

Kugelhagel

Napoleonic Army Lists

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Inhalt

Specific Army Lists for the Napoleonic Wars	3
Austria/Hungary	4
Bavaria	6
Brunswick.....	7
Duchy of Warsaw.....	9
Dutch / Belgian.....	11
Britain.....	13
France	15
Portugal	19
Prussia	20
Russia	23
Saxony	27
Schwede	29
Spain.....	31
Wurttemberg.....	33

Specific Army Lists for the Napoleonic Wars

Many players prefer army lists to ensure a balanced game between roughly equally strong armies. This is why they are included in this rulebook. However, this shouldn't prevent anyone from foregoing the army organization dictated by these lists for a game among friends and simply having an entertaining evening with the troop types they would like to field.

Generally, a brigade must consist of at least three standard units in a closed formation. This allows the army's break point to be clearly determined. Furthermore, the army must consist of at least 50% infantry and cavalry units in a closed formation.

For every three standard units of infantry in a closed formation, one unit of foot artillery may be fielded, and for every three standard units of cavalry in a closed formation, one unit of horse artillery may be fielded.

A maximum of one infantry brigade and one cavalry brigade may consist of guard units. For each Guard Brigade, two standard brigades must be deployed. Guard Brigades always begin the game in reserve, unless the scenario rules specify otherwise.

In addition, it is possible to assign individual Guard units to the brigades on the field, but the key of two standard units per Guard unit applies here as well.

Brigades may generally be mixed, meaning they may contain infantry, cavalry, and artillery.

In principle, each nation may field commanders according to the overview below.

Division Commander	1 for two or more Brigades	Two Jokers 0 pts Three Jokers 20 pts
Brigade Commander	1 for each Brigade	One Joker 0 pts Two Jokers 10 pts

Example unit table

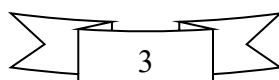
Line infantry Bataillon				150 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, square
Muskets				

All units have individual stats that reflect their abilities during the game. The name row indicates the unit's name, the maximum number of identical units in play, and the point cost for a unit of that type. The **Firepower** and Close Combat columns indicate how many dice the unit can shoot or fight with in the respective phase.

The **Toughness** column indicates how many casualties the unit can suffer before becoming exhausted. In our example, the unit becomes exhausted after the third unprevented casualty.

The **Saving Roll** column indicates the unit's saving throw, i.e., how easily it can prevent casualties—here, all unmodified dice rolls of four or more.

Finally, only the columns for the unit's **armament** and **special rules** remain. This column indicates which firearms the unit is equipped with, if any, and which special rules it has. It also indicates whether the unit is a standard troop or a skirmisher.



Austria/Hungary

Line infantry units, Jaeger units, and cavalry units may be upgraded to veteran units for 25 points per units.

They may not form more than one infantry and one cavalry brigade.

Infantry

Grenadier units

190 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	4	3+	Closed formation, Standard, Square, Veterans, Cautious
Muskets				

Line infantry units

170 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	4	4+	Closed formation, Standard, Square, Cautious
Muskets				

Landwehr units

150 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	4	4	4+	Closed formation, Standard, Square, Cautious
Muskets				

Grenz infantry units

165 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	4	3	4+	Closed formation, Standard, Skirmish formation, Snipers
Muskets				

Jaeger units

125 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, Skirmishers, Snipers
Muskets				

Cavalry

Cuirassier units

235 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	9	4	3+	Closed formation, Standard, Cautious, Schock Cavalry +D3

Dragoon units**195 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	4	4+	Closed formation, Standard, Cautious, Schock Cavalry +1

Chevauleger units**195 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	4	4+	Closed formation, Standard, Cautious, Schock Cavalry +1

Uhlán units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	4	4+	Closed formation, Standard, Cautious, Lancers

Hussar units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Howitzer horse artillery units**80 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Indirect fire
Howitzer				

Bavaria

For every two units of line infantry, one unit of light infantry may be deployed.

A maximum of one unit of light infantry, two units of line infantry, and one unit of cavalry may be upgraded to veterans for 25 points each.

