

## MUSKETEER INFANTRY BATTALION, 1815

### CHARACTERISTICS

Charge Move	4"/10 <sub>cm</sub>	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 <sub>cm</sub>	12"/30 <sub>cm</sub>	Concealed	On Hill	Firepower
Muskets	2+	6	+1	+1	3+

### POINTS COST

Strength	875	800	725	675	600	525	475	400	325
Line Infantry	13	12	11	10	9	8	7	6	5
Points	52	48	44	40	36	32	28	24	20

## MUSKETEER 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	14"/35 <sub>cm</sub>	6"/15 <sub>cm</sub>	2+	5+	+0	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	14"/35 <sub>cm</sub>	14"/35 <sub>cm</sub>	5+	6	-3	3+	3+
March Column	14"/35 <sub>cm</sub>	12"/30 <sub>cm</sub>	5+	5+	-2	3+	5+
Attack Column	14"/35 <sub>cm</sub>	10"/25 <sub>cm</sub>	2+	3+	+1	3+	3+
Square	14"/35 <sub>cm</sub>	4"/10 <sub>cm</sub>	2+	2+	-1	3+	3+

## FUSILIER INFANTRY BATTALION, 1815

### CHARACTERISTICS

Charge Move	4"/10 <sub>cm</sub>	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 <sub>cm</sub>	12"/30 <sub>cm</sub>	Concealed	On Hill	Firepower
Muskets	2+	6	+1	+1	3+

### POINTS COST

Strength	775	650	525	400
Light Infantry	6	5	4	3
Skirmish Infantry*	24	20	16	12
Points	48	40	32	24

\*In Regimental Skirmish Battalion



## FUSILIER 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	14"/35 <sub>cm</sub>	6"/15 <sub>cm</sub>	3+	6	-1	3+	3+
Double Line	14"/35 <sub>cm</sub>	6"/15 <sub>cm</sub>	2+	5+	+0	3+	3+
Skirmish Line	14"/35 <sub>cm</sub>	14"/35 <sub>cm</sub>	5+	6	-3	3+	3+
March Column	14"/35 <sub>cm</sub>	12"/30 <sub>cm</sub>	5+	6	-2	3+	5+
Attack Column	14"/35 <sub>cm</sub>	10"/25 <sub>cm</sub>	3+	4+	+0	3+	3+
Square	14"/35 <sub>cm</sub>	4"/10 <sub>cm</sub>	2+	2+	-2	3+	3+

## REGIMENTAL SKIRMISH BATTALION, 1815

### CHARACTERISTICS

Charge Move	4"/10 <sub>cm</sub>	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 <sub>cm</sub>	Concealed	On Hill	Firepower
Muskets*	6	+1	+1	5+
Rifles	5+	+1	+1	6

### POINTS COST

Strength	400	350	300	250	200	150	100	50
Skirmish Infantry (Rifle)	24	21	18	15	12	9	6	3
Points	24	21	18	15	12	9	6	3

\*Musket Platoons are purchased as part of the Fusilier Battalion and added to the Regimental Skirmish Battalion

## REGIMENTAL 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	16"/40 <sub>cm</sub>	14"/35 <sub>cm</sub>	5+	6	-3	3+	3+
Double Line	16"/40 <sub>cm</sub>	8"/20 <sub>cm</sub>	4+	6	-2	3+	3+
Skirmish Line	16"/40 <sub>cm</sub>	16"/40 <sub>cm</sub>	5+	6	-3	3+	3+
March Column	16"/40 <sub>cm</sub>	12"/30 <sub>cm</sub>	6	6	-3	3+	5+
Attack Column	16"/40 <sub>cm</sub>	16"/40 <sub>cm</sub>	5+	6	-2	3+	3+
Square	16"/40 <sub>cm</sub>	4"/10 <sub>cm</sub>	4+	4+	-3	3+	4+

## LANDWEHR INFANTRY BATTALION, 1815

### CHARACTERISTICS

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

### SHOOTING

Range	6"/15 <sub>cm</sub>	12"/30 <sub>cm</sub>	Concealed	On Hill	Firepower
Muskets	2+	6	+1	+1	3+

### POINTS COST

Strength	800	725	675	600	525
Line Infantry	12	11	10	9	8
Points	48	44	40	36	32



## LANDWEHR LIGHT INFANTRY BATTALION, 1815

### CHARACTERISTICS

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

### SHOOTING

Range	6"/15 <sub>cm</sub>	12"/30 <sub>cm</sub>	Concealed	On Hill	Firepower
Muskets	2+	6	+1	+1	3+

### POINTS COST

Strength	775	650	525
Light Infantry	6	5	4
Skirmish Infantry*	24	20	16
Points	48	40	32

