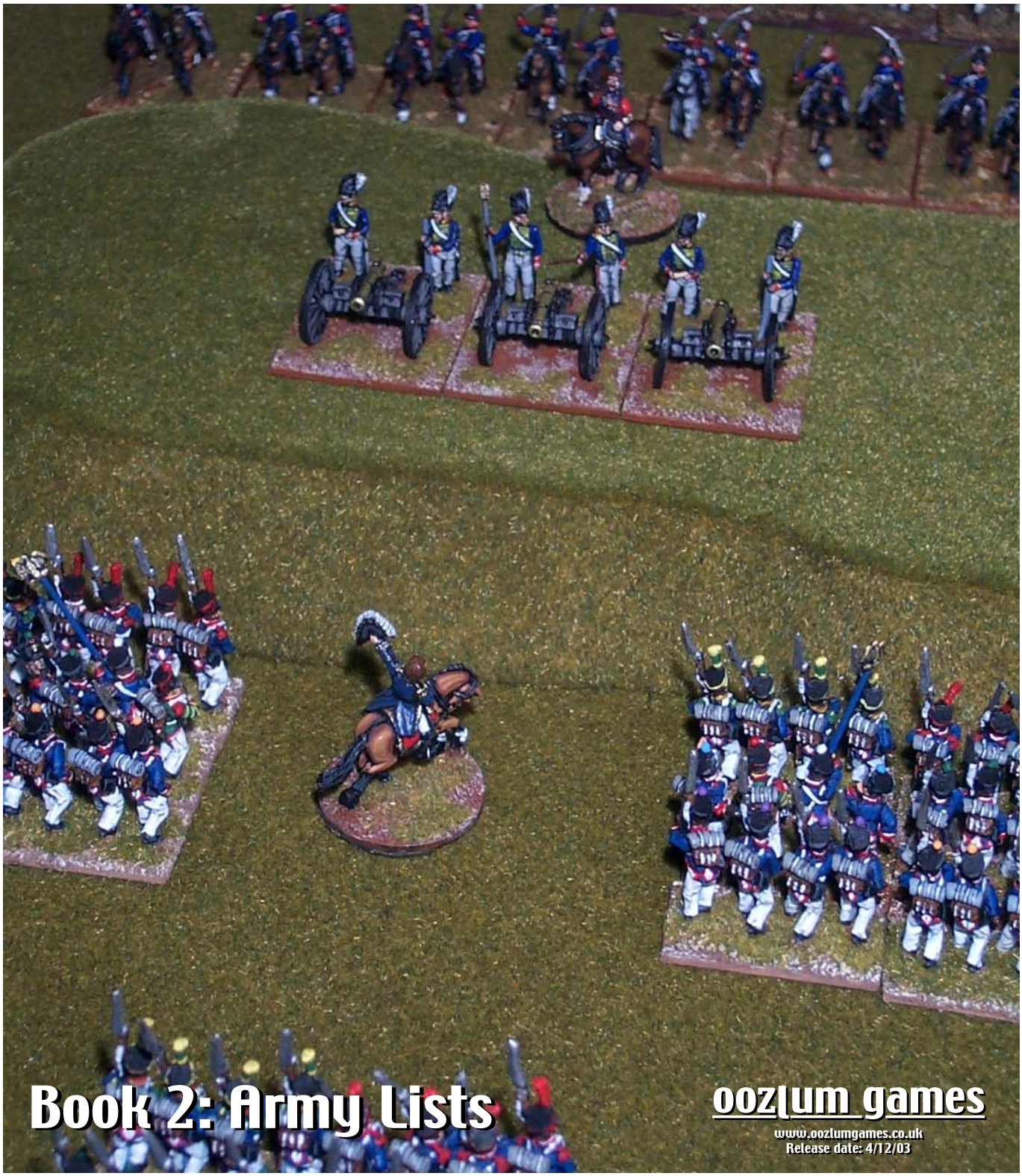
Huzzah!

Rules for Napoleonic wargaming

First edition



Book 2: Army Lists

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The army lists

The Army Lists are simply lists of most of the types of troops for the main participants in the Napoleonic Wars. The lists rate each type of troop so that a quality for each can be obtained for the game. The lists also rate the abilities of the general staff, and the effectiveness of artillery and skirmishers.

Each unit has a points value which is intended only for use in pick-up games, allowing players to field comparable forces for strength, if not necessarily ability. The Huzzah! points system at the end of the lists shows how to use these values to build armies.

The lists do not create standard armies for play: the composition of armies is up to the players. Historical encounters were seldom equal and pitched quite diverse forces against each other, and such results are possible using the points system. There are no ratios of infantry to cavalry to artillery to follow, nor ratios of elites to line, nor of heavy cavalry to light. Anyone using the points system will discover the limitations on building super powerful armies with a given number of points.

Scenario designers will know what units they want to use. A points system is not appropriate for scenarios, which can set unequal forces against each other.

Whether using the points system or free-form methods, an order of battle is required for both sides, broken down into officers, command groups and their constituent units.

Each army must have a commander in chief (CinC). Officer figures are required for every command as well as for the CinC.

How to rate an army

First, determine the command rating of all an army's officers by rolling 2D6 for each one and referring to the appropriate nation and date line on the Officer Ratings Table (page 4). Command ratings range from Abysmal (6) to Excellent (10). A Huzzah! result (double one) means that officer is inspirational – roll again to determine his actual quality. Rolls for command ratings may be affected by the points system.

Increase the command rating of the CinC by up to two ratings for the purpose of issuing orders, rallying and such, although use the command radius for his original rating. A CinC cannot have command rating greater than the maximum allowed for a nation: if a nation does not have Excellent officers, it cannot have an Excellent CinC.

Hence an Average French CinC has a command rating of 10 (8 plus 2), but a command radius appropriate to his Average status (120cm as CinC, and 80cm, 40cm and 20cm if he supersedes officers at corps, division and brigade level respectively). An Average Prussian CinC in 1806 has a command rating of 9 (8 plus 2, limited to a maximum of 9 as the nation has no Excellent officers), and a command radius appropriate to his Average status.

Second, determine the bombardment ability of an army by rolling 2D6 and referring to the appropriate nation and date line on the Bombardment Ratings Table (page 5). Bombardment ability ranges from Abysmal (2) to Excellent (6). Reroll Huzzah! results, but add one to the bombardment ability to the maximum allowable for a nation. Subsequent Huzzah! results have no effect. The bombardment ability of an army cannot be modified by the points system.

Third, determine the skirmish ability of the army by rolling 2D6 and referring to the appropriate nation and date line on the Skirmish Ratings Table (page 6). Skirmish ability ranges from Abysmal (6) to Excellent (10). A Huzzah! result automatically reduces the opponent's skirmish ability by one at the start of the battle; reroll to determine the army's own skirmish ability (subsequent Huzzah! results have no effect). The skirmish ability of an army cannot be modified by the points system.

The quality of units is determined only when required during a battle. By keeping the ability of units unknown until they are committed, players cannot unreasonably favour high quality units and shield low quality units. Instead, they must gauge performance on the expected ability of their troops. A scenario designer can specify the quality of units; quality is also best specified beforehand for games played at conventions involving new players to speed play.

Unit quality

Huzzah! uses variable ratings for unit quality to reflect the varying performance of troops on campaign, plus the effects of incorporating new recruits into experienced units. Variable and unknown ratings add uncertainty and therefore excitement to a game.

All ratings are weighted so that the typically expected quality of troops (and officers) is the average result, hence French line infantry in 1806 is Regulars A and will therefore be mostly trained or experienced. Prussian line infantry in 1806 is Regulars C and will therefore be mostly green or trained. A French battalion is therefore typically one to two grades higher in quality than its Prussian counterpart. The difference in performance of the armies is measured by the expected quality of troops and officers. Although the tables and odds mean that in theory French infantry should beat Prussian infantry in this period, this is only the expected result: upsets may well happen.

