

Warhammer Napoleonic

by Ed

Unit Profiles

French Line Co.

| | | | | | | | | |
|---|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4 | 3 | 3 | 3 | 3 | 1 | 7 | 1 | 7 |

Special: Assault Column

French Light Co.

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4/5 | 3 | 4 | 3 | 3 | 1 | 7 | 1 | 8 |

Special: Light Infantry, Assault Column

French Grenadier Co.

| | | | | | | | | |
|---|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4 | 4 | 3 | 3 | 3 | 1 | 7 | 1 | 8 |

Special: Assault Column

French Dragoon Troop

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 8/9 | 3 | 3 | 3 | 3 | 1 | 7 | 1 | 7 |

Special: Light Cavalry, Count up to 1 rank in combat, Sabre

French Chassuers a' Cheval

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 8/9 | 3 | 3 | 3 | 3 | 1 | 7 | 1 | 7 |

Special: Light Cavalry, Sabre

British Line Co.

| | | | | | | | | |
|---|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4 | 3 | 3 | 3 | 3 | 1 | 7 | 1 | 7 |

British Light Co.

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4/5 | 3 | 4 | 3 | 3 | 1 | 7 | 1 | 8 |

Special: Light Infantry, up to 1 may be rifle armed

British Grenadier Co.

| | | | | | | | | |
|---|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4 | 4 | 3 | 3 | 3 | 1 | 7 | 1 | 8 |

Brunswick Line Co.

| | | | | | | | | |
|---|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4 | 3 | 3 | 3 | 3 | 1 | 7 | 1 | 7 |

Brunswick Jaeger Co.

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4/5 | 3 | 4 | 3 | 3 | 1 | 7 | 1 | 7 |

Special: Light Infantry

Spanish Guerillas

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4/5 | 2 | 2 | 3 | 3 | 1 | 6 | 1 | 6 |

Special: Raw, Light Infantry

British Dragoons

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 8/9 | 3 | 3 | 3 | 3 | 1 | 7 | 1 | 7 |

Special: Light Cavalry, Count up to 1 rank in combat, Saber

Artillerist

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 4/5 | 3 | 3 | 3 | 3 | 1 | 7 | 1 | 7 |

Special: Light Cavalry, Count up to 1 rank in combat, Saber

British Dragoons

| | | | | | | | | |
|-----|----|----|---|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 8/9 | 3 | 3 | 3 | 3 | 1 | 7 | 1 | 7 |

Special: Skirmishers, Improvised Weapons in Melee

3lb Guns

| | | | | | | | | |
|-----|----|----|-----|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 3/6 | - | - | 3/3 | 6 | 2 | - | - | - |

Range: Ball – 50 inches, Cannister 30 inches

4lb Guns

| | | | | | | | | |
|-----|----|----|-----|---|---|---|---|---|
| M | WS | BS | S | T | W | I | A | L |
| 3/6 | - | - | 4/3 | 6 | 2 | - | - | - |

Range: Ball – 60 inches, Cannister 40 inches

6lb Guns

| M | WS | BS | S | T | W | I | A | L |
|-----|----|----|-----|---|---|---|---|---|
| 3/6 | - | - | 4/3 | 6 | 2 | - | - | - |

Range: Ball – 80 inches, Cannister 50 inches

8lb Guns

| M | WS | BS | S | T | W | I | A | L |
|-----|----|----|-----|---|---|---|---|---|
| 2/4 | - | - | 5/4 | 7 | 3 | - | - | - |

Range: Ball – 100 inches, Cannister 60 inches

Special: Unit must pass a Ld test or become Disordered

9lb Guns

| M | WS | BS | S | T | W | I | A | L |
|-----|----|----|-----|---|---|---|---|---|
| 2/4 | - | - | 5/4 | 7 | 3 | - | - | - |

Range: Ball – 120 inches, Cannister 80 inches

Special: Unit must pass a Ld test or become Disordered

12lb Guns

| M | WS | BS | S | T | W | I | A | L |
|-----|----|----|-----|---|---|---|---|---|
| 1/3 | - | - | 6/5 | 7 | 4 | - | - | - |

Range: Ball – 140 inches, Cannister 100 inches

Special: Unit that takes casualties is automatically Disordered, Cavalry and Squares must pass a Ld test or break

Artillery Fire

Range and Strength are based on the size of the gun. Regular cannon fire is performed by declaring the range in inches to the target, mark the spot and roll the hit and misfire die. If a hit is scored the round bounce is measured from there. If not the round goes long the number of inches on the misfire die. If a misfire and hit is rolled the round stops there. If no misfire is rolled the misfire die is rolled again to see how far the round bounces. Wounds are rolled on any figure between the hit and bounce line of travel. Grape Shot causes a number of auto hits equal to the size of the gun (i.e. 6lb guns do an automatic 6 wounds at the strength of the gun).