\*In Landwehr Skirmish Battalion



## LANDWEHR 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	14"/35 <sub>cm</sub>	6"/15 <sub>cm</sub>	3+	5+	+0	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	14"/35 <sub>cm</sub>	14"/35 <sub>cm</sub>	6	6	-3	4+	4+
March Column	14"/35 <sub>cm</sub>	12"/30 <sub>cm</sub>	6	5+	-2	4+	6
Attack Column	14"/35 <sub>cm</sub>	10"/25 <sub>cm</sub>	2+	3+	+1	4+	4+
Square	14"/35 <sub>cm</sub>	4"/10 <sub>cm</sub>	2+	2+	-1	4+	4+

## LANDWEHR 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	14"/35 <sub>cm</sub>	6"/15 <sub>cm</sub>	4+	6	-1	4+	4+
Double Line	14"/35 <sub>cm</sub>	6"/15 <sub>cm</sub>	3+	5+	+0	4+	4+
Skirmish Line	14"/35 <sub>cm</sub>	14"/35 <sub>cm</sub>	6	6	-3	4+	4+
March Column	14"/35 <sub>cm</sub>	12"/30 <sub>cm</sub>	6	6	-2	4+	6
Attack Column	14"/35 <sub>cm</sub>	10"/25 <sub>cm</sub>	3+	4+	+0	4+	4+
Square	14"/35 <sub>cm</sub>	4"/10 <sub>cm</sub>	2+	2+	-2	4+	4+

## LANDWEHR SKIRMISH BATTALION, 1815

### CHARACTERISTICS

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

### SHOOTING

Range	12"/30 <sub>cm</sub>	Concealed	On Hill	Firepower
Muskets*	6	+1	+1	5+
Rifles	5+	+1	+1	6

### POINTS COST

Strength	200	150	100	50
Skirmish Infantry (Rifle)	12	9	6	3
Points	12	9	6	3

\*Musket Platoons are purchased as part of the Landwehr Light Battalion and added to the Landwehr Skirmish Battalion

## LANDWEHR 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	16"/40 <sub>cm</sub>	14"/35 <sub>cm</sub>	6	6	-3	4+	4+
Double Line	16"/40 <sub>cm</sub>	8"/20 <sub>cm</sub>	5+	6	-2	4+	4+
Skirmish Line	16"/40 <sub>cm</sub>	16"/40 <sub>cm</sub>	6	6	-3	4+	4+
March Column	16"/40 <sub>cm</sub>	16"/40 <sub>cm</sub>	6	6	-3	4+	6
Attack Column	16"/40 <sub>cm</sub>	16"/40 <sub>cm</sub>	5+	6	-2	4+	4+
Square	16"/40 <sub>cm</sub>	4"/10 <sub>cm</sub>	4+	4+	-3	4+	5+

## BRIGADE HUSSAR SQUADRON, 1815

### CHARACTERISTICS

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

### SHOOTING

No Shooting



### POINTS COST

Strength	150	125	100
Light Cavalry	5	4	3
Points	44	36	28

## BRIGADE 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	22"/55 <sub>cm</sub>	4"/10 <sub>cm</sub>	3+	6	+0	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	22"/55 <sub>cm</sub>	12"/30 <sub>cm</sub>	5+	6	-2	3+	3+
March Column	22"/55 <sub>cm</sub>	10"/25 <sub>cm</sub>	5+	6	-1	3+	5+
Attack Column	22"/55 <sub>cm</sub>	8"/20 <sub>cm</sub>	3+	4+	+1	3+	3+
Square	16"/40 <sub>cm</sub>	-	3+	3+	-3	4+	4+

## BRIGADE LANDWEHR SQUADRON, 1815

### CHARACTERISTICS

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

### SHOOTING

No Shooting



### POINTS COST

Strength	150	125	100
Light Cavalry	5	4	3
Points	40	32	24

## BRIGADE LANDWEHR 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	22"/55 <sub>cm</sub>	-	4+	6	+1	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	22"/55 <sub>cm</sub>	10"/25 <sub>cm</sub>	6	6	-1	4+	4+
March Column	22"/55 <sub>cm</sub>	8"/20 <sub>cm</sub>	6	6	+0	4+	6
Attack Column	22"/55 <sub>cm</sub>	6"/15 <sub>cm</sub>	3+	5+	+2	4+	4+
Square	16"/40 <sub>cm</sub>	-	3+	4+	-3	5+	5+

## DRAGOON SQUADRON, 1815

### CHARACTERISTICS

Charge Move	8"/20 <sub>cm</sub>	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 <sub>cm</sub>	Concealed	On Hill	Firepower
Musketoons	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