The Army Lists rate the quality of units according to one of three grades – Elites, Regulars and Militia – and four classes, from A to D, giving 12 ratings in total. The grades and classes are, from best to worst: Elites A, Elites B, Elites C, Elites D, Regulars A, Regulars B, Regulars C, Regulars D, Militia A, Militia B, Militia C, and Militia D. The grade and class give a general indication of the performance of a unit for a particular period. Elites A includes units such as the Old Guard; Militia D is no better than an ill-armed mob. Most line infantry is either Regulars B or Regulars C.

To determine the quality of a unit, determine its rating from the Army Lists, roll 2D6 and cross-reference the rating and

Unit Quality Table

Troops Full/disadvantaged rating	Unreliable 5/3	Raw 6/4	Green 7/4	Trained 8/4	Experienced 9/5	Veteran 10/6
Elites – A Class	–	–	–	–	2-6	7-12
Elites – B Class	–	–	–	2-3	4-7	8-12
Elites – C Class	–	–	–	2-4	5-8	9-12
Elites – D Class	–	–	2-3	4-6	7-9	10-12
Regulars – A Class	–	–	2-4	5-7	8-9	10-12
Regulars – B Class	–	–	2-5	6-8	9-10	11-12
Regulars – C Class	–	2-3	4-6	7-9	10-11	12
Regulars – D Class	–	2-4	5-7	8-10	11-12	–
Militia – A Class	–	2-5	6-8	9-11	12	–
Militia – B Class	2-3	4-6	7-9	10-11	12	–
Militia – C Class	2-4	5-7	8-10	11-12	–	–
Militia – D Class	2-5	6-8	9-12	–	–	–

the result on the Unit Quality Table.

If Huzzah! (double one) is rolled for a unit, that unit gains the Grognards ability if it does not already have it. Roll again to determine the actual unit quality, treating subsequent Huzzah! results as a straight result of 2.

Units that have the Grognards ability and get a Huzzah! roll, keep the Grognards ability and reroll for quality at one class higher than their current one if that is possible (Regulars A will reroll as Elites D; Elites A can reroll only as Elites A).

Examples

A roll of 8 for a unit rated Elites D means that the unit is Experienced.

A roll of 8 for a unit rated Militia D means that the unit is Raw.

A player rolls Huzzah! when determining the quality of a unit rated as Regulars D: the unit therefore gains the Grognards ability. A subsequent roll of 7 then determines that it is Green.

Officer ratings

Nationality	Years	Abysmal (6)	Poor (7)	Average (8)	Skilful (9)	Excellent (10)
Austria	1792-1808	2-3	4-6	7-9	10-12	–
	1809-14	2-3	4-6	7-9	10-11	12
Baden	1806-14	–	2-3	4-7	8-10	11-12
Bavaria	1805-14	–	2-5	6-8	9-11	12
Britain	1793-1807	2-3	4-5	6-8	9-11	12
	1808-15	2	3-4	5-7	8-9	10-12
	Cavalry, all years*	2	3-5	6-8	9-12	–
Brunswick	1815	2-3	4-5	6-9	10-12	–
France	1792-95	2-3	4-5	6-8	9-10	11-12
	1796-1801	2	3-4	5-8	9-10	11-12
	1802-07	–	2-4	5-7	8-9	10-12
	1808-15	2	3-4	5-7	8-9	10-12
	Peninsula	2	3-4	5-7	8-10	11-12
Hesse-Darmstadt	1806-14	–	2-3	4-7	8-10	11-12
Kingdom of Holland	1806-10	2-3	4-5	6-8	9-11	12
Kingdom of Italy	1805-14	2	3-4	5-7	8-9	10-12
Kingdom of Naples	1806-15	2-5	6-8	9-11	12	–
Kingdom of the Netherlands	1815	2-3	4-5	6-8	9-11	12
Ottoman Empire	All years*	2-4	5-6	7-9	10-12	–
Portugal	1808-14	2-3	4-5	6-9	10-12	–
Prussia	1792-95	–	2-6	7-9	10-12	–
	1796-1807	2-3	4-6	7-9	10-12	–
	1808-15	2	3-5	6-9	10-11	12
Russia	1805-14	2-3	4-5	6-9	10-11	12
Saxony	1806-09	2-3	4-6	7-9	10-12	–
	1810-14	2	3-5	6-9	10-11	12
Spain	1808-14	2-5	6-8	9-11	12	–
Sweden	1805-14	2	3-5	6-9	10-12	–
Duchy of Warsaw	1807-12	–	2-3	4-7	8-10	11-12
Westphalia	1808-13	2-3	4-5	6-8	9-11	12
Wurttemburg	1806-14	–	2-3	4-7	8-10	11-12

*British cavalry officers and all Ottoman officers are inspirational on the roll of any double. They reroll their quality, however, only on a Huzzah! (a natural double one). This reflects these officers' ability to get men to advance and charge, but not rally nor reform large commands.

Abilities and terminology

Battle
Battle cavalry is the shock cavalry of an army. Battle cavalry gains an advantage in engagements with all troops to reflect its weight, the size and power of its horses, and advantages such as cuirasses in combat. Battle cavalry is harder to reform than other cavalry to reflect the exertion of charging on its horses. Lancers (uhlans) are treated as Battle cavalry only in their first engagement to their front, and as Pursuit cavalry for all other rolls after their first engagement whether or not that engagement is frontal.

Doctrine
Doctrines represent a nation's preferences for its infantry to form line, column, mixed order or square. Conforming to doctrinal deployment when attacking or defending is better in engagements than adopting an unfamiliar, non-doctrinal formation. In all instances, the phasing player's units are assumed to be attacking; the non-phasing player's units are considered to be defending.

In addition, Open Order infantry in open order is in doctrinal deployment in dense terrain, but not in open terrain.

To qualify as mixed, a unit must be in a brigade in mixed order, that is, lines anchored on both flanks with columns; it follows that this formation can be achieved only with a minimum of three units.

Grognards
A unit rated as Grognards ignores the first single downward shift of a threat test, rally test or an engagement until it fails such a test or loses an engagement, at which point it loses its Grognards status. Hence Grognards with a downward shift of one in a threat test take that test with no modifier; Grognards with a downward shift of three take the test at a downward shift of only two.

Heavy artillery
Guns rated as 12 pounders (short 12 pounders are treated as medium artillery).

Hesitant
Hesitant troops are reluctant to close with the enemy. Officers issuing advance orders to hesitant troops or to a command containing hesitant troops receive an extra penalty of Down 1 if any enemy unit is within the threat zone of the hesitant unit.

