic cost by one point.

<i>Infantry Levels</i>	<i>Points</i>	<i>Traits and Values</i>																								
7 6 5 4 3 2 1	20	<table border="1"> <tr> <td></td> <td>Rifles</td> <td>+2</td> </tr> <tr> <td></td> <td>SK value 3</td> <td>+1</td> </tr> <tr> <td></td> <td>SK value 1</td> <td>-1</td> </tr> <tr> <td></td> <td>Attack Columns</td> <td>+1</td> </tr> <tr> <td></td> <td>Resilient</td> <td>+1</td> </tr> <tr> <td></td> <td>Rapid Fire</td> <td>+2</td> </tr> <tr> <td></td> <td>Weak Fire</td> <td>-2</td> </tr> <tr> <td></td> <td>Rabble</td> <td>-1</td> </tr> </table>		Rifles	+2		SK value 3	+1		SK value 1	-1		Attack Columns	+1		Resilient	+1		Rapid Fire	+2		Weak Fire	-2		Rabble	-1
	Rifles		+2																							
	SK value 3		+1																							
	SK value 1		-1																							
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	Resilient		+1																							
	Rapid Fire	+2																								
	Weak Fire	-2																								
	Rabble	-1																								
6 5 4 3 2 1	18																									
6 5 4 3 2 1	16																									
6 5 4 3 2 1	14																									
6 5 4 3 2 1	12																									
5 4 3 2 1	10																									

**Foot Regiment (veteran)** 20

6

5

4

3

2

1

Consider this British infantry unit. The basic points cost of its track and resolve number is 16. To that we must add +1 for the skirmish value of (3); then add +2 for the *Rapid Fire* trait; then add +1 for the *Resilient* trait. The unit's total points cost is: 20.









### Cavalry Values




There are five basic levels of cavalry. Again, the cost of each is modified by certain traits or values.




<i>Cavalry Levels</i>	<i>Points</i>
7 6 5 4 3 2 1 	20
6 5 4 3 2 1 	17
6 5 4 3 2 1 	15
5 4 3 2 1 	12
5 4 3 2 1 	10

<i>Traits and Values</i>		
	Shock CAV	+3
	Lancers	+1
	Cavalry Skirmishers	+1
	Resilient	+1

### Artillery Values

The basic cost of an artillery unit is determined by its firepower values. That can be modified by certain traits. Note that a To Hit Number (TH#) of 4+ is "normal" for artillery and therefore a 5+ is "poor" and subtracts 2 points from the unit cost.

<i>Firepower</i>	<i>Points</i>
	15
	12
	10

<i>Traits and Values</i>		
	Heavy ART	+2
	Poor TH#	-2
	Horse ART	+2





### **All of the Point values are Wrong, too**

*The general principle behind the point values is that the best units should be worth about double what the worst units are, mutatis mutandis. This isn't linked to any sort of historical evidence (if you're not sure what I think about the applicability of historical evidence to unit values, see page 59 of this document). Rather, it expresses a goal that games need to fit within certain constraints of size, and need to be cheez-proofed against power gamers who will seek to exploit the system to create unbeatable armies. For example, although we might think that an Old Guard battalion was really worth three Spanish militia battalions rather than two, we have to consider whether an army of ten Old Guard battalions has a chance against an army of thirty Spanish militia battalions. Unlike real battles, wargames are supposed to be fair. And very much unlike an historical commander, you have the ability to choose the troops you command. Those two contradictory mandates have to be controlled by a system of limitations, the goal of which is to provide good games.*

*That's why the Rabble trait, which is fairly devastating, costs only -1 point: it's only ever attached to units that are already very inexpensive because they're so poor in all other respects. In other words, we're considering the entire picture of army and scenario creation and seeking a balance at that level.*

*Napoleonic games have typically created dramatic differences between "levels" of units and applied those differences across the spectrum of a unit's performance. If grenadiers were better than musketeers, then they were better at rallying, better at shooting, better at fighting, better at reacting to enemy attacks by changing formation or intercepting, or whatever the rules permitted. Lasalle is much more miserly with regard to rewarding benefits to "better" quality units, and the differences between levels are less profound and more incremental.*

*Many playtesters, for example, wanted Guard units to have a better chance to resist an enemy cavalry charge even if the Guards were caught in a March formation or attacked on the flank. Or they wanted elite units to get an exception such as ignoring the complication for a difficult move or formation change, and so on.*

*I don't believe that there were any magic beans in a Guardsman's uniform. The differences were not simply because of experience or esprit in the ranks, but also because of additional resources allocated to elite units. Whenever possible, I have left that sort of decision to you. For example, if you want your Guard division to perform better, purchase Sapeurs and ADCs for it, which would reflect the sort of assets more likely to be devoted to the elites and will give your troops an historically-relevant boost in performance. On the other hand, if you **don't** purchase those sorts of assets, your Guardsmen will not compensate for your neglect of their prestige and well-being.*

*I have my doubts about the utility of the "elite" or "guard" status in any event. Elite units were typically held in reserve and released late in the battle, preferably against enemies who had already been worn-down by hours of fighting. In other words, a smart commander stacked the deck in favor of his reserve troops. No wonder their performance often looked good. This rarely happens in wargames, as all units begin the game fresh and go hurtling into combat with each other at the first opportunity.*

### **Regarding the Use of the Word "Conscript"**

*Modern conscription began with the French Revolution, but Lasalle's use of the term is a reference to inexperienced or hastily-trained troops, not to any particular means of recruitment. Every man in your army might have been conscripted but some of them might be veterans.*



## A Sample Order of Battle

### The Division of General Johannes Adelbrecht von Schlümpff

This 300-point army is drawn from the 1806 campaign. It is a Prussian division that I envision to be a sort of avant-garde force like that of the ill-fated Prince Louis Ferdinand. We will be using the *Linear Army* advanced rule and thus concentrating on firepower and high-quality units to compensate for our problems with mobility and skirmishing. I am staying close to the historical parameters in all cases but not going to the trouble of naming my regiments, as I don't feel like painting all the right cuffs and facings!

#### von Klumpen's Brigade (122 pts)

*(This is an essential brigade.)*

2 Grenadier BNs at 21 pts. each.

4 Musketeer BNs at 17 pts. each.

1 Field Artillery at 12 pts.



#### Avant-Garde Brigade (104 pts)

*(This is an organic brigade.)*

2 Fusilier BNs at 18 pts. each.

2 Musketeer BNs at 17 pts. each.

1 Hussar Regt at 20 pts.

1 Horse Artillery at 14 pts.

#### Rossmann's Brigade (74 pts)

*(This is a reserve brigade.)*

3 Dragoon Regts at 20 pts. each.

1 Horse Artillery at 14 pts.

I'm fairly happy with this order of battle. I have a total of ten high-quality infantry battalions and can out-shoot nearly any opponent. If the scenario requires my heavy cavalry brigade (Rossmann) to start off-table, at least I have one hussar regiment in the Avant-Garde brigade so that I won't be totally pinned by enemy horse. This is a defensive army, to be sure, as I'll likely be out-MO'ed every turn.

I would have preferred, purely for the sake of color, to make the cavalry brigade a Saxon foreign contingent, but I couldn't quite make the points add up the way I wanted.

At exactly 300 points, I can't make any additions, but if I had a few more points I'd love to have a Schützen unit (army assets) to deploy as sharpshooters. And I'd upgrade the field artillery to heavy, in case I ever have to soften-up an enemy in a town.

But, as a famous man said, "You go to war with the army the king gave you."