For every four standard infantry units, one foot artillery unit may be deployed.

At least two cavalry units must be deployed before the mounted artillery unit may be deployed.

Infantry

Light Infantry units				maximum 6	170 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Square, Snipers, Skirmish formation	
Muskets					

Line infantry units					150 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Square	
Muskets					

Cavalry

Dragoon/ Chevauleger units				maximum 6	185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Schock Cavalry +1	

Artillery

Foot artillery units					115 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+		
Canon					

Howitzer foot artillery units					90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+	Indirect fire	
Howitzer					

Horse artillery units					90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	5+		
Canon					

Brunswick

A total of only two artillery units may be deployed: one on foot and one mounted. The deployed artillery units may be equipped with either cannons or howitzers.

Cavalry brigades only require two cavalry units to field a unit of mounted artillery.

Infantry

Leib infantry unit

maximum 1

180 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	3+	Closed formation, Standard, Square, Skirmish formation, Veterans
Muskets				

Line infantry units

maximum 3

150 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Square
Muskets				

Light infantry units

maximum 3

160 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Square, Skirmish formation
Muskets				

Jaeger unit

maximum 1

125 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, Skirmishers, Snipers
muskets				

Avantgarde Jaeger unit

maximum 1

130 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, Skirmishers, Snipers
rifles				

Cavalry

Uhlán unit				maximum 1	180 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	7	3	4+	Closed formation, Standard, Lancers	

Hussar unit				maximum 1	185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous	

Artillery

Foot artillery units				maximum 1	115 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+		
Canon					

Howitzer foot artillery units				maximum 1	90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+	Indirect fire	
Howitzer					

Horse artillery units				maximum 1	90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	5+		
Canon					

Howitzer horse artillery units				maximum 1	80 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	5+	Indirect fire	
Howitzer					

Duchy of Warsaw

Infantry units and cavalry units may be upgraded to veteran units for 25 points each per unit.

They may not form more than one infantry and one cavalry brigade.

Only one cuirassier unit or one Krakusen units may be deployed, not both units at the same time.

Infantry

Line infantry units

180 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	4	4+	Closed formation, Standard, Square
Muskets				

Cavalry

Cuirassier unit

maximum 1

230 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	9	3	3+	Closed formation, Standard, Schock Cavalry +D3

Hussar units

maximum 2

190 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous

Krakusen unit

maximum 1

200 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	3	4+	Closed formation, Standard, Lancers, Impetuous

Uhlán units

180 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Lancers

Mounted Jaeger

maximum 3

170 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Dutch / Belgian

Cavalry units may be upgraded to veteran units for 25 points per unit. No more than one cavalry brigade may be formed.

Dutch/Belgian units may be deployed as allies in British armies, where they may form mixed brigades.

Infantry

Line infantry units

140 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Square, Cautious
Muskets				

Light infantry units

150 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Skirmish formation, Square, Cautious
Muskets				

Militia units

125 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Square, Cautious
Muskets				

Cavalry

Carabiner units

maximum 3

185 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	3	4+	Closed formation, Standard, Schock Cavalry +1

Light Dragoons units

maximum 2

160 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard

Hussar units

maximum 2

185 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Howitzer horse artillery units**80 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Indirect fire
Howitzer				

Britain

Line infantry units, light infantry units, and Highland infantry units may be upgraded to veteran units for 25 points per unit. They may not form more than one brigade.

Infantry

Guard infantry units

maximum 3

200 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	3+	Closed formation, Standard, Square, First Volley, Veterans
Muskets				

Line infantry units

155 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Square, First Volley
Muskets				

Highland infantry units

maximum 4

175 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, First Volley, Impetuous, Square
Muskets				

Light infantry units

maximum 5

165 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, First Volley, Skirmish formation, Square
Muskets				

Rifles units

maximum 2

150 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, Skirmishers, Snipers, Veterans
Rifles				

Cavalry

Dragon guard units				maximum 3	205 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	9	3	4+	Closed formation, Standard, Schock Cavalry +1	

Heavy dragoon units				maximum 6	195 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Schock Cavalry +1, Head on	

Light dragoon units					170 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	7	3	4+	Closed formation, Standard, Head on	

Hussar units				maximum 4	195 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous, Head on	

Artillery

Foot artillery units					115 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+		
Canon					

Howitzer foot artillery units					90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+	Indirect fire	
Howitzer					

Horse artillery units					90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	5+		
Canon					

Howitzer horse artillery units					80 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	5+	Indirect fire	
Howitzer					

France

Line infantry units and light infantry units, as well as cavalry units, may be upgraded to veteran units for 25 points per unit.