Howitzer
Some nations, notably Prussia and Britain, had artillery batteries consisting entirely of howitzers. Such batteries perform as ordinary batteries except that they can also bombard units that are positioned anywhere within a building sector to which the battery has line of sight and which is at long or extreme range. (In comparison, an ordinary battery can only bombard a unit that is at the edge of such a sector

Bombardment ratings

Nationality	Years	Abysmal (2)	Poor (3)	Average (4)	Skilful (5)	Excellent (6)
Austria	1792-1808	2-4	5-7	8-10	11-12	–
	1809-14	2-3	4-6	7-9	10-12	–
Baden	1806-14	–	2-5	6-8	9-12	–
Bavaria	1805-14	–	2-5	6-8	9-12	–
Britain	1793-1809	2-3	4-6	7-9	10-12	–
	1809-15	–	2-5	6-8	9-12	–
Brunswick	1815	2-3	4-6	7-9	10-12	–
France	1792-1801	–	2-4	5-7	8-10	11-12
	1802-12	–	2-3	4-6	7-9	10-12
	1813-14	–	2-5	6-8	9-11	12
	1815	–	2-4	5-7	8-10	11-12
	Peninsula	–	2-3	4-7	8-10	11-12
Hesse-Darmstadt	1806-14	–	2-5	6-8	9-12	–
Kingdom of Holland	1806-10	–	2-5	6-8	9-12	–
Kingdom of Italy	Up to 1812	–	2-3	4-6	7-10	11-12
	1813-14	–	2-4	5-7	8-11	12
Kingdom of Naples	1806-15	2-4	5-7	8-10	11-12	–
Kingdom of the Netherlands	1815	–	2-5	6-8	9-12	–
Ottoman Empire	All years	2-3	4-6	7-9	10-12	–
Portugal	Up to 1808	2-4	5-7	8-10	11-12	–
	1809-11	2-3	4-6	7-9	10-12	–
Prussia	1792-1807	2-3	4-6	7-9	10-12	–
	1808-15	–	2-5	6-8	9-12	–
Saxony	1806-09	2-3	4-6	7-9	10-12	
	1810-15	–	2-5	6-8	9-12	–
Spain	All years	2-3	4-6	7-9	10-12	–
Russia	1805-10	2-3	4-6	7-9	10-12	–
	1811-14	–	2-5	6-8	9-12	–
Sweden	1808-15	–	2-5	6-8	9-12	–
Duchy of Warsaw	1807-12	–	2-4	5-7	8-12	–
Westphalia	1808-12	2-3	4-6	7-9	10-12	–
	1813	2-4	5-7	8-10	11-12	–
Wurttemburg	1806-12	–	2-4	5-7	8-12	–
	1813-14	–	2-5	6-8	9-12	–

or a unit that is deployed in the sector.)

A howitzer battery on a higher elevation than a unit in light woodland can bombard a unit within that woodland at long or extreme ranges only. The woodland does not block line of sight to units within the wood. The howitzers negate any favourable position modifier given for being in dense terrain, but not any favourable position modifier for being in open order. Howitzer batteries have a bounce through distance of 0cm (zero).

Russian line foot batteries can also bombard at long and extreme ranges as if they were howitzer batteries. This ability reflects the large number of high-trajectory licorne guns in such batteries. While bombarding as howitzers, Russian line foot batteries have no bounce through.

British rockets can also bombard as howitzers at long and extreme ranges. They have no bounce through, but otherwise apply all the other rules for rockets.

Impulsive

Impulsive troops are hard to restrain when they are close to the enemy.

Officers issuing advance orders to an impulsive unit, or to a command consisting entirely of impulsive troops, receive an Up 1 if an enemy unit is within the threat zone of the impulsive unit.

Officers issuing recall or retire orders to impulsive troops, or to a command containing impulsive troops, receive a penalty of Down 1 if any enemy unit is within the threat zone of the impulsive unit.

Irregular

Irregulars are troops that are not trained to fight in rigid formations, but which instead adopt a looser structure for firing and melee.

Irregulars are harder to manoeuvre and deploy than formed troops. All orders given to commands containing irregular troops suffer a Down 1 on all orders to manoeuvre or deploy. Irregulars are Up 1 against threats from infantry or artillery; their loose formation works in their favour.

Against troops in open order or against skirmish formations, irregulars fight engagements as normal; in frontal engagements with all other troops, irregulars are Down 1.

It is quite possible to have Regulars who are Irregular; the different uses of the words give rise to this seeming oxymoron.

Large Unit

Full-strength eight-squadron and ten-squadron cavalry regiments are best represented by two units each belonging to the same command group (although sometimes these

Skirmish ratings

Nationality	Years	Abysmal (6)	Poor (7)	Average (8)	Skilful (9)	Excellent (10)
Austria	1792-1808	2-3	4-6	7-10	11-12	–
	1809-14	–	2-5	6-9	10-11	12
Baden	1806-14	–	2-3	4-6	7-10	11-12
Bavaria	1805-14	–	2-5	6-8	9-11	12
Britain	1793-1808	–	2-4	5-6	7-9	10-12
	1808-15	–	–	2-4	5-8	9-12
Brunswick	1815	2-3	4-6	7-9	10-12	–
France	1792-1801	2	3-4	5-7	8-9	10-12
	1802-07	–	–	2-3	4-7	8-12
	1808-12	–	–	2-4	5-8	9-12
	1813-14	–	2-5	6-8	9-10	11-12
	1815	–	2-4	5-7	8-9	10-12
	Peninsula	–	2-3	4-6	7-9	10-12
Hesse-Darmstadt	1806-14	–	2-4	5-8	9-11	12
Kingdom of Holland	1806-10	–	2-4	5-8	9-11	12
Kingdom of Italy	Up to 1812	–	2-3	4-6	7-10	11-12
	1813-14	–	2-4	5-8	9-12	–
Kingdom of Naples	1806-15	2-3	4-5	6-8	9-12	–
Kingdom of the Netherlands	1815	–	2-4	5-8	9-11	12
Ottoman Empire	All years	2-4	5-7	8-10	11-12	–
Portugal	Up to 1808	2-4	5-8	9-12	–	–
	1809-14	–	2-3	4-6	7-10	11-12
Prussia	1792-95	2-5	6-8	9-12	–	–
	1796-1806	2-4	5-7	8-11	12	–
	1807	2-3	4-6	7-10	11-12	–
	1808-15	–	2-5	6-8	9-11	12
Russia	1805-10	2-4	5-7	8-11	12	–
	1811-14	2-3	4-6	7-9	10-12	–
Saxony	1806-09	2-5	6-8	9-12	–	–
	1810-14	–	2-3	4-6	7-10	11-12
Spain	Up to 1811	2-5	6-8	9-12	–	–
	1812-14	–	2-4	5-7	8-10	11-12
Sweden	1805-14	2-3	4-5	6-9	10-12	–
Duchy of Warsaw	1807-12	–	2-3	4-7	8-10	11-12
Westphalia	1808-12	–	2-4	5-8	9-11	12
	1813	–	2-5	6-9	10-12	
Wurttemburg	1806-12	–	2-3	4-7	8-10	11-12
	1813-14	–	2-4	5-8	9-12	–

units, such as Prussian hussars in 1806, were split between divisions). Such large regiments were commonly split into two "battalions" and are therefore best handled as two separate units, each costing the appropriate number of points. Russian artillery companies (batteries) are represented by more stands. Most Russian artillery batteries are not regarded as small units, nor do they get the benefits of oversized units.

Light artillery
Guns rated as 3 pounders, 4 pounders and 6 pounders, small calibre howitzer batteries, British rockets. Note that 6 pounders and rockets bounce through as medium artillery but use the ranges for light guns. Some guns are rated Light 3pdrs; they behave as ordinary 3pdrs but have no bounce through.

Medium artillery
Guns rated as 8 or 9 pounders, or short 12 pounders, large calibre howitzer batteries.

Open Order
Troops with the Open Order ability can form open order in dense terrain. Units that have the Open Order ability but not the Skirmish ability are troops whose function was to contest dense terrain, such as woods and buildings. Fusiliers in the 1806/07 Prussian army, and Russian jagers are examples of such troops. Troops in open order operate more effectively in dense terrain, where they have an advantage over troops without this rating.

Infantry units with the Open Order ability but not the Skirmish rating cannot form open order in open terrain: they must be in a close order formation unless they are in contact with, or in, dense terrain.

Troops in open order have the same frontage as units in line, but operate in more depth in a dispersed formation with reserves. Units with the Open Order ability are in doctrinal formation if they are in open order in dense terrain.

Oversized
An oversized infantry unit is one that is far bigger than a typical unit of its arm and which cannot be handled as a large unit (oversized cavalry and artillery units are always handled as large units). Full strength Austrian infantry battalions and British guard battalions are examples of oversized units. Oversized infantry units have extra stands, typically one for every 150 real infantrymen.

