

OLD GUARD INFANTRY BATTALION, 1815

CHARACTERISTICS

Charge Move	4"/10cm	Strike to Front	3+	Rally from Rout	2+	Shooting Save	3+
Across Terrain	Auto	Strike to Flank	5+	Control Pursuit	2+	Melee Save	-

SHOOTING

Range	6"/15cm	12"/30cm	Concealed	On Hill	Firepower
Muskets	3+	5+	+1	+1	3+



POINTS COST

Strength	675	600	525
Line Infantry	10	9	8
Points	45	40	36

MIDDLE GUARD INFANTRY BATTALION, 1815

CHARACTERISTICS

Charge Move	4"/10cm	Strike to Front	3+	Rally from Rout	3+	Shooting Save	3+
Across Terrain	Auto	Strike to Flank	5+	Control Pursuit	3+	Melee Save	-

SHOOTING

Range	6"/15cm	12"/30cm	Concealed	On Hill	Firepower
Muskets	3+	5+	+1	+1	3+



POINTS COST

Strength	600	525
Line Infantry	9	8
Points	40	36

OLD GUARD INFANTRY BATTALION, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40cm	8"/20cm	2+	5+	+1	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	16"/40cm	14"/35cm	4+	5+	-1	3+	4+
Attack Column	16"/40cm	12"/30cm	2+	3+	+2	3+	3+
Square	16"/40cm	4"/10cm	2+	2+	-1	3+	3+

MIDDLE GUARD INFANTRY BATTALION, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40cm	8"/20cm	2+	5+	+0	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	16"/40cm	14"/35cm	4+	5+	-2	3+	4+
Attack Column	16"/40cm	12"/30cm	2+	3+	+1	3+	3+
Square	16"/40cm	4"/10cm	2+	2+	-1	3+	3+

YOUNG GUARD INFANTRY BATTALION, 1815

CHARACTERISTICS

Charge Move	4"/10cm	Strike to Front	3+	Rally from Rout	3+	Shooting Save	3+
Across Terrain	Auto	Strike to Flank	5+	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	6"/15cm	12"/30cm	Concealed	On Hill	Firepower
Muskets	3+	5+	+1	+1	3+



POINTS COST

Strength	625	550	475
Line Infantry	8	7	6
Skirmish Infantry*	6	6	5
Points	38	34	29

*In Brigade Skirmish Battalion

YOUNG GUARD INFANTRY BATTALION, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40cm	8"/20cm	3+	5+	+1	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	16"/40cm	16"/40cm	6	6	-3	4+	4+
March Column	16"/40cm	14"/35cm	5+	5+	-2	4+	5+
Attack Column	16"/40cm	12"/30cm	2+	3+	+1	4+	4+
Square	16"/40cm	4"/10cm	2+	2+	-1	4+	4+

GUARD BRIGADE SKIRMISH BATTALION, 1815

CHARACTERISTICS

Charge Move	4"/10cm	Strike to Front	6	Rally from Rout	3+	Shooting Save	5+
Across Terrain	Auto	Strike to Flank	6	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	12"/30cm	Concealed	On Hill	Firepower
Muskets	5+	+1	+1	5+



POINTS COST

Platoons are purchased as part of the Battalions in the Brigade and amalgamated into the Brigade Skirmish Battalion

GUARD BRIGADE SKIRMISH BATTALION, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	18"/45cm	16"/40cm	6	6	-3	4+	4+
Double Line	18"/45cm	10"/25cm	5+	6	-2	4+	4+
Skirmish Line	18"/45cm	18"/45cm	6	6	-3	4+	4+
March Column	18"/45cm	14"/35cm	6	6	-3	4+	5+
Attack Column	18"/45cm	18"/45cm	5+	6	-2	4+	4+
Square	18"/45cm	4"/10cm	4+	4+	-3	4+	5+

GUARD HORSE GRENADIER SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20 _{cm}	Strike to Front	5+	Rally from Rout	2+	Shooting Save	5+
Across Terrain	3+	Strike to Flank	6	Control Pursuit	2+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	Concealed	On Hill	Firepower
Carbines	5+	+1	+1	6



