

# *Valour & Fortitude* *Army Sheet Compendium*



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Marco

## INTRODUCTION

Welcome to the first compendium to the *Valour & Fortitude* rules. It was just over a year ago that we published the second edition of *Valour & Fortitude* in *Wargames Illustrated*. In the last twelve months we've added numerous new army sheets to the game, so that they now cover most of the armies that took part in the Napoleonic wars, as well as armies from several other conflicts. This supplement includes the army sheets we've brought out for the American Civil War and Franco-Prussian War, plus two brand-new and never-seen-before army sheets covering the First Carlist War.

The American Civil War was one of the most important conflicts of the 19th Century, and a wargaming period that is only surpassed by Napoleonic battles and World War Two in its popularity. Ideating the representation of post-Napoleonic Wars technology was challenging; luckily for me, John Simmons lent his encyclopaedic knowledge of the period to the effort. The result is a pair of army sheets that demonstrate the revolutionising impact that new weaponry, like rifled muskets and sophisticated artillery, had on battle methods.

The Franco-Prussian War of 1870-1871 was another fascinating conflict. Even though it was fought only a few years after the American Civil War, it saw the introduction of breech-loading rifles, machine-guns, and modern breech-loading artillery. It was a highly asymmetrical conflict, with the French benefiting from having longer-ranged Chassepot rifles, and the Prussians from their revolutionary Krupp artillery. For *V&F*, it took a considerable amount of fine-tuning to reflect the benefits of the new types of weaponry without over-stating its impact.

The First Carlist War is a more obscure conflict. It took place from 1833 to 1840, and was fought between the conservative Carlists and the more progressive Isabelinoes. Both sides used uniforms, weapons, and tactics very similar to those used in the Napoleonic Wars, but several factors made the conflict a unique one. The Carlist armies came from quite mountainous regions, and primarily used light infantry tactics. Although they were led by some exceptional commanders, they were hindered by a severe lack of ammunition, and infantry units often went into combat with fewer than half a dozen rounds of ammunition each. The Isabelinoes fielded a more conventional army, and had somewhat less inspired leadership, but benefited from the support of British, French, and Portuguese troops. All in all, it is a colourful and unusual conflict that featured many of the characteristics of the Spanish Civil War fought a century later.

When taken together, the six army sheets included here show how warfare evolved and changed from the Napoleonic period through to the Franco-Prussian War, however, these army sheets form just the tip of the iceberg. If you visit the Perry Miniatures website, you'll find army sheets for the War of the Triple Alliance, fought in South America in the 1860s, for the American War of Independence (or the Revolutionary War as our American friends call it), and for new Napoleonic armies, such as the Ottomans and Prussian armies of 1806-1807. We're being helped in this by the sterling efforts of the players that are part of the *Valour & Fortitude* - Gamers Group page on Facebook. Not only have they provided vital feedback on the army sheets we've already put out, but several of them have taken the plunge and are coming up with army sheets of their own. I recommend that you visit the group's page to find out more.

I'll finish by saying that you can download the *V&F* second edition rules, army sheets, and scenarios for free from [wargamesillustrated.net](http://wargamesillustrated.net) and [perry-miniatures.com](http://perry-miniatures.com). One of the benefits *Valour & Fortitude* being available like this is that I can periodically update the rules and army sheets, fixing any errors that are pointed out to me, and modifying some of the game mechanics to make them easier to understand and use. So, make sure to pop along soon, so you can download the very latest version! The Perry Miniatures website also hosts a growing number of translations of the rules (French, German, and Italian to name but three), as well as a number of play-aids and optional rules files. Last, but far from least: if you have any questions or feedback, please feel free to email them to me at [vandf.rules@gmail.com](mailto:vandf.rules@gmail.com), and I will do my best to get back to you as quickly as possible.



Jervis Johnson, August 2024

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## CREDITS

All photographs by Alan and Michael Perry, featuring figures by Perry Miniatures.

Thanks to John Simmons for his invaluable assistance on the American Civil War army sheets.

# AMERICAN CIVIL WAR

## CONFEDERATE ARMY SHEET

Use this army sheet for Confederate armies in the American Civil War.

### UNIT PROFILES

Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Green Infantry	34-38	Rifled Musket (18")	3	3	3	Green, Skirmishers	15
Seasoned Infantry	22-26	Rifled Musket (18")	3	4	4	Open Order, Skirmishers	25
Veteran Infantry	16-20	Rifled Musket (18")	3	4	4	Open Order, Skirmishers, Veteran	29
Infantry Detachment	6-8	Rifled Musket (18")	2	2	2	Light Infantry	14
Cavalry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Green Cavalry	15-16	Rifled Carbine (12")	1	2	2	Green, Dismounted Tactics	19
Seasoned Cavalry	12-14	Rifled Carbine (12")	2	2	3	Dismounted Tactics	28
Veteran Cavalry	9-11	Rifled Carbine (12")	2	3	4	Dismounted Tactics, Veteran	37
Mounted Infantry	9-14	Rifled Musket (18")	2	2	3	Dismounted Tactics Mounted Infantry	30
Irregular Cavalry	9-14	Pistol & Shotgun (6")	1	2	2	Dismounted Tactics, Pistols, Swift	24
Cavalry Detachment	3-4	Rifled Carbine (12")	1	1	1	Dismounted Tactics	18
Artillery Units	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Light Artillery	1	Cannon (48")	1	2	2	Canister, Shell	24
Smoothbore Artillery	1	Cannon (54")	2	2	2	Canister, Shell	32
Rifled Artillery	1	Cannon (66")	2	2	2	Canister, Shell	34
Siege Artillery	1	Cannon (72")	2	2	2	Siege Artillery, Shell	36

### UNIT OPTIONS

**Elite Units:** Units can be elite. An elite unit can have 1 added to its fire value for 3 extra points (or 6 extra points if it is artillery), 1 added to its melee value for 2 extra points, and 1 added to its tenacity for 4 extra points.

**Entrenchments:** Infantry and artillery units deployed at the start of a battle can have the entrenchments special rule for 5 points each.

**Understrength Units:** Cavalry and infantry units apart from detachments can be fielded as understrength units. Halve the number of figures in an understrength unit, reduce its melee and tenacity values by 1 point each, and its points cost by 5 points.