Guns - 6 lb and below have a S 3 Cannister.

Guns above 6 lb and below 12 lb have a S 4 Cannister.

Guns 12 lb and above have a S 5 Cannister.

Cannister has a 45 degree arc of fire and if it hits friendly units the hits are divided proportionally.

Cannister fired at formed cavalry or infantry squares increases the S of the gun by +1.

Small Arms Fire

Muskets

Str: 3 Range: 24 Equipped with a bayonet unless otherwise stated.

Carbines

Str: 3 Range: 18 No bayonet. Mounted troops may not move and shoot.

Rifles

Str: 4 Range: 30 No Bayonet, may not move and shoot. At any point in the game the rifle may 'quickfire'. If the unit or any part of it performs a 'quickfire' it will be treated as a musket from that point on.

Formed units that have not fired during the game may take an initial volley bonus that adds +1 to S.

Muskets and Carbines may make a regular move and shoot. This causes a -1 to S.

Ranged weapons have 3 range bands. Hit modifiers are; short (+1), medium (NA), and long (-1).

Gunpowder weapons create smoke that stays on the board until the unit does not fire for 1 turn. Any firing through smoke causes a -1 Hit modifier.

If negative modifiers make the to Hit number greater than 6, roll for 6s to Hit and subtract -1 from S for each number over 6. The unit's S rating cannot be reduced below 1.

Formed infantry firing into a Formed Cavalry or a Square increases its S by +1.

Skirmishers

Skirmishers gain 1" to M while they are in skirmish order and suffer no penalties for moving through passable terrain.

Skirmisher small arms fire suffers a -1 modifier to S.

Firing at skirmishers causes a -1 to Hit modifier. Cannister at skirmishers causes ½ the normal auto hits and has a -1 S.

Melee

All melee combat is fought simultaneously.

Cavalry charging a unit in square must pass a Ld test to close, if not they form up past the square disordered if they have the charge range, if not they are placed around the square. Cavalry that does make contact with a square only hit on a roll of '6' in melee. After the first round of combat, if neither unit breaks the Cavalry "swarm" around the infantry unit. Cavalry that lose a round of melee with infantry in square automatically break. Squares may not follow up in combat.

Any unit that has a friendly, unengaged, unit in good order within 6 inches behind them receives a +1 to Ld rolls if they lose a round of combat.

Any unit that has a friendly unit in good order or a terrain piece within 4 inches of both flanks receives a +1 to Ld rolls if they lose a round of combat.

Troops without bayonets or sabers get a -1 W modifier when they are in melee. Mounted troops that fire at chargers may not use sabers.

Orders

At the beginning of the turn for each company sized element an order chit must be placed. The possible orders are:

Advance – The unit may advance a full move or ½ move and fire. The unit is not required to move but will take a -1 to firing S regardless. The unit may not move within 2" of an enemy unit. Units may wheel up to 90 degrees during their movement. Movement must be in the general direction of the arrow on the order chit.

Charge – The unit must attempt to make contact with the closest visible enemy unit in their frontal arc. Up to a 45 degree wheel may be made at the beginning of the charge if there is no enemy unit within range directly ahead. Units that charge get a +1 to their combat resolution. Units that charge may not fire. If the unit does not make contact it must move half of its charge distance and is Disordered.

Volley Fire – Unit stands and fires a musket volley. The unit may not move at all. All fire and resulting morale checks are performed before movement, charges, and other firing takes place. Only formed, drilled infantry with muskets may volley fire.

Hold – The unit may hold its fire until any point in a turn. Units that are being charged may roll a morale check to fire at close range. If they pass they do not suffer a –1 to hit the chargers. Units with hold orders may not move but may reform and not shoot. Units being charged by cavalry may roll a leadership test to form square. If they fail they become Disordered.

Reform – The unit spends the turn changing its facing and/or formation. Units that are drilled do this automatically. Units that are not must roll a Leadership test. If they fail they become Disordered if they were not already.