POINTS COST

Strength	150	125	100
Line Cavalry	4	3	2
Skirmish Cavalry*	1	1	1
Points	36	28	20

*In Brigade Skirmish Battalion

GUARD HORSE GRENADIER SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40 _{cm}	4"/10 _{cm}	3+	6	+2	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	16"/40 _{cm}	8"/20 _{cm}	5+	6	-2	3+	3+
March Column	16"/40 _{cm}	8"/20 _{cm}	4+	6	+1	3+	4+
Attack Column	16"/40 _{cm}	6"/15 _{cm}	3+	4+	+3	3+	3+
Square	10"/25 _{cm}	-	3+	3+	-3	4+	4+

GUARD DRAGOON SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20 _{cm}	Strike to Front	5+	Rally from Rout	3+	Shooting Save	5+
Across Terrain	3+	Strike to Flank	6	Control Pursuit	3+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	Concealed	On Hill	Firepower
Carbines	5+	+1	+1	6



POINTS COST

Strength	225
Line Cavalry	6
Skirmish Cavalry*	2
Points	56

*In Brigade Skirmish Battalion

GUARD DRAGOON SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40 _{cm}	4"/10 _{cm}	3+	6	+1	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	16"/40 _{cm}	8"/20 _{cm}	5+	6	-2	3+	3+
March Column	16"/40 _{cm}	8"/20 _{cm}	4+	6	+0	3+	4+
Attack Column	16"/40 _{cm}	6"/15 _{cm}	3+	4+	+2	3+	3+
Square	10"/25 _{cm}	-	3+	3+	-3	4+	4+

GUARD CHASSEUR SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20 _{cm}	Strike to Front	5+	Rally from Rout	3+	Shooting Save	5+
Across Terrain	2+	Strike to Flank	6	Control Pursuit	3+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	Concealed	On Hill	Firepower
Carbines	5+	+1	+1	6



POINTS COST

Strength	225
Line Cavalry	6
Skirmish Cavalry*	2
Points	56

*In Brigade Skirmish Battalion

GUARD CHASSEUR SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	20"/50 _{cm}	4"/10 _{cm}	3+	6	+0	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	20"/50 _{cm}	10"/25 _{cm}	5+	6	-2	3+	3+
March Column	20"/50 _{cm}	10"/25 _{cm}	4+	6	-1	3+	4+
Attack Column	20"/50 _{cm}	6"/15 _{cm}	3+	4+	+1	3+	3+
Square	14"/35 _{cm}	-	3+	3+	-3	4+	4+

GUARD LANCER SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20 _{cm}	Strike to Front	6	Rally from Rout	3+	Shooting Save	5+
Across Terrain	3+	Strike to Flank	6	Control Pursuit	3+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	Concealed	On Hill	Firepower
Carbines	6	+1	+1	6



POINTS COST

Strength	150
Line Cavalry	4
Skirmish Cavalry*	1
Points	36

*In Brigade Skirmish Battalion

GUARD LANCER SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	20"/50 _{cm}	-	3+	6	+1	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	20"/50 _{cm}	8"/20 _{cm}	5+	6	-1	3+	3+
March Column	20"/50 _{cm}	8"/20 _{cm}	4+	6	+0	3+	4+
Attack Column	20"/50 _{cm}	4"/10 _{cm}	3+	5+	+2	3+	3+
Square	20"/50 _{cm}	-	3+	4+	-3	4+	4+

GUARD BRIGADE SKIRMISH SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20cm	Strike to Front	6	Rally from Rout	3+	Shooting Save	6
Across Terrain	Auto	Strike to Flank	6	Control Pursuit	3+	Melee Save	-

SHOOTING

Range	6"/15cm	Concealed	On Hill	Firepower
Carbines	6	+1	+1	6



POINTS COST

Platoons are purchased as part of the Squadrons in the Brigade and amalgamated into the Brigade Skirmish Squadron

GUARD BRIGADE SKIRMISH SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	24"/60cm	6"/15cm	5+	6	-2	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	24"/60cm	12"/30cm	5+	6	-2	3+	3+
March Column	24"/60cm	12"/30cm	5+	6	-2	3+	4+
Attack Column	24"/60cm	8"/20cm	5+	5+	-1	3+	3+
Square	16"/40cm	-	5+	4+	-3	4+	4+

GUARD HORSE ARTILLERY BATTERY, 1815

CHARACTERISTICS

Charge Move	-	Strike to Front	6	Rally from Rout	-	Shooting Save	2+
Across Terrain	-	Strike to Flank	6	Control Pursuit	-	Melee Save	-