**Weapon Options:** Artillery apart from siege artillery can have extra horses. Add 6" to their limbered move distance and their points are increased by 2 points each. Units with rifled muskets or carbines can replace them with smoothbore weapons. Reduce their range by 1/3 and their points by 1 point each.

### FATE CARDS

**Any Card** **Act on Initiative.** Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.

**King** **Rebel Yell!** Play this card in your melee phase. Pick 1 Confederate brigade. Add 1 to the melee value of units from that brigade that carried out an assault action in the action phase.

**Queen** **Foot Cavalry.** Play this card when a Confederate brigade successfully activates. Add 6" to the move distance of its units for the rest of the phase.

**Jack** **State Pride.** Play this card in your fire or melee phase. Pick 1 Confederate brigade. You can reroll hit rolls of 1 for attacks made by units from that brigade for the rest of the phase.

**10** **Capture.** Play this card in your fate phase. Pick 1 enemy-controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.

**9** **Surprise Attack.** Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.

**8** **Like a Stone Wall.** Play this card after a friendly player fails a valour test or fortitude test. The test is passed.

**7** **Directed Fire.** Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.

**6** **A Withering Fire.** Play this card after a friendly unit fails 1 or more hit tests in the fire phase. Reroll the failed hit tests.

**5** **Seen the Elephant.** Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).

**4** **Breakthrough.** Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat, or double).

**3** **Sharpshooters.** Play this card at the start of an enemy action phase. Pick an enemy brigade whose leader is visible to a friendly unit armed with rifled muskets, then roll a dice and multiply the roll by 6, to give a result from 6 to 36. If the result is equal to or greater than the distance between your unit and the enemy leader, the enemy brigade cannot activate in that phase.

**2** **Tide of Battle.** Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.

**Ace** **Hesitation.** Play this card at the start of an enemy action phase. Before an enemy player can carry out an assault action with a unit in that phase, they must first roll a dice. On a 1-3 the unit cannot carry out an action that phase. On a 4+ it can assault.

## UNIT SPECIAL RULES

### Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

### Dismounted Tactics

When this unit reforms, it can dismount or remount its horses in addition to changing formation. While mounted it is counted as light cavalry but cannot shoot. While dismounted it is counted as light infantry that must be set up in open order and cannot assault.

### Entrenchments

This unit counts as being entrenched until it moves, assaults, retreats, or reforms. Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for attacks that target it in the fire phase, and it wins tied fights unless its opponent is also entrenched.

### Green

This unit cannot move in the same action phase that it reforms. In addition, the first time this unit suffers a loss during a battle, the attacking player can roll a D6 to see how the unit reacts to "Seeing the Elephant." On a roll of 4+, this unit suffers 1 extra loss.

### Light Cavalry

This unit has the open order special rule. In addition, add 2 to messenger tests for it.

### Light Infantry

The following rules apply to a light infantry unit:

- It has the open order and skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is occupying defensible terrain.
- It can use a move or retreat to occupy and exit defensible terrain on the same turn.
- It can occupy defensible terrain after it has made a move or retreat.

### Mounted Infantry

When this unit reforms, it can dismount or remount its horses in addition to changing formation. While mounted it is counted as light cavalry that cannot shoot or assault and has its melee value halved. While dismounted it is counted as light infantry.

### Open Order

This unit can be set up in a deployed formation - open order - instead of line or attack column. It must be set up in 1 to 4 ranks, with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry, its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order, even if they are not from the same brigade.

### Pistols

If a hit test for this unit is a 6 or more, then it inflicts 2 losses on the target instead of 1.

### Shell

Add 1 to hit rolls for this unit if the target is in hard cover and/or is in a column, attack column, or square formation.

### Siege Artillery

Add 2 to this unit's attack value if the target is in hard cover or entrenchments. In addition, this unit must be set up unlimbered, cannot change its facing or reform, and cannot be a reinforcement.

### Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

### Swift

Add 6" to the move distance of this unit.

### Unreliable

The commanding player must take an unpredictability test for this unit the first time it fights, fights back, or suffers a loss. To take the test, the commanding player rolls a D6. On a 1, subtract 1 from the unit's melee and tenacity values for the rest of the battle. On a 2+, nothing happens.

### Veteran

This unit can reform after it carries out a double action, and can attempt to rally after it carries out a retreat action. In addition, it benefits from a -1 hit modifier if it is shot at while in open order (see the open order rule).

## DESIGNER'S COMMENTS

**Unit Sizes:** It is something of a simplification to have the size of a unit determined by its quality - newly-raised units of green troops were not always larger than seasoned or veteran units, for example. However, we found that doing so made it much easier to identify the quality of a unit in a war wherein the uniforms worn by both sides were often identical!

**Cavalry Ratings:** There is considerable dispute about the relative quality of Confederate and Union cavalry. I have opted for treating cavalry the same on both sides, with the exception that Union cavalry receive the option to upgrade their carbines to breech-loading or repeater weapons with the rapid-fire rule. If you feel that Confederate cavalry were superior to their Union counterparts at the start of (or throughout) the war, I would recommend upgrading them to elite status, with either +1 added to their melee value, and/or +1 added to their tenacity value.

**Civil War Artillery Categories:** Light artillery is used to represent Civil War 6-pdr Napoleons, and mountain or pack guns. Smoothbore artillery represents 12-pdr Napoleons, and rifled artillery represents artillery such as the 10-pdr Parrot or 3" Ordnance. Siege artillery represents the very heavy guns used to pound entrenched positions and fortifications, and is included to allow players to create siege scenarios, should they wish to do so (in other words, we recommend it not be used in field battles!).

**Dismounted Cavalry Tactics:** You can represent dismounted units with dismounted cavalry figures, or you can turn some of the mounted figures in the unit around to face the opposite direction to show when a unit has dismounted.

**Elite Units:** Units can have more than 1 value increased, but no single value can be increased by more than +1. So, you could add 1 to a unit's fire and melee values, but not add 2 to its fire value.

**Extra Horses (Artillery):** Although some civil batteries were called 'horse artillery', they were rather different to the horse artillery of the Napoleonic period, in that it simply meant that each member of the unit had their own horse. This meant that the unit could travel faster and more efficiently, but it wasn't trained to use the 'shoot and scoot' tactics used by Napoleonic horse artillery.