They may not form more than one infantry and one cavalry brigade.

Infantry

Guard grenadier units				maximum 3	230 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, old Grumblers, Veterans, Stubborn	
Muskets					

Guard Chasseur units				maximum 3	210 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, old Grumblers, Veterans	
Muskets					

Guard units middle guard				maximum 2	190 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, Veterans	
Muskets					

Guard units young guard				maximum 4	180 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Square, Veterans	
Muskets					

Line infantry units					150 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Square	
Muskets					

Light infantry units					160 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Skirmish formation, Square	
Muskets					

Cavalry

Grenadier a Cheval unit				maximum 1	240 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	10	3	4+	Closed formation, Standard, Schock Cavalry +D3, Veterans	

Empress dragoons guard unit				maximum 1	225 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Schock Cavalry +D3, Veterans	

Dutch / Polish guard lancer units				maximum 2	210 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Lancer, Veterans	

Guard Chasseur a cheval unit				maximum 1	225 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	7	3	4+	Closed formation, Standard, Scouts, impetuous, Veterans	

Cuirassier units					230 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	9	3	3+	Closed formation, Standard, Schock Cavalry +D3	

Carabiner units				maximum 2	230 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	9	3	3+	Closed formation, Standard, Schock Cavalry +D3	

Dragoon units					185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Schock Cavalry +1	

Lancer units**180 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Lancer

Hussar units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous

Chasseur a cheval units**170 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Howitzer horse artillery units**80 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Indirect fire
Howitzer				

Guard foot artillery unit

maximum 1

140 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Veterans
heavy Canons				

Guard howitzer foot artillery unit

maximum 1

115 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect Fire Veterans
Howitzer				

Horse guard artillery unit

maximum 1

115 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Veterans
Canon				

Horse guard howitzer artillery unit

maximum 1

105 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Indirect Fire Veterans
Howitzer				

Portugal

Infantry units and cavalry units may be upgraded to veteran units for 25 points per unit. They may not form more than one infantry and one cavalry brigade.

Portuguese units may be deployed as allies in British armies, where they may form mixed brigades.

English units may be deployed as allies in Portuguese armies, where they may form mixed brigades. However, if more than half of the brigade consists of British units, it must be led by a British brigade commander. They receive an additional free joker, which they may only use for British units.

Infantry

Line infantry units

150 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Square
Muskets				

Cazadores

140 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, First Volley Skirmishers, Snipers
Rifles				

Cavalry

Light dragoon units

150 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Cautious

Artillery

Foot artillery units

115 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units

90 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Prussia

Prussian line infantry brigades always consist of two musketeer units and one fusilier unit.
Line musketeer units and fusilier units may be upgraded to veteran units for 25 points per unit.
They may not form more than one brigade.

Infantry

Line musketeer units

150 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Square
Muskets				

Line fusilier units

160 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Square, Skirmish formation
Muskets				

Landwehr units

135 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	5	3	4+	Closed formation, Standard, Square, Cautious
Muskets				

Jaeger units

125 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, Skirmishers, Snipers
Muskets				

Lutzow Jaeger units

maximum 1

160 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, Skirmishers, Snipers, Old Grumblers, First Volley
Rifles				

*Cavalry***Cuirassier units****215 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	9	3	4+	Closed formation, standard, shock cavalry +D3

Dragoon units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	3	4+	Closed formation, Standard, Shock Cavalry +1

Uhlán units**180 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Lancers

Landwehr cavalry units**160 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Lancers, Cautious

Hussar units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Howitzer horse artillery units**80 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Indirect fire
Howitzer				

Russia

Line grenadier, musketeer, and chasseur units, as well as cavalry units, may be upgraded to veteran units for 25 points per unit.