SHOOTING

Range	16"/40cm	32"/80cm	48"/120cm	Concealed	On Hill	Firepower
Cannon	3+	4+	5+	+1	+1	4+
Howitzer	-	5+	5+	+1	+1	6



POINTS COST

Strength	8
Field Artillery (6 pdr)	3
Field Artillery (5.5-inch)	1
Points	60

GUARD HORSE ARTILLERY BATTERY, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40cm	4"/10cm	4+	6	-	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	16"/40cm	8"/20cm	5+	6	-	3+	4+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-

GUARD ARTILLERY BATTERY, 1815

CHARACTERISTICS

Charge Move	-	Strike to Front	6	Rally from Rout	-	Shooting Save	2+
Across Terrain	-	Strike to Flank	6	Control Pursuit	-	Melee Save	-

SHOOTING

Range	16"/40cm	32"/80cm	48"/120cm	Concealed	On Hill	Firepower
Cannon	3+	4+	5+	+1	+1	4+
Howitzer	-	5+	5+	+1	+1	6



POINTS COST

Strength	8
Field Artillery (6 pdr)	3
Field Artillery (5.5-inch)	1
Points	60

GUARD ARTILLERY BATTERY, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	14"/35cm	6"/15cm	4+	6	-	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	14"/35cm	8"/20cm	5+	6	-	3+	4+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-

GUARD HEAVY ARTILLERY BATTERY, 1815

CHARACTERISTICS

Charge Move	-	Strike to Front	6	Rally from Rout	-	Shooting Save	2+
Across Terrain	-	Strike to Flank	6	Control Pursuit	-	Melee Save	-

SHOOTING

Range	16"/40cm	72"/180cm	Concealed	On Hill	Firepower
Cannon	3+	5+	+1	+1	2+
Howitzer	-	5+	+1	+1	6



POINTS COST

Strength	8
Field Artillery (12 pdr)	3
Field Artillery (5.5-inch)	1
Points	60

GUARD HEAVY ARTILLERY BATTERY, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	10"/25cm	-	4+	6	-	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	10"/25cm	6"/15cm	5+	6	-	3+	4+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-

LINE INFANTRY BATTALION, 1815

CHARACTERISTICS

Charge Move	4"/10 _{cm}	Strike to Front	3+	Rally from Rout	4+	Shooting Save	3+
Across Terrain	Auto	Strike to Flank	5+	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	12"/30 _{cm}	Concealed	On Hill	Firepower
Muskets	3+	5+	+1	+1	3+

POINTS COST

Strength	700	625	550	475	400	325	250
Line Infantry	9	8	7	6	5	4	3
Skirmish Infantry*	7	6	6	5	4	3	2
Points	43	38	34	29	24	19	14

*In Brigade Skirmish Battalion

LINE INFANTRY BATTALION, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40 _{cm}	8"/20 _{cm}	3+	5+	+0	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	16"/40 _{cm}	16"/40 _{cm}	6	6	-3	4+	4+
March Column	16"/40 _{cm}	14"/35 _{cm}	5+	5+	-2	4+	5+
Attack Column	16"/40 _{cm}	12"/30 _{cm}	2+	3+	+1	4+	4+
Square	16"/40 _{cm}	4"/10 _{cm}	2+	2+	-1	3+	3+

LIGHT INFANTRY BATTALION, 1815

CHARACTERISTICS

Charge Move	4"/10 _{cm}	Strike to Front	4+	Rally from Rout	4+	Shooting Save	4+
Across Terrain	Auto	Strike to Flank	6	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	12"/30 _{cm}	Concealed	On Hill	Firepower
Muskets	3+	5+	+1	+1	3+

POINTS COST

Strength	650	525	400
Light Infantry	5	4	3
Skirmish Infantry*	20	16	12
Points	40	32	24

*In Brigade Skirmish Battalion



LIGHT INFANTRY BATTALION, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40 _{cm}	8"/20 _{cm}	4+	6	-1	4+	4+
Double Line	16"/40 _{cm}	8"/20 _{cm}	3+	5+	+0	4+	4+
Skirmish Line	16"/40 _{cm}	16"/40 _{cm}	6	6	-3	4+	4+
March Column	16"/40 _{cm}	14"/35 _{cm}	5+	6	-2	4+	5+
Attack Column	16"/40 _{cm}	12"/30 _{cm}	3+	4+	+0	4+	4+
Square	16"/40 _{cm}	4"/10 _{cm}	2+	2+	-2	3+	3+