**Irregular Cavalry:** Irregular cavalry represent the numerous guerrilla and partisan cavalry units that were used by both sides during the war, such as Quantrill's Raiders, and the Jessie Scouts.

**Pistols & Rapid Fire:** This rule applies to attacks made in the fire phase and melee phase. Note that, for simplicity and ease of play, the rapid-fire rule is used for both breech-loading weapons and 'repeating' weapons like the Spencer, Colt, or Henry.

**Open Order:** I have allowed all infantry units apart from green troops to use open order to reflect the growing use of ad-hoc 'extended order' formations, and of troops lying prone. Note that a line of sight cannot be traced through the gaps of a unit in open order, and that if a unit is in open order and in cover, its losses are only halved once (see rule 1.0.1).

**Shell:** The modifier to the attacker's hit rolls is in addition to any modifiers to the attacker's fire value for the target being in a column or square. Note that the hit modifier for targets in hard cover is not received against targets in soft cover or that are in entrenchments (the rule represents that shell ammunition was very effective against buildings and walls). Also note that the maximum modifier is +1, even if a target is both in hard cover and in a column or square.

## UNION ARMY SHEET

Use this army sheet for Union armies in the American Civil War.

UNIT PROFILES							
Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Green Infantry	34-38	Rifled Musket (18")	3	3	3	Green, Skirmishers	15
Seasoned Infantry	22-26	Rifled Musket (18")	3	4	4	Open Order, Skirmishers	25
Veteran Infantry	16-20	Rifled Musket (18")	3	4	4	Open Order, Skirmishers, Veteran	29
Infantry Detachment	6-8	Rifled Musket (18")	2	2	2	Light Infantry	14
Cavalry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Green Cavalry	15-16	Rifled Carbine (12")	1	2	2	Green, Dismounted Tactics	19
Seasoned Cavalry	12-14	Rifled Carbine (12")	2	2	3	Dismounted Tactics	28
Veteran Cavalry	9-11	Rifled Carbine (12")	2	3	4	Dismounted Tactics, Veteran	37
Mounted Infantry	9-14	Rifled Musket (18")	2	2	3	Mounted Infantry	30
Irregular Cavalry	9-14	Pistol & Shotgun (6")	1	2	2	Dismounted Tactics, Pistols, Swift	24
Cavalry Detachment	3-4	Rifled Carbine (12")	1	1	1	Dismounted Tactics	18
Artillery Units	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Light Artillery	1	Cannon (48")	1	2	2	Canister, Shell	24
Smoothbore Artillery	1	Cannon (54")	2	2	2	Canister, Shell	32
Rifled Artillery	1	Cannon (66")	2	2	2	Canister, Shell	34
Siege Artillery	1	Cannon (72")	1	2	2	Siege Artillery, Shell	36

## UNIT OPTIONS

**Elite Units:** Units can be elite. An elite unit can have 1 added to its fire value for 3 extra points (or 6 extra points if it is artillery), 1 added to its melee value for 2 extra points, and 1 added to its tenacity for 4 extra points.

**Entrenchments:** Infantry and artillery units deployed at the start of a battle can have the entrenchments special rule for 5 points each.

**Understrength Units:** Cavalry and infantry units apart from detachments can be fielded as understrength units. Halve the number of figures in an understrength unit, reduce its melee and tenacity values by 1 point each and its points cost by 5 points.

**Weapon Options:** Artillery apart from siege artillery can have extra horses. Add 6" to their limbered move distance and their points are increased by 2 points each. Infantry and cavalry units can be upgraded to carry breach-loading or repeater weapons. Breach-loading weapons gain the rapid-fire rule and their points are increased by 4 points each. Repeater weapons gain the rapid-fire rule, 1 is added to their fire value, and their points are increased by 7 points each. Units with rifled muskets or carbines can replace them with smoothbore weapons. Reduce their range by 1/3 and their points by 1 point each.

<b>Any Card</b>	<b>Act on Initiative.</b> Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
<b>King</b>	<b>Battle Cry of Freedom.</b> Play this card after a Union unit fails a valour test. Change the failed test to a successful test. In addition, add 1 to valour tests for Union units for the rest of the turn.
<b>Queen</b>	<b>Professional Artillery.</b> Play this card in your fire phase. You can reroll hit rolls of 1 for attacks made in that phase if all the attacking and supporting units are artillery.
<b>Jack</b>	<b>Replacements.</b> Play this card in your fate phase. Pick 1 friendly routed unit. It returns to play as a reinforcement that arrives this turn, and no longer counts as being a routed unit.
<b>10</b>	<b>Capture.</b> Play this card in your fate phase. Pick 1 enemy-controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
<b>9</b>	<b>Surprise Attack.</b> Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
<b>8</b>	<b>Will of Iron.</b> Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
<b>7</b>	<b>A Withering Fire.</b> Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
<b>6</b>	<b>Deadly Attack.</b> Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
<b>5</b>	<b>Seen the Elephant.</b> Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).
<b>4</b>	<b>Breakthrough.</b> Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat, or double).
<b>3</b>	<b>Sharpshooters.</b> Play this card at the start of an enemy action phase. Pick an enemy brigade whose leader is visible to a friendly unit armed with rifled muskets, then roll a dice and multiply the roll by 6, to give a result from 6 to 36. If the result is equal to or greater than the distance between your unit and the enemy leader, the enemy brigade cannot activate in that phase.
<b>2</b>	<b>Tide of Battle.</b> Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
<b>Ace</b>	<b>Hesitation.</b> Play this card at the start of an enemy action phase. Before an enemy player can carry out an assault action with a unit in that phase, they must first roll a dice. On a 1-3 the unit cannot carry out an action that phase. On a 4+ it can assault.

**UNIT SPECIAL RULES**

**Canister**

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

**Dismounted Tactics**

When this unit reforms, it can dismount or remount its horses in addition to changing formation. While mounted it is counted as light cavalry but cannot shoot. While dismounted it is counted as light infantry that must be set up in open order and cannot assault.

**Entrenchments**

This unit counts as being entrenched until it moves, assaults, retreats, or reforms. Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for attacks that target it in the fire phase, and it wins tied fights unless its opponent is also entrenched.