They may not form more than one infantry and one cavalry brigade.

In addition to the artillery units permitted by the standard units, up to six artillery units may be acquired and combined into an artillery brigade.

Infantry

Guard grenadier units				maximum 3	230 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, Stubborn, old Grumblers, Veterans	
Muskets					

Guard jaeger units				maximum 3	220 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, Stubborn, Skirmish formation, old Grumblers, Veterans	
Muskets					

Line grenadier units					190 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	4+	Closed formation, Standard, Square, Stubborn	
Muskets					

Line musketeer units					170 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Square, Stubborn	
Muskets					

Jaeger units					180 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	5	3	5+	Closed formation, Standard, Square, Stubborn, Skirmish formation	
Muskets					

Militia units					150 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	4	4	4+	Closed formation, Standard, Square, Stubborn Cautious	
Muskets					

Cavalry

Guard cuirassier units				maximum 2	225 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	10	3	4+	Closed formation, Standard, Schock Cavalry +D3	

Guard Dragoon unit				maximum 1	200 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Schock Cavalry +D3	

Guard Uhlan unit				maximum 1	185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Lancers	

Guard hussar unit				maximum 1	200 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	7	3	4+	Closed formation, Standard, Scouts, impetuous	

Guard Cossack unit				maximum 1	220 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	7	3	4+	Closed formation, Standard, Lancers, Scouts, impetuous	

Cuirassier units					230 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	9	3	3+	Closed formation, Standard, Schock Cavalry +D3	

Dragoon units					185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Schock Cavalry +1	

Uhlán units**180 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard, Lancers

Hussar units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous, für +20 Points Lancers

Mounted Jaeger**170 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts

Cossack units**215 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	5+	Closed formation, Standard, Lancers Scouts, Impetuous, Rebel cry, Get out of Here

Irregular Cossack units**150 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	3	2	5+	Open formation, Small, Lancers Scouts, Rebel cry, Get out of Here

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Howitzer horse artillery units**80 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Indirect fire
Howitzer				

Mounted Cossack artillery units**80 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Get out of here
Canon				

Guard foot artillery units**140 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Veterans
Heavy Canon				

Guard horse artillery units**115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	Veterans
Canon				

Saxony

For every two units of line infantry, one unit of light infantry may be deployed.

A maximum of one unit of light infantry, two units of line infantry, and one unit of cavalry may be upgraded to veterans for 25 points each.

For every four standard infantry units, one foot artillery unit may be deployed.

At least two cavalry units must be deployed before the mounted artillery unit may be deployed.

Infantry

Leib guard grenadier unit				maximum 1	210 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, Veterans, Stubborn	
Muskets					

Light infantry units				maximum 2	160 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Square, Skirmish formation	
Muskets					

Line infantry units				maximum 8	150 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Square	
Muskets					

Jaeger unit				maximum 1	125 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	3	2	4+	Open formation, Small, Skirmishers, Snipers	
Muskets					

Cavalry

Leib Guard cuirassier unit				maximum 1	250 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	9	3	3+	Closed formation, Standard, Schock Cavalry +3, Stubborn	

Garde du Corps unit				maximum 1	215 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	10	3	4+	Closed formation, Standard, Schock Cavalry +3	

Cuirassier regiment Zastrow				maximum 1	250 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	9	3	4+	Closed formation, Standard, Schock Cavalry +3, Impetuous	

Chevaulegere units				maximum 4	185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Schock Cavalry +1	

Hussar unit				maximum 1	185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous	

Artillery

Foot artillery units					115 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	4+		
Canon					

Horse artillery units					90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	1	2	5+		
Canon					

Schwede

Line infantry units, chasseurs, and cavalry units may be upgraded to veteran units for 25 points per unit.

They may not form more than one infantry and one cavalry brigade.