BRIGADE SKIRMISH BATTALION, 1815

CHARACTERISTICS

Charge Move	4"/10 _{cm}	Strike to Front	6	Rally from Rout	4+	Shooting Save	5+
Across Terrain	Auto	Strike to Flank	6	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	12"/30 _{cm}	Concealed	On Hill	Firepower
Muskets	5+	+1	+1	5+



POINTS COST

Platoons are purchased as part of the Battalions in the Brigade and amalgamated into the Brigade Skirmish Battalion

BRIGADE SKIRMISH BATTALION, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	18"/45 _{cm}	16"/40 _{cm}	6	6	-3	4+	4+
Double Line	18"/45 _{cm}	10"/25 _{cm}	5+	6	-2	4+	4+
Skirmish Line	18"/45 _{cm}	18"/45 _{cm}	6	6	-3	4+	4+
March Column	18"/45 _{cm}	16"/40 _{cm}	6	6	-3	4+	5+
Attack Column	18"/45 _{cm}	18"/45 _{cm}	5+	6	-2	4+	4+
Square	18"/45 _{cm}	4"/10 _{cm}	4+	4+	-3	3+	4+

CURASSIER SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20 _{cm}	Strike to Front	5+	Rally from Rout	4+	Shooting Save	4+
Across Terrain	4+	Strike to Flank	6	Control Pursuit	4+	Melee Save	5+

SHOOTING

Range	6"/15 _{cm}	Concealed	On Hill	Firepower
Carbines	6	+1	+1	6



POINTS COST

Strength	150	125	100	75
Line Cavalry	5	4	3	2
Points	40	32	24	16

DRAGOON SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20 _{cm}	Strike to Front	5+	Rally from Rout	4+	Shooting Save	5+
Across Terrain	3+	Strike to Flank	6	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	Concealed	On Hill	Firepower
Carbines	5+	+1	+1	6



POINTS COST

Strength	150	125	100
Line Cavalry	4	3	2
Skirmish Cavalry*	1	1	1
Points	36	28	20

*In Brigade Skirmish Battalion

CURASSIER SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	12"/30 _{cm}	-	3+	6	+2	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	12"/30 _{cm}	6"/15 _{cm}	6	6	-2	4+	4+
March Column	12"/30 _{cm}	8"/20 _{cm}	5+	6	+0	4+	5+
Attack Column	12"/30 _{cm}	4"/10 _{cm}	2+	3+	+3	4+	4+
Square	8"/20 _{cm}	-	3+	3+	-3	4+	4+

DRAGOON SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40 _{cm}	4"/10 _{cm}	4+	6	+1	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	16"/40 _{cm}	8"/20 _{cm}	6	6	-2	4+	4+
March Column	16"/40 _{cm}	8"/20 _{cm}	5+	6	+0	4+	5+
Attack Column	16"/40 _{cm}	6"/15 _{cm}	3+	4+	+2	4+	4+
Square	10"/25 _{cm}	-	3+	3+	-3	4+	4+

CHASSEUR OR HUSSAR SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20 _{cm}	Strike to Front	5+	Rally from Rout	4+	Shooting Save	5+
Across Terrain	2+	Strike to Flank	6	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	Concealed	On Hill	Firepower
Carbines	5+	+1	+1	6

POINTS COST

Strength	150	125	100
Line Cavalry	4	3	2
Skirmish Cavalry*	1	1	1
Points	36	28	20

*In Brigade Skirmish Battalion



LANCER SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20 _{cm}	Strike to Front	6	Rally from Rout	4+	Shooting Save	5+
Across Terrain	3+	Strike to Flank	6	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	6"/15 _{cm}	Concealed	On Hill	Firepower
Carbines	6	+1	+1	6

POINTS COST

Strength	150	125	100
Line Cavalry	4	3	2
Skirmish Cavalry*	1	1	1
Points	36	28	20

*In Brigade Skirmish Battalion



CHASSEUR OR HUSSAR SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	20"/50 _{cm}	4"/10 _{cm}	4+	6	+0	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	20"/50 _{cm}	10"/25 _{cm}	6	6	-2	4+	4+
March Column	20"/50 _{cm}	10"/25 _{cm}	5+	6	-1	4+	5+
Attack Column	20"/50 _{cm}	6"/15 _{cm}	3+	4+	+1	4+	4+
Square	14"/35 _{cm}	-	3+	3+	-3	4+	4+