**Green**

This unit cannot move in the same action phase that it reforms. In addition, the first time this unit suffers a loss during a battle, the attacking player can roll a D6 to see how the unit reacts to "Seeing the Elephant". On a roll of 4+, this unit suffers 1 extra loss.

**Light Cavalry**

This unit has the open order special rule. In addition, add 2 to messenger tests for it.

**Light Infantry**

The following rules apply to a Light Infantry unit:

- It has the open order and skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is occupying defensible terrain.

- It can use a move or retreat to occupy and exit defensible terrain on the same turn.

- It can occupy defensible terrain after it has made a move or retreat.

**Mounted Infantry**

When this unit reforms, it can dismount or remount its horses in addition to changing formation. While mounted it is counted as light cavalry that cannot shoot or assault and has its melee value halved. While dismounted it is counted as light infantry.

**Open Order**

This unit can be set up in a deployed formation - open order - instead of line or attack column. It must be set up in 1 to 4 ranks, with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry, its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order, even if they are not from the same brigade.

**Pistols**

If a hit test for this unit is a 6 or more, then it inflicts 2 losses on the target instead of 1.

**Shell**

Add 1 to hit rolls for this unit if the target is in hard cover and/or is in a column, attack column, or square formation.

**Siege Artillery**

Add 1 to this unit's attack value if the target is in hard cover or entrenchments. In addition, this unit must be set up unlimbered, cannot change its facing or reform, and cannot be a reinforcement.

### Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

### Swift

Add 6" to the move distance of this unit.

### Unreliable

The commanding player must take an unpredictability test for this unit the first time it fights, fights back, or suffers a loss. To take the test, the commanding player rolls a D6. On a 1, subtract 1 from the unit's melee and tenacity values for the rest of the battle. On a 2+, nothing happens.

### Veteran

This unit can reform after it carries out a double action and can attempt to rally after it carries out a retreat action. In addition, it benefits from a -1 hit modifier if it is shot at while in open order (see the open order rule).

### DESIGNER'S COMMENTS

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12-pdr Napoleons, and rifled artillery represents artillery such as the 10-pdr Parrot or 3" Ordnance. Siege artillery represents the very heavy guns used to pound entrenched positions and fortifications, and is included to allow players to create siege scenarios should they wish to do so (in other words, we recommend it not be used in field battles!).

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**Elite Units:** Units can have more than 1 value increased, but no single value can be increased by more than +1. So you could add 1 to a unit's fire and melee values, but not add 2 to its fire value.

**Extra Horses (Artillery):** Although some civil batteries were called 'horse artillery', they were rather different to the horse artillery of the Napoleonic period, in that it simply meant that each member of the unit had their own horse. This meant the unit could travel faster and more efficiently, but it wasn't trained to use the 'shoot and scoot' tactics used by Napoleonic horse artillery.

**Irregular Cavalry:** Irregular cavalry represent the numerous guerrilla and partisan cavalry units that were used by both sides during the war, such as Quantrill's Raiders, and the Jessie Scouts.

**Pistols & Rapid Fire:** This rule applies to attacks made in the fire phase **and** melee phase. Note that for simplicity and ease of play, the rapid-fire rule is used for both breech-loading weapons and 'repeating' weapons like the Spencer, Colt, or Henry.

**Open Order:** I have allowed all infantry units apart from green troops to use open order to reflect the growing use of ad-hoc 'extended order' formations and of troops lying prone. Note that a line of sight cannot be traced through the gaps of a unit in open order, and that if a unit is in open order and in cover, its losses are only halved once (see rule 1.0.1).

**Shell:** The modifier to the attacker's hit rolls is in addition to any modifiers to the attacker's fire value for the target being in a column or square. Note that the hit modifier for targets in hard cover is not received against targets in soft cover or that are in entrenchments (the rule represents that shell ammunition was very effective against buildings and walls). Also note that the maximum modifier is +1, even if a target is both in hard cover and in a column or square.



# FRANCO-PRUSSIAN WAR

## FRENCH ARMY SHEET

Use this army sheet for French armies in the Franco-Prussian War of 1870-71.

### UNIT PROFILES

Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Imperial Guard	18-30	Chassepot Rifle (30")	3	4	5	Open Order, Rapid-fire, Skirmishers	36
Zouaves or Turcos	18-30	Chassepot Rifle (30")	3	4	4	Open Order, Rapid-fire, Skirmishers	32
Line Infantry	18-30	Chassepot Rifle (30")	3	4	4	Open Order, Rapid-fire, Skirmishers	32
Chasseurs à Pied	18-30	Chassepot Rifle (30")	3	4	4	Light Infantry, Rapid-fire	34
Francs-Tireurs	12-24	Rifle Musket (18")	3	3	3	Light Infantry	27
Guard Mobile (Chassepot Rifles)	18-30	Chassepot Rifle (30")	3	3	3	Open Order, Rapid-fire, Militia, Skirmishers	26
Guard Mobile (Rifled Muskets)	18-30	Rifle Musket (18")	2	3	3	Open Order, Militia, Skirmishers	22
Guard Nationale	18-30	Rifle Musket (18")	2	3	2	Open Order, Militia, Skirmishers	17
Infantry Detachment	6-8	Chassepot Rifle (30")	2	2	2	Light Infantry, Rapid-fire	20
Chasseurs Detachment	6-8	Chassepot Rifle (30")	2	2	2	Light Infantry, Rapid-fire	20
Cavalry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Carabinier & Cuirassiers	9-14	Sabre	-	5	3	Heavy Cavalry	22
Dragoons	9-14	Sabre	-	5	3	-	20
Lancers	9-14	Lance	-	3	3	Light Cavalry	19
Hussars & Chasseurs	9-14	Sabre	-	3	3	Light Cavalry	19
Cavalry Detachment	3-4	Sabre	1	2	1	Light Cavalry, Rifled Carbine	14
Artillery Units	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (60")	1	2	2	Canister, Shell	28
Reserve Artillery	1	Cannon (66")	2	2	2	Canister, Reserve, Shell	33
Mitrailleuse	1	Machine Gun (36")	3	3	2	Rapid-fire	29
Horse Artillery	1	Cannon (48")	1	2	2	Canister, Horse Artillery, Shell	32

### UNIT OPTIONS

**Elite Units:** Units can be elite. An elite unit can have 1 added to its fire value for 2 extra points, 1 added to its melee value for 2 extra points, and 1 added to its tenacity for 3 extra points.