Oversized units use their usual quality rating in all tests. In engagements, however, an oversized unit ignores the effect of kills it has taken, up to the number of extra stands. Hence an oversized unit that is two stands stronger ignores the effects of two or fewer kills against it.

Pursuit
Pursuit cavalry is usually light cavalry. It gains an extra advantage in engagements with disadvantaged troops. It is therefore better used to pursue routing units to destroy them or to outflank the enemy rather to engage in frontal melees. Lancers (uhlans) are treated as Pursuit cavalry for all rolls after their first engagement (during which they are treated as Battle cavalry if they are engaged to their front).

Renown
Certain units inspire dread in other units by virtue of their reputation or appearance. Troops threatened by a unit with Renown suffer a downward shift of one in any threat test. Troops engaged with a unit that has Renown suffer a downward shift of one when resolving the engagement.

Renown does not apply to long and extreme range bombardment threats by artillery. Renowned artillery only counts as such if unlimbered.

If an infantry or cavalry unit with Renown routs or breaks, all similar units in the same army lose their renowned status – their opponents lose respect for the unit's reputation.

Shrapnel
All British and KGL artillery batteries can bombard using shrapnel at long and extreme ranges. Shrapnel cannot be used at short range.

Shrapnel negates any favourable position modifiers resulting from targets being in open order or on a higher elevation but has no bounce through (0cm).

Shrapnel can be used in conjunction with the rules for howitzer batteries. A howitzer battery firing shrapnel therefore negates any favourable position modifiers arising from open order and dense terrain when bombarding a target in light woods at a lower elevation.

A player who wants to bombard using shrapnel simply states that shrapnel is being used.

Skirmish
Troops with the Skirmish ability can form open order in open terrain. Such units are trained to form a skirmish line in open terrain, creating a screen or reinforcement of the skirmish line. Skirmishing is otherwise dealt with by the Skirmisher Superiority phase and by extended infantry threat zones.

Troops with the skirmish ability can be permanently removed from play to give an army skirmisher superiority (Book 1, page 9).

Units with the Skirmish ability alone are not trained to contest dense terrain, and therefore do not receive the benefits of Open Order troops in that terrain.

Small Unit
A small unit is a unit that has substantially fewer men in its ranks than other units of the same arm. Most artillery batteries are also treated as small units because of their small crew size.

Small units that are substantially understrength compared with typical units of the same arm are represented using fewer stands. The break point of a small unit is reduced by the difference between its strength in stands and the strength in stands of a standard-sized unit of the same type. A small unit takes threat tests according to its effective morale rating based on its quality. In engagements with units consisting of more stands, such understrength units suffer the small unit penalty.

Small units have fewer stands, typically one for every 150 real infantrymen or 75–100 cavalry troopers.

To represent slightly understrength units, it can be enough simply to rate them as small units without affecting their break points or their size in stands. The small unit modifier will give them a disadvantage in engagements.

Most artillery batteries are small units, but because the typical unit for that arm is two stands, a two-stand artillery battery is no easier to break.

National ratings

Austria

Doctrine (1792-1805): Line (attack); line (defence); square (defence vs cavalry)
Doctrine (1809-15): Column (attack); line (defence); column or square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Fusiliers (1792-95)	Regulars A	80	
Fusiliers (1792-95)	Regulars B	85	Oversized
Fusiliers (1796)	Regulars B	65	
Fusiliers (1796)	Regulars C	75	Oversized
Fusiliers (1797-1808)	Regulars C	55	
Fusiliers (1797-1808)	Regulars D	60	Oversized
Fusiliers (1809-15)	Regulars B	65	
Fusiliers (1809-15)	Regulars C	75	Oversized
Grenadiers (1792-96)	Elites C	125	Renown
Grenadiers (1797-1808)	Regulars A	80	
Grenadiers (1809-15)	Elites D	90	
Light infantry	Regulars A	90	Open Order, Skirmish
Jagers	Elites D	100	Open Order, Skirmish
Grenzers	Regulars B	75	Open Order, Skirmish
Landwehr	Militia A	30	
Insurrectio infantry	Militia B	25	
Chevau-legers (1792-05)	Regulars A	105	Pursuit
Chevau-legers (1806-15)	Regulars B	90	Pursuit
Hussars (1792-1805)	Elites D	115	Pursuit
Hussars (1806-15)	Regulars A	105	Pursuit
Uhlans (1792-1805)	Regulars B	100	Battle/Pursuit
Uhlans (1806-15)	Regulars C	90	Battle/Pursuit
Dragoons	Regulars B	80	
Cuirassiers (1792-1805)	Elites D	135	Battle
Cuirassiers (1806-15)	Regulars A	125	Battle
Insurrectio cavalry	Militia B	40	
Artillery, light (3pdr)	Regulars C	145	Small Unit
Artillery, light (6pdr)	Regulars C	155	Small Unit
Artillery, medium (short 12pdr)	Regulars C	175	Small Unit

- Pre-1809 Austrians cannot use the corps as a command structure. The structure is: army, division, brigade, unit. Hence individual divisions can be ordered, but groups of divisions cannot be ordered.
- Austrian fusilier battalions had a theoretical strength far higher than the 500-600 men of the typical battalion modelled in Huzzah! On campaign, however, such units quickly dropped in strength. Players who want to reflect the higher strength of Austrian fusilier battalions can by agreement use the grades for the Oversized units listed above. Oversized Austrian units are two stands greater in strength, but one grade lower to reflect the higher proportion of conscripts and unreliable men.
- Later period Austrians (1809-15) can defend in column against cavalry to represent the mass formation. Mass, however, doesn't get the same security benefits (Up 2) as square against cavalry, it merely avoids doctrinal penalties.
- The Viennese pound was lighter than the pound used by other armies. Austrian artillery is therefore not as powerful as its ratings suggest. Therefore 3pdr batteries use the range for light artillery and have no bounce through; 6pdr batteries use the ranges and bounce through of light artillery; and 12pdr batteries are rated as medium artillery for ranges and bounce through. All Austrian artillery is treated as foot artillery.

Baden

Doctrine (up to 1808): Line (attack); line (defence); square (defence vs cavalry)
Doctrine (1809-14): Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry (1806-08)	Regulars D	40	
Line infantry (1809-12)	Regulars B	65	
Line infantry (1813-14)	Regulars C	55	
Line infantry (Peninsula)	Regulars D	40	
Jagers (1806-08, 1813-14)	Regulars A	90	Open Order, Skirmish
Jagers (1809-12)	Elites D	100	Open Order, Skirmish
Guard infantry (1806-08, 1813-14)	Elites D	90	
Guard infantry (1809-12)	Elites C	105	
Light dragoons	Regulars B	90	Pursuit
Hussars	Regulars A	105	Pursuit
Foot artillery, light (6pdr)	Regulars B	170	Small Unit
Horse artillery, light (6pdr)	Elites D	195	Small Unit

Bavaria

Doctrine: Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry (1805-12)	Regulars B	65	
Line infantry (1813-14)	Regulars C	55	
Light infantry (1805-12)	Regulars A	90	Open Order, Skirmish
Light infantry (1813-14)	Regulars B	75	Open Order, Skirmish
Landwehr (1813-14)	Militia A	30	
Chevau-legers (1805-12)	Regulars B	90	Pursuit
Chevau-legers (1813-14)	Regulars D	65	Pursuit
Dragoons (to 1811)	Regulars B	80	
Foot artillery, light (6pdr)	Regulars B	170	Small Unit
Foot artillery, heavy (12pdr)	Regulars B	205	Small Unit
Horse artillery, light (6pdr)	Regulars A	185	Small Unit

Brunswick (1815)

Doctrine: Line (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry	Regulars C	55	
Light infantry	Regulars C	65	Open Order, Skirmish
Avant Garde	Regulars A	90	Open Order, Skirmish
Uhlans	Regulars B	90	Battle/Pursuit, Small Unit
Hussars	Regulars B	90	Pursuit
Foot artillery, light (6pdr)	Regulars C	160	Small Unit
Horse artillery, light (6pdr)	Regulars B	170	Small Unit

- The strong squadron of Brunswick uhlans is represented using a two-stand unit (at 1mm equals 1 metre). It therefore breaks when it has received a total of staggers and kills equal to two fewer than its morale rating.