LANCER SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	20"/50 _{cm}	-	4+	6	+1	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	20"/50 _{cm}	8"/20 _{cm}	6	6	-1	4+	4+
March Column	20"/50 _{cm}	8"/20 _{cm}	5+	6	+0	4+	5+
Attack Column	20"/50 _{cm}	4"/10 _{cm}	3+	5+	+2	4+	4+
Square	14"/35 _{cm}	-	3+	4+	-3	4+	4+

BRIGADE SKIRMISH SQUADRON, 1815

CHARACTERISTICS

Charge Move	8"/20cm	Strike to Front	6	Rally from Rout	4+	Shooting Save	6
Across Terrain	Auto	Strike to Flank	6	Control Pursuit	4+	Melee Save	-

SHOOTING

Range	6"/15cm	Concealed	On Hill	Firepower
Carbines	6	+1	+1	6



POINTS COST

Platoons are purchased as part of the Squadrons in the Brigade and amalgamated into the Brigade Skirmish Squadron

BRIGADE SKIRMISH SQUADRON, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	24"/60cm	6"/15cm	6	6	-2	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	24"/60cm	12"/30cm	6	6	-2	4+	4+
March Column	24"/60cm	12"/30cm	6	6	-2	4+	5+
Attack Column	24"/60cm	8"/20cm	5+	5+	-1	4+	4+
Square	16"/40cm	-	5+	4+	-3	4+	4+

HORSE ARTILLERY BATTERY, 1815

CHARACTERISTICS

Charge Move	-	Strike to Front	6	Rally from Rout	-	Shooting Save	2+
Across Terrain	-	Strike to Flank	6	Control Pursuit	-	Melee Save	-

SHOOTING

Range	16"/40cm	32"/80cm	48"/120cm	Concealed	On Hill	Firepower
Cannon	3+	4+	5+	+1	+1	4+
Howitzer	-	5+	5+	+1	+1	5+



POINTS COST

Strength	6
Field Artillery (6 pdr)	2
Field Artillery (5.5-inch)	1
Points	45

HORSE ARTILLERY BATTERY, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	16"/40cm	4"/10cm	5+	6	-	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	16"/40cm	8"/20cm	6	6	-	4+	5+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-

FIELD ARTILLERY BATTERY, 1815

CHARACTERISTICS

Charge Move	-	Strike to Front	6	Rally from Rout	-	Shooting Save	2+
Across Terrain	-	Strike to Flank	6	Control Pursuit	-	Melee Save	-

SHOOTING

Range	16"/40cm	32"/80cm	48"/120cm	Concealed	On Hill	Firepower
Cannon	3+	4+	5+	+1	+1	4+
Howitzer	-	5+	5+	+1	+1	6



POINTS COST

Strength	8
Field Artillery (6 pdr)	3
Field Artillery (5.5-inch)	1
Points	60

FIELD ARTILLERY BATTERY, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	14"/35cm	6"/15cm	5+	6	-	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	14"/35cm	8"/20cm	6	6	-	4+	5+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-

HEAVY ARTILLERY BATTERY, 1815

CHARACTERISTICS

Charge Move	-	Strike to Front	6	Rally from Rout	-	Shooting Save	2+
Across Terrain	-	Strike to Flank	6	Control Pursuit	-	Melee Save	-

SHOOTING

Range	16"/40cm	72"/180cm	Concealed	On Hill	Firepower
Cannon	3+	5+	+1	+1	3+
Howitzer	-	5+	+1	+1	6



POINTS COST

Strength	8
Field Artillery (12 pdr)	3
Field Artillery (5.5-inch)	1
Points	60

HEAVY ARTILLERY BATTERY, 1815

FORMATION EFFECTS

	Move In Open	Move In Terrain	Stand if Charged from Front	Stand if Charged from Flank	Shock Bonus if Charging	Reform from Disorder	React without Disorder
Line	10"/25cm	-	5+	6	-	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	10"/25cm	6"/15cm	6	6	-	4+	5+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-