**Entrenchments:** Infantry and artillery units deployed at the start of a battle can have the entrenchments special rule for 5 points each.

**Understrength Units:** Cavalry and infantry units apart from detachments can be fielded as understrength units. Halve the number of figures in an understrength unit. Reduce the melee and tenacity values of understrength units other than militia by 1 point each and their points cost by 5 points. Reduce the melee value of understrength militia by 1 point and their points cost by 1 point.





## FATE CARDS

<b>Any Card</b>	<b>Act on Initiative.</b> Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
<b>King</b>	<b>National Pride.</b> Play this card after a friendly player fails a valour test or fortitude test. They can reroll the failed test. If the rerolled test is successful, friendly players can reroll failed valour or fortitude tests for the rest of that turn.
<b>Queen</b>	<b>Defensive Fire.</b> Play this card in the enemy melee phase. Pick 1 French brigade. Add 1 to the melee value of French infantry units from that brigade for the rest of the phase.
<b>Jack</b>	<b>Position Magnifique.</b> Play this card in your fate phase. Pick 1 French infantry or artillery unit that is not in cover. It counts as being in soft cover until it moves, retreats, or assaults.
<b>10</b>	<b>Capture.</b> Play this card in your fate phase. Pick 1 enemy-controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
<b>9</b>	<b>Surprise Attack.</b> Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
<b>8</b>	<b>Inspiration.</b> Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
<b>7</b>	<b>Directed Fire.</b> Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
<b>6</b>	<b>Deadly Attack.</b> Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
<b>5</b>	<b>Stubborn.</b> Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).
<b>4</b>	<b>Breakthrough.</b> Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat, or double).
<b>3</b>	<b>Confusion.</b> Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn, and any enemy reinforcements due to arrive that turn arrive 1 turn later.
<b>2</b>	<b>Tide of Battle.</b> Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
<b>Ace</b>	<b>All Out Attack.</b> Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

## UNIT SPECIAL RULES

### Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

### Entrenchments

This unit counts as being entrenched until it moves, assaults, retreats, or reforms.

Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for attacks that target it in the fire phase, and it wins tied fights unless its opponent is also entrenched.

### Heavy Cavalry

Reroll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is not in cover.

### Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of the horse artillery unit.

### Light Cavalry

This unit has the open order special rule. In addition, add 2 to messenger tests for it.

### Light Infantry

The following rules apply to a Light Infantry unit:

- It has the open order and skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is occupying defensible terrain.

- It can use a move or retreat to occupy and exit defensible terrain on the same turn.
- It can occupy defensible terrain after it has made a move or retreat.

### Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

### Open Order

This unit can be set up in a deployed formation - open order - instead of line or attack column. It must be set up in 1 to 4 ranks, with a ¼" to ½" gap between ranks and files.

The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry, its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order, even if they are not from the same brigade.

### Rapid-fire

If a hit test for this unit is a 6+, then it inflicts 2 losses on the target instead of 1. If the range to the target is 12" or less, or the target is cavalry or a unit in march column, attack column, or square, it inflicts 2 losses on a roll of 5+ instead of 6+.

### Reserve

Units must arrive as reinforcements starting from their side's 2nd turn, from anywhere on their side's table edge.

### Rifled Carbines

This unit can use its carbines to skirmish (see the skirmishers special rule). Carbines have a fire value of 1 and a range of 18" (which includes the modifiers for skirmishing).

## Shell

Add 1 to hit rolls for this unit if the target is in hard cover and/or is in a column, attack column, or square formation.

## Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

## DESIGNER'S COMMENTS

**Elite Units:** Units can have more than 1 value increased, but no single value can be increased by more than +1. So, you could add 1 to a unit's fire and melee values, but not add 2 to its fire value.

**French Brigades:** Fate cards that refer to 'French Brigades' include brigades that have colonial units such as Algerian Turcos.

**French Artillery:** French artillery does not benefit from the counter-battery special rule, because French battery commanders were ordered to engage enemy infantry, leaving the infantry to silence the Prussian artillery.

**Horse Artillery:** The ability of unlimbered horse artillery to move 9" represents the crew quickly limbering and then unlimbering the artillery, rather than them manhandling it to the new position.

**Lances:** I have not given special rules to lances because they did not appear to have been any more effective than sabres; the lance was deemed to be better on first contact, and the sabre better in the swirling melee that followed. As these two things cancel out, I have given the two weapons the same combat values.

**Rapid-fire:** Note that this rule applies to attacks made in the fire and melee phases.

**Open Order:** I have allowed all infantry units apart from state militia to use open order to reflect the growing use of ad-hoc 'extended order' formations and of troops lying prone. Note that a line of sight cannot be traced through the gaps of a unit in open order, and that if a unit is in open order and in cover its losses are only halved once (see rule 1.0.1).

**Shell:** The modifier to the attacker's hit rolls is in addition to any modifiers to the attacker's fire value for the target being in a column or square. Note that the hit modifier for targets in hard cover is not received against targets in soft cover or that are in entrenchments (the rule represents that shell ammunition was very effective against buildings and walls). Also note that the maximum modifier is +1, even if a target is both in hard cover and in a column or square.

## PRUSSIAN ARMY SHEET

Use this army sheet for Prussian armies in the Franco-Prussian War of 1870-71.

### ARMY SPECIAL RULE: PRUSSIAN GENERAL STAFF

One player from this army can reroll 1 failed activation test each turn. In addition, messengers only need to be sent to units from this army that are more than 18" from their brigade leader.