Britain

Doctrine: Line (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry (Peninsula battalions)	Regulars A	80	
Line infantry (Central Europe 1793-95)	Regulars C	55	
Line infantry (Central Europe 1796-1815)	Regulars B	65	
Line infantry (Egypt)	Regulars B	65	
Fusiliers	Elites D	90	
Highland infantry	Regulars A	85	Grognards
KGL infantry	Elites D	90	
Marines	Elites D	80	Small Unit
Light infantry	Elites D	100	Open Order, Skirmish
KGL light infantry	Elites D	105	Grognards, Open Order, Skirmish
Rifles	Elites B	145	Grognards, Open Order, Renown, Skirmish
Brunswick infantry (Peninsula)	Regulars D	50	Open Order, Skirmish
Foreign infantry (Peninsula)	Regulars C	55	
Hanoverian field battalions (1815)	Regulars D	40	
Hanoverian landwehr (1815)	Militia A	30	
Guard infantry	Elites B	115	Grognards
Guard infantry	Elites B	135	Grognards, Oversized
Light dragoons/hussars	Regulars A	105	Pursuit, Impulsive
KGL light dragoons/hussars	Elites D	115	Pursuit
Hanoverian hussars (1815)	Militia A	45	Hesitant
Heavy dragoons/dragoon guards	Regulars A	125	Battle, Impulsive
KGL heavy dragoons	Elites D	135	Battle
Household cavalry	Elites B	155	Battle, Impulsive
Foot artillery, light (6pdr)	Regulars B	170	Small Unit, Shrapnel
Foot artillery, medium (9pdr)	Regulars B	185	Small Unit, Shrapnel
Hanoverian foot artillery, light (6pdr)	Regulars C	160	Small Unit
Hanoverian foot artillery, medium (9pdr)	Regulars C	175	Small Unit
Horse artillery, light (6pdr)	Elites C	210	Small Unit, Shrapnel
Horse artillery, medium (9pdr)	Elites C	225	Small Unit, Shrapnel
Horse artillery (1815), light (howitzer)	Elites C	210	Small Unit, Shrapnel
Rocket artillery, light	Elites C	210	Small Unit

- Peninsula battalions are units in the Peninsula theatre and units in the 1815 campaign that served in the Peninsula.
- Pre-1815 British (and their Peninsula allies) cannot use the corps as a command structure. The structure is: army, division, brigade, and unit. Hence individual divisions can be ordered, but groups of divisions cannot be ordered. Pre-1809 British (and their Peninsula allies) cannot use the division or the corps. The command structure is: army, brigade and unit.
- Rocket artillery performs largely like ordinary light artillery, although with the bounce through of medium artillery. If any unit passes a threat test caused by a rocket battery, the rocket battery must itself take a threat test. If more than one unit passes a threat test (from bounce through), the rocket battery takes only one threat test itself. If a threatened unit passes its test with a Huzzah! result, then the rocket artillery hits a friendly unit. The player whose unit passed the test can choose a single target within range of the rocket battery to be hit by rockets and take a threat test. All directional modifiers appropriate to the direction of fire apply, and line of sight is not required. The player can nominate the rocket battery to be hit by its own missiles. A rocket battery's short range zone is assumed to be that caused by trough-fired rockets; its longer-range fire is the effect of tripod-fired rockets. Rockets fired at short range can affect only other units at short range if they misfire on a Huzzah! result. Cavalry that fails a threat test caused by a rocket battery receives one extra stagger in addition to those caused by failing the roll. Rockets can also bombard targets at long and extreme range using the rules for howitzers (page 5); they have no bounce through, but otherwise follow all the rules for rockets if the target passes its threat test.
- Guard infantry units were sometimes near their theoretical strength. Players who wish to reflect this can, by agreement, define guard infantry battalions as Oversized units, two stands stronger than a conventional infantry unit (page 7).
- Marines in landing parties will usually be small units. The list above gives an example for a two-stand detachment.
- Hanoverian units are available in 1815 only.
- KGL artillery uses the same statistics as British artillery.

Confederation of the Rhine, Minor States

Doctrine: Column (attack); line (defence), square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Confederation infantry (1806-12)	Regulars C	55	
Confederation infantry (1813-14)	Regulars D	40	
Confederation light cavalry (1806-12)	Regulars C	80	Pursuit
Confederation light cavalry (1813-14)	Regulars D	65	Pursuit
Confederation lancers	Regulars C	90	Battle/Pursuit
Confederation foot artillery, light (6pdr)	Regulars C	160	Small Unit
Confederation horse artillery, light (4pdr)	Regulars B	165	Small Unit

- Confederation units are those of minor states of the Confederation of the Rhine not otherwise detailed in the Army Lists.
- For formations not fielded as part of a French force, use the Officer, Skirmish and Bombardment ratings for Bavaria.

France

Doctrine: Column, mixed (attack); line, mixed (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry, “Blues” (1792-95)	Regulars D	45	Skirmish
Line infantry, “Whites” (1792-95)	Regulars B	65	
Line infantry (1796-1804)	Regulars C	55	
Line infantry (1805-08)	Regulars A	80	
Line infantry (1809-12)	Regulars B	65	
Line infantry (Peninsula 1812-13)	Regulars C	55	
Line infantry (1813)	Regulars C	55	
Line infantry (1814)	Regulars D	40	
Line infantry (1815)	Regulars B	65	
Light infantry (1792-95)	Regulars B	75	Open Order, Skirmish
Light infantry (1796-1804)	Regulars A	90	Open Order, Skirmish
Light infantry (1805-08)	Elites D	100	Open Order, Skirmish
Light infantry (1809-12)	Regulars A	90	Open Order, Skirmish
Light infantry (Peninsula 1812-13)	Regulars B	75	Open Order, Skirmish
Light infantry (1813-15)	Regulars B	75	Open Order, Skirmish
Foot dragoons (1804-06)	Regulars C	60	Skirmish
Converged grenadiers	Elites C	105	
Swiss infantry (1805+)	Regulars A	80	
Vistula legion infantry (1808-14)	Regulars B	65	
National guard	Regulars D	40	
Consular guard (1800-03)	Elites B	110	
Young Guard (1809-12)	Elites C	105	
Young Guard (1813-15)	Elites D	90	
Middle Guard (1806-15)	Elites B	110	
Old Guard (1804-15)	Elites A	140	Grognards, Renown
Hussars (1792-1795)	Regulars B	90	Pursuit
Hussars (1796-1812)	Regulars A	105	Pursuit
Hussars (1813-15)	Regulars B	90	Pursuit
Hussars (Peninsula)	Regulars B	90	Pursuit
Chasseurs a cheval (1792-95)	Regulars C	80	Pursuit
Chasseurs a cheval (1796-1812)	Regulars B	90	Pursuit
Chasseurs a cheval (1813-15)	Regulars C	80	Pursuit
Chasseurs a cheval (Peninsula)	Regulars C	80	Pursuit
Gardes d’Honneur (1813-14)	Regulars B	90	Pursuit
Lancers (1811-12)	Regulars A	115	Battle/Pursuit
Lancers (1813-15)	Regulars B	100	Battle/Pursuit
Vistula legion lancers (1805-14)	Regulars A	115	Battle/Pursuit
Dragoons	Regulars B	110	Battle
Dragoons (1813-15)	Regulars B	80	
Heavy cavalry (1792-1801)	Regulars A	125	Battle
Cuirassiers (1802-05)	Elites D	135	Battle
Cuirassiers (1806-12)	Elites C	170	Battle, Renown
Cuirassiers (1813-15)	Elites D	135	Battle
Cuirassiers (Peninsula)	Elites D	135	Battle
Carabiniers (1802-12)	Elites C	170	Battle, Renown
Carabiniers (1813-15)	Elites D	135	Battle
Guard chasseurs a cheval	Elites B	135	Pursuit
Guard Polish and Dutch lancers (1809-15)	Elites B	145	Battle/Pursuit
Guard lancers (others)	Regulars A	115	Battle/Pursuit
Guard dragoons (1806-15)	Elites B	155	Battle
Guard heavy cavalry (1804-15)	Elites A	185	Battle, Grognards, Renown
Foot artillery, light (6pdr)	Regulars B	170	Small Unit
Foot artillery, medium (8pdr)	Regulars B	185	Small Unit
Foot artillery, heavy (12pdr)	Regulars A	240	Renown, Small Unit
Young Guard artillery (1809-11), light (4pdr)	Elites C	205	Small Unit
Guard foot artillery (1808), medium (8pdr)	Elites B	235	Grognards, Small Unit
Guard foot artillery (1809-15), light (6pdr)	Elites B	220	Grognards, Small Unit
Guard foot artillery (1808-15) heavy (12pdr)	Elites B	275	Grognards, Renown, Small Unit
Horse artillery, light (4pdr)	Elites D	190	Small Unit
Horse artillery, light (6pdr)	Elites D	195	Small Unit
Guard horse artillery (1804-08), light (4pdr)	Elites B	215	Grognards, Small Unit
Guard horse artillery (1809-15), light (6pdr)	Elites B	220	Grognards, Small Unit