Infantry

Guard grenadier units

maximum 3

230 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	4	3+	Closed formation, Standard, Square, old Grumblers, Veterans, Stubborn
Muskets				

Line infantry units

150 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
3	6	3	4+	Closed formation, Standard, Square
Muskets				

Jaeger units

125 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	3	2	4+	Open formation, Small, Skirmishers, Snipers
Muskets				

Cavalry

Guard cuirassier unit

maximum 1

250 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	9	3	3+	Closed formation, Standard, Schock Cavalry +D3, Veterans

Guard dragoon unit

maximum 1

230 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	3	4+	Closed formation, Standard, Schock Cavalry +D3, Veterans

Dragoon units

185 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	3	4+	Closed formation, Standard, Schock Cavalry +1

Hussar units**185 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts, Impetuous

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Spain

Infantry units and cavalry units may be upgraded to veteran units for 25 points each per unit. They may not form more than one infantry and one cavalry brigade.

Spanish units may be deployed as allies in British armies, where they may form mixed brigades.

Guard battalions may not be deployed as allies.

English units may be deployed as allies in Spanish armies, but they may only be deployed as a separate, purely British brigade.

Infantry

Guard infantry units				maximum 2	220 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, Veterans, old Grumblers, Cautious	
Muskets					

Grenadier units				maximum 4	190 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, Veterans, Cautious	
Muskets					

Line infantry units					170 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	4+	Closed formation, Standard, Square, Cautious	
Muskets					

Militia units					150 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	4	4	4+	Closed formation, Standard, Square, Cautious	
Muskets					

Light infantry units				maximum 3	125 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	3	2	4+	Open formation, Small, Skirmishers, Snipers	
Muskets					

Guerillas				maximum 1 per Infantry brigade	125 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	3	2	5+	Open formation, Small, Skirmishers, Ambush	
Muskets					

Cavalry

Guard dragoon units				maximum 2	200 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Cautious, Schock Cavalry +D3	

Dragoon units				175 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	3	4+	Closed formation, Standard, Cautious, Schock Cavalry +1

irregular Lancer units				maximum 2	185 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	5	3	5+	Closed formation, Standard, Scouts, Ambush, Lancers	

Artillery

Foot artillery units				115 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units				90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units				90 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				

Wurtemberg

For every three units of line infantry, one unit of light infantry may be deployed.

A maximum of one unit of light infantry, two units of line infantry, and one unit of cavalry may be upgraded to veterans for 25 points each.

For every four standard infantry units, one foot artillery unit may be deployed.

At least three cavalry unit must be deployed before the mounted artillery unit may be deployed.

Infantry

Royal Foot Guard Leib grenadier unit				maximum 1	210 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	4	3+	Closed formation, Standard, Square, Veterans, Stubborn	
Muskets					

Light infantry units				maximum 4	170 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard Square, Snipers, Skirmish formation	
Muskets					

Line infantry units					150 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
3	6	3	4+	Closed formation, Standard, Square	
Muskets					

Jaeger units				maximum 2	130 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
2	3	2	4+	Open formation, Small, Skirmishers, Snipers	
Rifles					

Cavalry

Garde du Corps unit				maximum 1	225 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	10	3	4+	Closed formation, Standard, Schock Cavalry +D3	

Leibjaeger guard unit				maximum 1	200 points
Firepower	Melee value	Toughness	Saving Roll	Special Rules	
-	8	3	4+	Closed formation, Standard, Schock Cavalry +D3	

Chevauleger units

maximum 2

185 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	8	3	4+	Closed formation, Standard, Schock Cavalry +1

Dragoon units

maximum 2

170 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	7	3	4+	Closed formation, Standard

Mounted Jaeger units

maximum 2

170 points

Firepower	Melee value	Toughness	Saving Roll	Special Rules
-	6	3	4+	Closed formation, Standard, Scouts

*Artillery***Foot artillery units****115 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	
Canon				

Howitzer foot artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	4+	Indirect fire
Howitzer				

Horse artillery units**90 points**

Firepower	Melee value	Toughness	Saving Roll	Special Rules
2	1	2	5+	
Canon				