### UNIT PROFILES

Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Guard	18-30	Dreyse Rifle (18")	4	5	5	Open Order, Rapid-fire, Skirmishers	34
Prussian Line Infantry	18-30	Dreyse Rifle (18")	4	4	5	Open Order, Rapid-fire, Skirmishers	32
State Line Infantry	18-30	Dreyse Rifle (18")	4	4	4	Open Order, Rapid-fire, Skirmishers	29
Landwehr	18-30	Dreyse Rifle (18")	3	3	3	Open Order, Militia, Rapid-fire, Skirmishers	21
Jäger	18-30	Dreyse Rifle (18")	4	4	4	Light Infantry, Rapid-fire	31
Infantry Detachment	6-8	Dreyse Rifle (18")	2	2	2	Light Infantry, Rapid-fire	16
Jäger Detachment	6-8	Dreyse Rifle (18")	3	2	2	Light Infantry, Rapid-fire	18
Cavalry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Cuirassiers	9-14	Sabre	-	5	3	Heavy Cavalry	22
Dragoons	9-14	Sabre	-	5	3	-	20
Uhlans & Hussars	9-14	Lance or Sabre	-	3	3	Light Cavalry	19
Cavalry Detachment	3-4	Sabre	-	2	1	Light Cavalry, Rifled Carbines	14
Artillery Units	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (72")	2	2	2	Canister, Counter-battery, Shell	38
Heavy Field Artillery	1	Cannon (96")	3	2	2	Canister, Counter-battery, Shell	52
Horse Artillery	1	Cannon (72")	2	2	2	Canister, Counter-battery, Horse Artillery, Shell	46

## UNIT OPTIONS

**Elite Units:** Units can be elite. An elite unit can have 1 added to its fire value for 2 extra points, 1 added to its melee value for 2 extra points, and 1 added to its tenacity for 3 extra points.

**Podwils or Werder Rifles:** State line infantry can be equipped with Podwils or Werder rifles, and Landwehr can be equipped with Podwils rifles. Reduce the fire value of a unit equipped with Podwils rifles by 1 and its points value by 2 points. Increase the range of a unit equipped with Werder rifles to 30" and its points value by 4 points.

**Understrength Units:** Cavalry and infantry units apart from detachments can be fielded as understrength units. Halve the number of figures in an understrength unit. Reduce the melee and tenacity values of understrength units other than militia by 1 point each and their points cost by 5 points. Reduce the melee value of understrength militia by 1 point and their points cost by 1 point.

## FATE CARDS

**Any Card** **Act on Initiative.** Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.

**King** **Rapid Deployment.** Play this card when a brigade successfully activates. Add 6" to the move distance of units in that brigade for the rest of the phase.

**Queen** **Aggressive Attack.** Play this card in a melee phase. Pick 1 Prussian brigade. For the rest of the phase add 1 to the melee value of units from that brigade.

**Jack** **Harsh Discipline.** Play this card after a Prussian unit fails a valour test. Change the failed test to a successful test. In addition, add 1 to valour tests for Prussian units for the rest of the turn.

**10** **Capture.** Play this card in your fate phase. Pick 1 enemy-controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.

**9** **Surprise Attack.** Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.

**8** **Inspiration.** Play this card after a friendly player fails a valour test or fortitude test. The test is passed.

**7** **Directed Fire.** Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.

**6** **Deadly Attack.** Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.

**5** **Stubborn.** Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).

**4** **Breakthrough.** Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat, or double).

**3** **Confusion.** Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn, and any enemy reinforcements due to arrive that turn arrive 1 turn later.

**2** **Tide of Battle.** Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.

**Ace** **All-Out Attack.** Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

## UNIT SPECIAL RULES

### Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

### Counter-battery

When this unit shoots, the commanding player can say it is using counter-battery fire.

If they do so, this unit must shoot at the closest visible enemy artillery unit that is in range and has not yet been attacked in that shooting phase.

### Heavy Cavalry

Reroll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is not in cover.

### Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of the horse artillery unit.

### Light Cavalry

This unit has the open order special rule. In addition, add 2 to messenger tests for it.

### Light Infantry

The following rules apply to a Light Infantry unit:

- It has the open order and skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is occupying defensible terrain.
- It can use a move or retreat to occupy and exit defensible terrain on the same turn.
- It can occupy defensible terrain after it has made a move or retreat.

### Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

### Open Order

This unit can be set up in a deployed formation - open order - instead of line or attack column. It must be set up in 1 to 4 ranks, with a ¼" to ½" gap between ranks and files.

The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry, its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.

- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order, even if they are not from the same brigade.

### Rapid-fire

If a hit test for this unit is a 6+, then it inflicts 2 losses on the target instead of 1. If the range to the target is 12" or less, or the target is cavalry or a unit in march column, attack column or square, it inflicts 2 losses on a roll of 5+ instead of a 6+.

### Rifled Carbines

This unit can use its carbines to skirmish (see the skirmishers special rule). Carbines have a fire value of 1 and a range of 18" (which includes the modifiers for skirmishing).

### Shell

Add 1 to hit rolls for this unit if the target is in hard cover and/or is in a column, attack column, or square formation.

### Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

### DESIGNERS COMMENTS

**Elite Units:** Units can have more than 1 value increased, but no single value can be increased by more than +1. So, you could add 1 to a unit's fire and melee values, but not add 2 to its fire value.

**Horse Artillery:** The ability of unlimbered horse artillery to move 9" represents the crew quickly limbering and then unlimbering the artillery, rather than them manhandling it to the new position.

**Lances:** I have not given special rules to lances because they did not appear to have been any more effective than sabres; the lance was deemed to be better on first contact, and the sabre better in the swirling melee that followed. As these two things cancel out, I have given the two weapons the same combat values.

**Rapid Fire:** Note that this rule applies to attacks made in the fire phase and melee phase.

**Open Order:** I have allowed all infantry units apart from state militia to use open order to reflect the growing use of ad-hoc 'extended order' formations and of troops lying prone. Note that a line of sight cannot be traced through the gaps of a unit in open order, and that if a unit is in open order and in cover its losses are only halved once (see rule 1.0.1).

**Prussian Brigades:** Fate cards that refer to 'Prussian Brigades' include brigades that have units belonging to allied German states such as Bavaria, Baden, and Württemberg.

**Prussian Line Infantry:** The line infantry profile can be used for Grenadiere, Füsiliere, and Musketiere, as, in terms of uniforms and tactics, there really was very little difference between them. If you wish to differentiate between these units, we recommend that you upgrade some of them to elite status.

**Shell:** The modifier to the attacker's hit rolls is in addition to any modifiers to the attacker's fire value for the target being in a column or square. Note that the hit modifier for targets in hard cover is not received against targets in soft cover or that are in entrenchments (the rule represents that shell ammunition was very effective against buildings and walls). Also note that the maximum modifier is +1, even if a target is both in hard cover and in a column or square.