## HUSSAR SQUADRON, 1815

### CHARACTERISTICS

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

### SHOOTING

No Shooting

### POINTS COST

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

\*In Brigade Skirmish Battalion



## 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	18"/45 <sub>cm</sub>	4"/10 <sub>cm</sub>	3+	6	+1	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	18"/45 <sub>cm</sub>	10"/25 <sub>cm</sub>	5+	6	-2	3+	3+
March Column	18"/45 <sub>cm</sub>	8"/20 <sub>cm</sub>	5+	6	+0	3+	5+
Attack Column	18"/45 <sub>cm</sub>	8"/20 <sub>cm</sub>	3+	4+	+2	3+	3+
Square	12"/30 <sub>cm</sub>	-	3+	3+	-3	4+	4+

## 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	22"/55 <sub>cm</sub>	4"/10 <sub>cm</sub>	3+	6	+0	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	22"/55 <sub>cm</sub>	12"/30 <sub>cm</sub>	5+	6	-2	3+	3+
March Column	22"/55 <sub>cm</sub>	10"/25 <sub>cm</sub>	5+	6	-1	3+	5+
Attack Column	22"/55 <sub>cm</sub>	8"/20 <sub>cm</sub>	3+	4+	+1	3+	3+
Square	16"/40 <sub>cm</sub>	-	3+	3+	-3	4+	4+

## LANCERS SQUADRON, 1815

### CHARACTERISTICS

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

### SHOOTING

No Shooting

### POINTS COST

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

\*In Brigade Skirmish Battalion



## LANCERS 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	22"/55cm	-	3+	6	+1	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	22"/55cm	10"/25cm	5+	6	-1	3+	3+
March Column	22"/55cm	8"/20cm	5+	6	+0	3+	5+
Attack Column	22"/55cm	6"/15cm	3+	5+	+2	3+	3+
Square	16"/40cm	-	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	12"/30cm	Concealed	On Hill	Firepower
Carbines	6	-	+1	+1	5+
Rifles	5+	5+	+1	+1	6

### POINTS COST

Strength	50	35
Skirmish Cavalry (Rifle)	3	2
Points	12	6

Carbine 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	5+	6	-2	3+	3+
Double Line	-	-	-	-	-	-	-
Skirmish Line	24"/60cm	14"/35cm	5+	6	-2	3+	3+
March Column	24"/60cm	12"/30cm	6	6	-2	3+	5+
Attack Column	24"/60cm	10"/25cm	5+	5+	-1	3+	3+
Square	16"/40cm	-	5+	4+	-3	4+	4+

## LANDWEHR SQUADRON, 1815

### CHARACTERISTICS

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

### SHOOTING

No Shooting

### POINTS COST

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

\*In Brigade Skirmish Battalion



## LANDWEHR 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	22"/55cm	-	4+	6	+1	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	22"/55cm	10"/25cm	6	6	-1	4+	4+
March Column	22"/55cm	8"/20cm	6	6	+0	4+	6
Attack Column	22"/55cm	6"/15cm	3+	5+	+2	4+	4+
Square	16"/40cm	-	3+	4+	-3	5+	5+

## LANDWEHR 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	5+	Melee Save	-

### SHOOTING

Range	6"/15cm	12"/30cm	Concealed	On Hill	Firepower
Carbines	6	-	+1	+1	5+
Rifles	5+	5+	+1	+1	6

### POINTS COST

Strength	50	25
Skirmish Cavalry (Rifle)	3	2
Points	12	6

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

## LANDWEHR 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	14"/35cm	6	6	-2	4+	4+
March Column	24"/60cm	12"/30cm	6	6	-2	4+	6
Attack Column	24"/60cm	10"/25cm	5+	5+	-1	4+	4+
Square	16"/40cm	-	5+	4+	-3	5+	5+



## MOUNTED 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	4	2
Field Artillery (6 pdr)*	3	2	1
Field Artillery (7 pdr)*	1	-	-
Points	60	30	15

\*Each with a Limber

## FOOT 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	4	2
Field Artillery (6 pdr)	3	2	1
Field Artillery (7 pdr)	1	-	-
Points	60	30	15

## MOUNTED 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	-	-	-	-	-	-	-

## FOOT 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"/10cm	5+	6	-	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	10"/25cm	6"/15cm	6	6	-	4+	5+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-

## HOWITZER 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	48"/120cm	Concealed	On Hill	Firepower
Cannon	3+	-	+1	+1	4+
Howitzer	-	3+	+1	+1	5+



### POINTS COST

Strength	8	4	2
Field Artillery (7 pdr)	4	2	1
Points	60	30	15

## HOWITZER 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"/10cm	6	6	-	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	10"/25cm	6"/15cm	6	6	-	4+	5+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-

## HEAVY 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 (10 pdr)	1
Points	60

## HEAVY 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	6"/15cm	-	5+	6	-	4+	4+
Double Line	-	-	-	-	-	-	-
Skirmish Line	-	-	-	-	-	-	-
March Column	6"/15cm	4"/10cm	6	6	-	4+	5+
Attack Column	-	-	-	-	-	-	-
Square	-	-	-	-	-	-	-