- Guard cavalry regiments, except in 1813, were often large units and can be represented by two units both in the same brigade. Hence the Guard Polish Lancer regiment can be represented by two units in the same brigade, each costing 145 points.
- Polish (Vistula), but not French, lancers were present in the Peninsula.
- Only one French cuirassier regiment served in the Peninsula, in the eastern theatre.
- In 1815, Year XI (1803) pattern guns were used at Waterloo, giving the French army 6pdr and 12pdr batteries but not 4pdr or 8pdr batteries.
- French divisions can include brigades of troops from minor or major Confederation states listed elsewhere in the Army Lists.

Hesse-Darmstadt

Doctrine (up to 1809): Line (attack); line (defence); square (defence vs cavalry)
Doctrine (1810-14): Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Musketeers (1806-12)	Regulars B	65	
Musketeers (1813-14)	Regulars C	55	
Fusiliers (1806-12)	Regulars B	75	Open Order, Skirmish
Fusiliers (1813-14)	Regulars C	65	Open Order, Skirmish
Leib-Garde musketeers	Regulars A	80	
Leib-Garde fusiliers	Regulars A	90	Open Order, Skirmish
Light cavalry	Regulars A	105	Pursuit
Foot artillery, light (6pdr)	Regulars B	170	Small Unit

Kingdom of Holland (1806-10)

Doctrine: Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry	Regulars C	55	
Light infantry	Regulars C	65	Open Order, Skirmish
Guard infantry	Elites D	90	
Hussars	Regulars B	90	Pursuit
Cuirassiers	Elites D	135	Battle
Foot artillery, light (6pdr)	Regulars C	160	Small Unit
Foot artillery, heavy (12pdr)	Regulars C	195	Small Unit
Horse artillery, light (6pdr)	Regulars C	160	Small Unit

Kingdom of Italy (1805-14)

Doctrine: Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry (1805-1812)	Regulars B	65	
Line infantry (1813-14)	Regulars D	40	
Light infantry (1805-1812)	Regulars A	90	Open Order, Skirmish
Light infantry (1813-14)	Regulars C	65	Open Order, Skirmish
Garrison units (1810-14)	Regulars D	40	
Guard infantry	Elites C	105	
Guard velites	Elites D	90	
Guard conscripts	Regulars A	80	
Guard marines	Elites D	90	
Chasseurs (1806-12)	Regulars B	90	Pursuit
Chasseurs (1813-14)	Regulars C	80	Pursuit
Dragoons (1805-1812)	Regulars B	110	Battle
Dragoons (1813-14)	Regulars C	70	
Guard dragoons (up to 1812)	Elites C	150	Battle
Guard dragoons (1813-14)	Elites D	105	
Guards of Honour (1805-1812)	Elites C	150	Battle
Guards of Honour (1813-14)	Elites D	105	
Foot artillery, medium (8pdr)	Regulars B	185	Small Unit
Foot artillery, heavy (12pdr)	Regulars B	205	Small Unit
Horse artillery, light (4pdr)	Regulars A	180	Small Unit
Guard foot artillery, light (6pdr)	Elites D	195	Small Unit
Guard horse artillery, light (6pdr)	Elites C	210	Small Unit

Kingdom of Naples

Doctrine: Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry	Militia A	30	
Light infantry	Regulars C	65	Open Order, Skirmish
Guards	Regulars B	65	
Velite grenadiers	Regulars C	55	
Chasseurs a cheval	Regulars D	65	Pursuit
Lancers	Regulars C	90	Battle/Pursuit
Guard velites/hussars	Regulars B	90	Pursuit
Guardie d'Onore	Regulars B	70	Small unit
Foot artillery, light (4pdr)	Regulars D	140	Small Unit
Foot artillery, light (6pdr)	Regulars D	145	Small Unit
Foot artillery, medium (8pdr)	Regulars D	160	Small Unit
Foot artillery, heavy (12pdr)	Regulars D	180	Small Unit
Horse artillery, light (4pdr)	Regulars D	140	Small Unit
Horse artillery, light (6pdr)	Regulars D	145	Small Unit
Guard foot artillery, light (6pdr)	Regulars C	160	Small Unit
Guard horse artillery, light (4pdr)	Regulars C	155	Small Unit

- The Guardie d'Onore is two stands strong (at a scale of 1mm equal 1 metre) and therefore breaks when it has received a total of staggers and kills equal to two fewer than its morale rating.

Kingdom of the Netherlands (1815)

Doctrine: Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry	Regulars C	55	
Nassau infantry	Regulars B	65	
Jagers	Regulars C	65	Open Order, Skirmish
Militia	Regulars D	40	
Light Dragoons	Regulars D	65	Hesitant, Pursuit
Hussars	Regulars C	80	Hesitant, Pursuit
Carabiniers	Regulars C	80	Hesitant
Foot artillery, light (6pdr)	Regulars C	160	Small Unit
Horse artillery, light (6pdr)	Regulars B	170	Small Unit

- French-pattern artillery was used in 1815.

Ottoman Empire

Doctrine: Line
Doctrine (Nizam-i Jedid only): Line (attack), line (defence), square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Janissaries	Regulars C	50	Irregular
Guard janissaries	Elites D	80	Irregular
Nizam-i jedid (to 1807)	Regulars C	55	
Sekhans	Regulars C	50	Irregular
Rayas	Regulars B	65	Irregular, Open Order
Derbents	Militia A	30	Irregular
Fellahin	Militia D	15	Irregular
Guard cavalry	Elites D	115	Irregular, Battle/Pursuit
Cavalry (other than listed)	Regulars C	75	Irregular, Pursuit
Sipahis	Regulars C	75	Irregular, Pursuit
Mamelukes	Regulars A	100	Irregular, Pursuit
Yoruks	Militia B	45	Open Order
Djellis	Regulars D	60	Irregular, Pursuit
Foot artillery, light (6pdr)	Regulars D	145	Small Unit
Foot artillery, heavy (12pdr)	Regulars D	180	Small Unit
Camel artillery, light (6pdr)	Regulars C	160	Small Unit
Horse artillery (1808), light, (6pdr)	Regulars C	160	Small Unit

- Ottomans cannot use corps or divisions as command structures. The structure is: army, brigade, unit. Ottoman armies are therefore difficult to co-ordinate and liable to fall apart easily.
- Yoruks, like Russian Cossacks, always operate in open order. They use the special rules for Cossacks (page 15).
- Ottoman heavy foot batteries start the game in position and unlimbered. They cannot advance, retire or deploy, although they can manoeuvre.