# FIRST CARLIST WAR (1833-1840)

## ISABELINO ARMY SHEET

Use this army sheet for Isabelino armies in the First Carlist War.

### UNIT PROFILES

Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Infantry	18-24	Musket (12")	3	4	3	Skirmishers, Square	18
Second Line Infantry	18-24	Musket (12")	2	3	2	Militia, Skirmishers, Square	9
Cazadores	18-24	Musket (12")	4	3	3	Light Infantry, Square	22
British Auxiliary Legion	18-24	Musket (12")	3	4	4	Disciplined Musketry, Skirmishers, Square	24
British Riflemen	12-24	Rifle (18")	4	3	4	Disciplined Musketry, Light Infantry, Square	28
French Foreign Legion	18-24	Musket (12")	3	4	4	Elan, Skirmishers, Square	23
Infantry Detachment	4-6	Musket (12")	2	2	2	Light Infantry	12
British Rifle Detachment	4-6	Rifle (18")	2	2	2	Light Infantry	14
Guerrilla Detachment	6-9	Musket (12")	2	2	2	Light Infantry, Unpredictable	12
Cavalry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Isabelino Line Cavalry	8-12	Sabre or Lance	-	3	3	Heavy Cavalry	18
Isabelino Light Cavalry	8-12	Sabre or Lance	-	3	3	Carbines, Light Cavalry	20
British & Polish Lancers	8-12	Lance	-	4	3	Carbines, Headstrong, Light Cavalry	24
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
Artillery Units	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
British Rocket Artillery	1	Rocket (60")	1	2	2	Rockets	22
British Field Artillery	1	Cannon (48")	1	2	2	Cannister, Shell	24
Isabelino Field Artillery	1	Cannon (48")	1	2	2	Cannister	20
Isabelino Mountain Guns	1	Cannon (36")	1	2	2	Cannister, Light Artillery	14
Isabelino Horse Artillery	1	Cannon (36")	1	2	2	Cannister, Horse Artillery	24

### UNIT OPTIONS

**Elite Units:** Units can be elite. An elite unit can have 1 added to its fire value for 3 extra points (or 6 extra points if artillery), 1 added to its melee value for 2 extra points, and 1 added to its tenacity for 4 extra points.

**Rifle Armed Cazadores:** Units of cazadores can be armed with rifles. Increase the range of a unit armed with rifles to 18" and add 2 to their points cost.

**Understrength Units:** Cavalry and infantry units apart from detachments can be fielded as understrength units. Halve the number of figures in an understrength unit. Reduce the melee and tenacity values of understrength units other than militia by 1 point each and their points cost by 5 points. Reduce the melee value of understrength militia by 1 point and their points cost by 1 point.

### FATE CARDS

- Any Card** **Act on Initiative.** Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
- King** **Royal Naval Bombardment.** Play this card in your fate phase if there are any British units on the battlefield. Pick 1 enemy unit and roll 3 dice. That unit suffers 1 loss for each roll of 4+ (do not apply any modifiers for cover or being entrenched, and so on).
- Queen** **National Pride.** Play this card after a friendly player fails a valour test or fortitude test. They can reroll the failed test. If the rerolled test is successful, friendly players can reroll failed valour or fortitude tests for the rest of that turn.
- Jack** **Cavalry Reforms.** Play this card before a friendly Isabelino cavalry unit attacks for the first time. Add 1 to that unit's melee value for the rest of the battle.
- 10** **Capture.** Play this card in your fate phase. Pick 1 enemy-controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
- 9** **Surprise Attack.** Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
- 8** **Inspiration.** Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
- 7** **Directed Fire.** Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
- 6** **Deadly Attack.** Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
- 5** **Stubborn.** Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).
- 4** **Breakthrough.** Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat, or double).
- 3** **Confusion.** Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn, and any enemy reinforcements due to arrive that turn arrive 1 turn later.
- 2** **Tide of Battle.** Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
- Ace** **All Out Attack.** Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

## UNIT SPECIAL RULES

### Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

### Carbines

This unit can use its carbines to skirmish (see the skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

### Disciplined Musketry

Reroll hit rolls of 1, before modifiers are applied, for fire or melee attacks made by this unit if it is in line formation and is the main attacker.

### Elan

Reroll hit rolls of 1 for melee attacks made by this unit if it is in an attack column and is the main attacker.

### Headstrong

If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time. Subtract 1 from its melee value the second time it fights in the same turn. It does not assault again if it defeats the second opponent.

### Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of the horse artillery unit.

### Light Artillery

Subtract 1 from hit rolls if the main attacker is light artillery (the modifier does not apply if light artillery is only lending support).

### Light Cavalry

This unit has the open order special rule. In addition, add 2 to messenger tests for it.

### Light Infantry

The following rules apply to a Light Infantry unit:

- It has the open order and skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is occupying defensible terrain.
- It can occupy defensible terrain after it has made a move or retreat.

### Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

### Open Order

This unit can be set up in a deployed formation - open order - instead of line or attack column. It must be set up in 1 to 4 ranks, with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry, its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

### Rockets

When this unit fires or lends fire support, the target unit does not have to be the closest enemy, and if this unit or the target is on a hill, friendly units that are not on a hill do not block the line of sight. However, subtract 1 from hit tests for shooting attacks made by this unit or by a friendly unit to which it lends support.

### Shell

Add 1 to hit rolls for this unit if the target is in hard cover and/or is in a column, attack column, or square formation.

### Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn, apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

### Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

- It is a deployed unit that has a move distance of 3".
- It cannot assault.
- Add 1 to the attack value of artillery that shoot at it.
- Halve its fire attack value and add 1 to its melee attack value.
- At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.
- A square that loses a melee automatically routs.

## DESIGNER'S COMMENTS

**The Royal Guard:** Units belonging to the royal guard can be represented by upgrading line infantry, line cavalry, and light cavalry to elite status with +1 tenacity for 4 extra points.

**Second Line Infantry:** This category includes most provincial battalions of line infantry, as well as battalions of national militia and Peseteros.

**Portuguese Troops:** Units belonging to the Portuguese auxiliary division can be treated as having the same profiles as Isabelino infantry and cavalry units.

## CARLIST ARMY SHEET

Use this army sheet for Carlist armies in the 1st Carlist War.