React – This order may only be given to cavalry. Cavalry units on React may charge any unit that is within range at any time during the movement phase. They may also counter charge any other unit that is over 6 inches away at the start of its charge. Counter charging can allow a cavalry unit to intercept another charging unit if it is proportionally closer to its target than the target unit is to its intended target (i.e. if an enemy infantry unit, charge range 8, is 6 inches from its target, $\frac{3}{4}$ of its move, and the cavalry is 8 inches from the infantry unit, $\frac{1}{2}$ of its move, it can intercept the infantry before it completes its charge). Units on react may not shoot. Drilled units on react may automatically charge. If the unit is not drilled it must make a Leadership check to do so. There is no ill effect of failing the Leadership check other than not charging.

Retreat – the unit may make a normal move to the rear and maintain current facing. If an enemy unit is within 8 inches the unit may only move half. The unit may not fire. If a retreating unit is contacted and defeated in melee it automatically routes.

Route – any unit may make a voluntary route move, movement distance to be rolled with the appropriate number of dice. Routes occur at the beginning of the movement phase and before chargers are moved but not before volley fire.

Disorder

Disordered units may not make march moves and do not count rank bonuses in melee combat. Disordered units fire with only half of the front rank, rounded up. Disordered units are not considered formed and may not perform actions that require being formed. Disordered units must pass a morale check to charge. If they fail they do not move or shoot but may perform a voluntary route.

Unit Ratings

Militia – Militia are units of untrained civilians that are used in a military capacity. The only formation they may adopt is a block. This must be as close to a square as possible with the number of ranks equal to the number of columns. Militia fear formed infantry. They must pass a morale check to charge them. If they fail a morale check when being charged by infantry they need 6s to hit on the first round of combat. If charged by cavalry and they fail a morale check they automatically route unless they are in a defensive position (wall, building, redoubt, etc.). Militia may only Charge, Hold, Advance, Retreat, or Route. Militia must always fire at the nearest enemy unit in range.

Raw – These are untested troops that have some professional training but little or no experience. Raw units must roll a Leadership check or be forced to fire at the nearest unit in medium range or closer. If Raw units receive fire they will be required to fire back. The exception to the return fire rule is if there is Cavalry threatening they may change formation if they pass morale.

Regular – Regulars make up the bulk of European soldiers and are all considered drilled. Regulars must pass a Ld check or fire back at units in medium range. The exception to the return fire rule is if there is Cavalry threatening they may change formation if they pass morale.

Veteran - Veterans are experienced soldiers. They may add +1 to W, B, or L at the beginning to the game. Veterans may not have a W or B that have a difference of greater than 1. (i.e. if B is a 4 and W is a 3 the +1 must be added to W or Ld) Veterans are considered drilled. Once per game they may re-roll all of their dice for any roll. Partial re-rolls are not allowed.

Elite – These are the best of the best. They may add +1 to two of the following, W, B, A(melee only), and/ or L. The same restrictions apply as those for Veterans. Elites are drilled and stubborn. Once per game they may re-roll all of their dice for any roll. Partial re-rolls are not allowed.

*A note on mandatory return fire. Units required to fire back may do so by playing a Volley Fire (if eligible), Advance, Hold, or may Charge. The exception to the return fire rule is if there is Cavalry threatening they may change formation if they pass morale.

Commanders

Each batallion has 1 Chef d' Battalion. At the beginning of the game each player should roll a 2D6 for his leaders quality and command range.

Commander Quality Roll:

2-3 Poor

4-5 Marginal

6-8 Average

9-10 Good

11-12 Inspiring

Commander Stats:

Poor

| | | | | | | | |
|-----|---|---|---|---|---|---|---|
| M | W | B | T | W | A | I | L |
| 4/9 | 2 | 2 | 3 | 1 | 1 | 7 | 6 |

Special: Roll on the Bad Commander Chart.

Marginal

| | | | | | | | |
|-----|---|---|---|---|---|---|---|
| M | W | B | T | W | A | I | L |
| 4/8 | 3 | 3 | 3 | 1 | 1 | 7 | 7 |

Special: Roll on the Bad Commander Chart.

Average

| | | | | | | | |
|-----|---|---|---|---|---|---|---|
| M | W | B | T | W | A | I | L |
| 4/8 | 4 | 4 | 3 | 2 | 2 | 7 | 8 |

Good

| | | | | | | | |
|-----|---|---|---|---|---|---|---|
| M | W | B | T | W | A | I | L |
| 4/8 | 4 | 4 | 3 | 2 | 2 | 7 | 9 |

Special: Roll on the Exceptional Commander Chart.

Good

| | | | | | | | |
|-----|---|---|---|---|---|---|----|
| M | W | B | T | W | A | I | L |
| 4/8 | 5 | 5 | 3 | 3 | 3 | 7 | 10 |

Special: Roll on the Exceptional Commander Chart.