Portugal

Doctrine: Line (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry (to 1808)	Militia B	25	
Line infantry (1809-11)	Regulars C	55	
Line infantry (1812-14)	Regulars B	65	
Cacadores	Regulars A	90	Open Order, Skirmish
Militia	Militia C	20	
Dragoons	Militia B	40	Hesitant
Foot artillery (to 1808), light (3pdr)	Regulars C	155	Small Unit
Foot artillery, light (6pdr)	Regulars C	160	Small Unit
Foot artillery, medium (9pdr)	Regulars C	175	Small Unit

Prussia

Doctrine (1792-1807): Line (attack); line (defence); square (defence vs cavalry)
Doctrine (1808-15): Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Musketeers (1792-1795)	Regulars B	65	
Musketeers (1796-1806)	Regulars C	55	
Musketeers (1807-15)	Regulars B	65	
Fusiliers (1792-95)	Regulars A	85	Open Order
Fusiliers (1796-1806)	Regulars C	60	Open Order
Fusiliers (1807)	Regulars B	70	Open Order
Fusiliers (1808-15)	Regulars B	75	Open Order, Skirmish
Jagers/schutzen (1792-1807)	Elites D	100	Open Order, Skirmish
Jagers (1808-15)	Elites C	115	Open Order, Skirmish
Reserve infantry (1813-15)	Regulars C	55	
Reserve, 3rd battalions (1815)	Regulars C	65	Open Order, Skirmish
Freikorps infantry	Regulars D	40	
Landwehr infantry (early 1813)	Militia B	25	
Landwehr infantry (late 1813-15)	Militia A	30	
Landwehr infantry, new territories (1815)	Militia B	25	
Landwehr, 3rd battalions (1815)	Militia A	40	Open Order, Skirmish
Grenadiers (1792-95)	Elites C	105	
Grenadiers (1796-1806)	Regulars A	80	
Grenadiers (1807)	Elites D	90	
Grenadiers (1812-15)	Elites C	105	
Guard infantry (1792-95)	Elites B	110	
Guard infantry (1796-1807)	Elites D	90	
Guard infantry (1808-15)	Elites C	105	
Hussars	Regulars A	105	Pursuit
Towarczys/Uhlans	Elites D	125	Battle/Pursuit
Freikorps cavalry (1813-14)	Militia A	45	
Landwehr cavalry (1813-15)	Militia A	45	
Dragoons	Regulars B	110	Battle
Cuirassiers	Elites D	135	Battle
Foot artillery, light (6pdr)	Regulars B	170	Small Unit
Foot artillery, light (7pdr howitzer)	Regulars B	170	Small Unit
Foot artillery, heavy (12pdr)	Regulars B	205	Small Unit
Landwehr foot artillery, light (6pdr)	Militia A	135	Small Unit
Horse artillery, light (6pdr)	Regulars A	185	Small Unit

- Pre-1812 Prussians cannot use the corps as a command structure. The structure is: army, division, brigade, unit. Hence individual divisions can be ordered, but groups of divisions cannot be ordered. In 1813-15, a Prussian regiment is the equivalent of a brigade in Huzzah!, and a Prussian historical brigade is the equivalent of a division.
- Prussian grenadiers, guards and cuirassiers were not present during the 1815 Waterloo campaign.
- Landwehr cavalry is rated as neither Battle nor Pursuit cavalry and therefore gets neither modifier in engagements, even though it may be armed with lances.

Russia

Doctrine: Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Musketeers (1805-10)	Regulars C	60	Grognards
Musketeers (1811-12)	Regulars B	70	Grognards
Musketeers (1813-15)	Regulars C	60	Grognards
Musketeers, reserve battalions (1811-14)	Regulars D	45	Grognards
Jagers (1805-10)	Regulars D	45	Open Order
Jagers (1811-15)	Regulars C	60	Open Order
Grenadiers (1805-11)	Regulars A	85	Grognards
Grenadiers (1812-15)	Elites C	110	Grognards
Converged grenadiers	Elites D	95	Grognards
Russo-German infantry (1813-14)	Regulars B	65	
Militia (opolenchie)	Militia C	20	
Guard grenadiers	Elites C	105	
Guard jagers	Elites D	95	Open Order
Cossacks	Militia B	50	Pursuit
Guard cossacks	Regulars B	100	Battle/Pursuit
Hussars (1805-12)	Regulars B	90	Pursuit
Hussars (1813-14)	Regulars A	105	Pursuit
Russo-German hussars (1813-14)	Regulars B	90	Pursuit
Guard hussars	Elites B	135	Pursuit
Uhlans (1805-12)	Regulars A	115	Battle/Pursuit
Uhlans (1813-15)	Elites D	125	Battle/Pursuit
Guard uhlans (1809+)	Elites B	145	Battle/Pursuit
Dragoons	Regulars B	80	
Guard dragoons (1809+)	Elites C	120	
Cuirassiers (1805-12)	Regulars A	125	Battle
Cuirassiers (1813-15)	Elites D	135	Battle
Guard cuirassiers	Elites B	155	Battle
Foot artillery, light (6pdr)	Regulars B	170	
Foot artillery, heavy (12pdr)	Regulars B	205	
Guard foot artillery, light (6pdr)	Elites D	195	
Guard foot artillery, heavy (12pdr)	Elites D	230	
Horse artillery, light (6pdr)	Regulars B	170	
Russo-German horse artillery, light (6pdr)	Regulars B	170	Small Unit
Guard horse artillery, light (6pdr)	Elites D	195	
Guard horse artillery (1810-15), light (6pdr)	Elites D	195	Small Unit
Cossack artillery, light (light 3pdr)	Militia B	115	Small Unit

- Pre-1812 Russians are unable to use the corps as a command structure. The structure is: army, division, brigade, unit. Hence individual divisions can be ordered, but groups of divisions cannot be ordered.
- Most Russian infantry has the Grognards ability to reflect its staying power. In effect it thinks it is one class better than it really is until it suffers an adverse reaction.
- Pike-armed militia has a threat zone of 10cm in line or column, and presents no threat zone while in square or in buildings.
- Uhlans and guard cossacks count as battle cavalry in their first engagement, pursuit cavalry for all rolls thereafter.
- Russian foot and horse artillery batteries should be represented by twice as many stands as ordinary batteries – four stands instead of the more usual two (at a scale of 1mm equal 1 metre). Guard artillery batteries should be represented by three stands; guard horse artillery batteries by two stands after 1810. They therefore present a broad threat zone, but have no greater bombardment ability than their smaller rivals. Cossack batteries are represented by the usual two stands: their very light pieces also have no bounce through.
- Russian line foot artillery batteries can also bombard as if they were howitzer batteries. This ability reflects their large number of high-trajectory licorne guns. While bombarding as howitzers, Russian line foot batteries have no bounce through.

Cossacks

Cossacks always operate in open order. Whether arranged in column or line, they count as open order troops to reflect their loose formation. As open order troops, they always move at full speed through light woodland and at half-speed through dense woodland. Cossacks project a 5cm (1 band) threat zone in all woods. Cossacks at the edge of a wood project their full threat zone into open terrain.