### ARMY SPECIAL RULE: LIMITED AMMUNITION

Infantry units from this army become low on ammunition after they have made a fire or melee attack for the first time. Subtract 1 from the fire value of units that are low on ammunition.

#### UNIT PROFILES

Infantry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Line Infantry	18-24	Musket (12")	4	3	3	Light Infantry, Square	20
Volunteer Infantry	18-24	Musket (12")	3	3	3	Light Infantry, Square, Unpredictable	17
Navarre Guides	18-24	Musket (12")	4	3	4	Light Infantry, Square	24
Infantry Detachment	3-6	Musket (12")	2	2	2	Light Infantry	10
Guerrilla Detachment	6-9	Musket (12")	2	2	2	Light Infantry, Unpredictable	10
Cavalry Units	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Hussars	8-12	Sabre	-	4	3	Carbines, Light Cavalry	22
Lancers	8-12	Lance	-	4	3	Carbines, Light Cavalry	22
Cavalry Detachment	3	Sabre	-	2	1	Carbines, Light Cavalry	13
Artillery Units	Cannons	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Mountain Gun	1	Cannon (36")	1	2	2	Cannister, Light Artillery	24

#### UNIT OPTIONS

**Elite Units:** Units can be elite. An elite unit can have 1 added to its fire value for 3 extra points (or 6 extra points if artillery), 1 added to its melee value for 2 extra points, and 1 added to its tenacity for 4 extra points.

**Entrenchments:** Infantry and artillery units deployed at the start of a battle can have the entrenchments special rule for 5 points each.

**Understrength Units:** Cavalry and infantry units apart from detachments can be fielded as understrength units. Halve the number of figures in an understrength unit. Reduce the melee and tenacity values of understrength units other than militia by 1 point each and their points cost by 5 points. Reduce the melee value of understrength militia by 1 point and their points cost by 1 point.

#### FATE CARDS

- Any Card** **Act on Initiative.** Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test in that phase to carry out an action.
- King** **Inspired Leadership.** Play at the start of your action phase. All friendly brigades whose leader is within 24" of your army leader activate automatically in that phase, instead of only the first brigade to be activated.
- Queen** **Extra Ammunition.** Play this card in your fate phase. Until your next fate phase, do not subtract 1 from the fire value of units that are low on ammunition.
- Jack** **Religious Rhetoric.** Play this card when you test the status of an unpredictable unit, instead of rolling the dice. Add 1 to the unit's melee and tenacity values for the rest of the battle (you may wish to place the figure of an armed clergyman beside the unit as a reminder).
- 10** **Capture.** Play this card in your fate phase. Pick 1 enemy-controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.
- 9** **Surprise Attack.** Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.
- 8** **Inspiration.** Play this card after a friendly player fails a valour test or fortitude test. The test is passed.
- 7** **Directed Fire.** Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the unit attacking that target. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
- 6** **Deadly Attack.** Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
- 5** **Stubborn.** Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss marker).
- 4** **Breakthrough.** Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat, or double).
- 3** **Confusion.** Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn, and any enemy reinforcements due to arrive that turn arrive 1 turn later.
- 2** **Tide of Battle.** Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.
- Ace** **All Out Attack.** Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.

## UNIT SPECIAL RULES

### Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

### Carbines

This unit can use its carbines to skirmish (see the skirmishers special rule). Carbines have a fire value of 1 and a range of 12" (which includes the modifiers for skirmishing).

### Entrenchments

This unit counts as being in entrenched until it moves, assaults, retreats, or reforms. Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for fire attacks that target it, and it wins tied fights unless its opponent is also entrenched.

### Horse Artillery

This unit has a move distance of 18" when limbered and 9" when unlimbered. In addition, it can reform both before and after carrying out a move or retreat, and can carry out an action even if it has fired in the same turn. Enemy infantry cannot use an assault to move into contact with horse artillery unless they start within 6" of the horse artillery unit.

### Light Artillery

Subtract 1 from hit rolls if the main attacker is light artillery (the modifier does not apply if light artillery is only lending support).

### Light Cavalry

This unit has the open order special rule. In addition, add 2 to messenger tests for it.

### Light Infantry

The following rules apply to a Light Infantry unit:

- It has the open order and skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is occupying defensible terrain.
- It can occupy defensible terrain after it has made a move or retreat.

### Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

### Open Order

This unit can be set up in a deployed formation - open order - instead of line or attack column. It must be set up in 1 to 4 ranks, with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.

- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry, its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order, even if they are not from the same brigade.

### Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn, apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

### Square

This unit can reform into a square formation, and from a square into any other formation, if it does not move or retreat as part of the same action. Set the unit up in a square or oblong shape with its figures facing outward. The following rules apply to a unit in square formation:

- It is a deployed unit that has a move distance of 3".
- It cannot assault.
- Add 1 to the attack value of artillery that shoot at it.
- Halve its fire attack value and add 1 to its melee attack value.
- At the start of each melee phase, before fights take place, roll 1 dice for each cavalry unit that is in contact with 1 or more enemy squares. Add 2 to the dice roll for a unit if all the squares it is in contact with are shaken. On a 1-3 the cavalry unit suffers 1 loss and must immediately retreat; on a 4-5 the cavalry unit must retreat but suffers no losses; on a 6+ it remains in contact with the square and fights at full effect.
- A square that loses a melee automatically routs.

### Unpredictable

The commanding player must take an unpredictability test for this unit the first time it fights, fights back, or suffers a loss. To take the test, the commanding player rolls a D6. On a 1, subtract 1 from the unit's melee and tenacity values for the rest of the battle, and on a 6, add 1 to the unit's melee and tenacity values for the rest of the battle. On a 2-5, its melee and tenacity values do not change.

### DESIGNER'S COMMENTS

**Carlist Infantry:** At the start of the war, Carlist infantry were not trained to fight in close-order formations, although they quickly learned how to do so. Players may wish to represent this by only allowing Carlist infantry to use march-column formation and open-order formation for battles taking place in 1833 or 1834.

**Carlist Artillery:** The Carlists had very few artillery pieces, and those they did have were primarily lightweight mountain guns. Players wishing to represent this may want to limit the Carlists to 1 artillery battery for every 2 brigades in the army, of which at least half of the batteries must be mountain guns.