Close order troops in the open in line, column or square do not have to take a threat test if threatened from the front by cossacks; they take threat tests only if the cossacks threaten them from the flank or rear. Such troops are still required to stop on entering a threat zone projected by cossacks. Units threatened both by a non-cossack unit and cossacks are in more than one threat zone, even if the threat from the cossacks is frontal.

Cossacks fight using their disadvantaged morale rating if an enemy in close order engages them frontally in the open or if they engage the front of a unit in close order in the open. Cossacks fight with their full morale rating, however, if they engage open order troops in the open or if they engage the flank or rear of an enemy in any terrain. Cossacks always fight using their full morale rating in woods, even against squares, unless engaged by an enemy to their flank or rear.

Guard cossacks behave as ordinary cavalry, not as cossacks.

Saxony

Doctrine (1806-09): Line (attack); line (defence); square (defence vs cavalry)
Doctrine (1810-15): Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Musketeers (1806-07)	Regulars B	65	
Musketeers (1808-09)	Regulars D	40	
Musketeers (1810-12)	Regulars C	55	
Musketeers (1813-15)	Regulars D	40	
Light infantry (1809-12)	Regulars A	90	Open Order, Skirmish
Light infantry (1813-15)	Regulars B	75	Open Order, Skirmish
Grenadiers (1806-07)	Elites C	105	
Grenadiers (1808-09)	Regulars A	80	
Grenadiers (1810-12)	Elites D	90	
Grenadiers (1813-15)	Regulars A	80	
Guard infantry	Elites C	105	
Hussars	Elites D	115	Pursuit
Light cavalry	Regulars A	105	Pursuit
Cuirassiers (1806-07)	Elites C	150	Battle
Cuirassiers (1808-12)	Elites B	170	Battle, Renown
Cuirassiers (1813-15)	Elites D	135	Battle
Foot artillery, light (4pdr)	Regulars B	165	Small Unit
Foot artillery, light (6pdr)	Regulars B	170	Small Unit
Foot artillery, medium (8pdr)	Regulars B	185	Small Unit

Spain

Doctrine: Line (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry (1808-09)	Militia A	30	
Line infantry (1810-11)	Regulars D	40	
Line infantry (1812-14)	Regulars C	55	
Light infantry	Regulars C	65	Open Order, Skirmish
Guards	Regulars C	55	
Foreign infantry	Regulars C	55	
Militia	Militia B	25	
Cavalry	Militia B	40	Hesitant
Light cavalry	Militia A	55	Hesitant, Pursuit
Foot artillery, light (6pdr)	Regulars C	160	Small Unit
Foot artillery, medium (9pdr)	Regulars C	175	Small Unit

- Light cavalry includes hussars, cazadores and lancers. Other cavalry includes dragoons and Spain's notional heavy cavalry units.
- Joseph's Spanish troops use the values as above and the Spanish Officer, Skirmish and Bombardment ratings, but all line infantry uses the 1808-09 rating whatever the year, artillery is French pattern (6pdr and 8pdr) and French doctrine applies.

Sweden

Doctrine (1805-10): Line (attack); line (defence); square (defence vs cavalry)
Doctrine (1810-14): Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry	Regulars C	55	
Grenadiers	Regulars A	80	
Light infantry	Regulars B	75	Open Order, Skirmish
Jagers	Elites D	100	Open Order, Skirmish
Militia	Militia A	30	
Guard infantry	Elites D	90	
Guard jagers	Elites D	100	Open Order, Skirmish
Light cavalry	Regulars C	80	Pursuit
Dragoons	Regulars B	80	
Cuirassiers	Regulars B	110	Battle
Carabiniers	Regulars B	110	Battle
Guard cavalry	Elites D	135	Battle
Foot artillery, light (6pdr)	Regulars C	160	Small Unit
Foot artillery, heavy (12pdr)	Regulars C	195	Small Unit
Horse artillery, light (6pdr)	Regulars A	185	Small Unit
Mountain artillery (1814+), light (3pdr)	Regulars B	155	Small Unit

Duchy of Warsaw (1807-12)

Doctrine: Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry	Regulars B	65	
Lancers	Regulars A	115	Battle/Pursuit
Chasseurs a cheval	Regulars B	90	Pursuit
Hussars	Regulars A	105	Pursuit
Cuirassiers	Elites D	135	Battle
Foot artillery, light (6pdr)	Regulars B	170	Small Unit
Foot artillery, heavy (12pdr)	Regulars B	205	Small Unit
Horse artillery, light (6pdr)	Regulars A	185	Small Unit

- Other Polish troops in French service, such as the Vistula legion, can use the above ratings for quality.

Westphalia

Doctrine: Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry (1808-12)	Regulars D	40	
Line infantry (1813)	Militia A	30	
Light infantry (1808-12)	Regulars C	65	Open Order, Skirmish
Light infantry (1813)	Regulars D	50	Open Order, Skirmish
Guard infantry (1808-12)	Elites D	90	
Guard infantry (1813)	Regulars A	80	
Guard light infantry	Elites D	100	Open Order, Skirmish
Guard light infantry	Regulars A	90	Open Order, Skirmish
Chevau-legers (1808-10, 1812)	Regulars C	80	Pursuit
Chevau-legers (1811)	Regulars C	90	Battle/Pursuit
Chevau-legers (1813)	Regulars D	65	Pursuit
Hussars (1808-12)	Regulars B	90	Pursuit
Hussars (1813)	Regulars C	80	Pursuit
Cuirassiers (1808-12)	Regulars B	110	Battle
Cuirassiers (1813)	Regulars D	85	Battle
Guard chevau-legers (1808-12)	Regulars C	90	Battle/Pursuit
Guard chevau-legers (1813)	Regulars D	75	Battle/Pursuit
Guard hussars (1813)	Regulars C	80	Pursuit
Guard du Corps	Regulars A	80	Small Unit
Foot artillery, medium (8pdr)	Regulars C	175	Small Unit
Foot artillery, heavy (12pdr)	Regulars C	195	Small Unit
Horse artillery, light (4pdr)	Regulars A	180	Small Unit
Guard horse artillery, light (4pdr)	Regulars A	180	Small Unit

- Chevau-legers were briefly issued with the lance in 1811.
- The Guard du Corps, a ceremonial unit, never saw active service: in the 1812 campaign it returned with Jerome to Westphalia. If represented on the battlefield it should comprise one stand only (at a scale of 1mm equals 1 metre): it therefore breaks when it has received a total of staggers and kills equal to three fewer than its morale rating.

Wurttemburg

Doctrine (up to 1808): Line (attack); line (defence); square (defence vs cavalry)
Doctrine (1809-14): Column (attack); line (defence); square (defence vs cavalry)

Troops	Grade	Points	Notes and abilities
Line infantry (1806-12)	Regulars B	65	
Line infantry (1813-14)	Regulars C	55	
Light infantry (1806-12)	Regulars A	90	Open Order, Skirmish
Light infantry (1813-14)	Regulars B	75	Open Order, Skirmish
Guard infantry	Elites C	105	
Cavalry (1806-12)	Regulars B	90	Pursuit
Cavalry (1813-14)	Regulars C	80	Pursuit
Guard heavy cavalry	Elites D	135	Battle
Foot artillery, light (6pdr)	Regulars B	170	Small Unit
Foot artillery, medium (short 12pdr)	Regulars B	185	Small Unit
Horse artillery, light (6pdr)	Regulars A	185	Small Unit
Guard foot artillery, light (6pdr)	Elites D	190	Small Unit
Guard horse artillery, light (6pdr)	Elites D	195	Small Unit

- Wurttemburg's guns were of the Austrian pattern, hence its 12pdr battery is rated as medium. Represent the guard foot artillery by a half-size unit (i.e. one stand using standard basing) and halve its bombardment capability (round up fractions).

The points system

Huzzah!'s points system is intended for pick-up games only. It allows players to choose the composition of their forces and influence the quality of their leaders. The points system may not create balanced or equal forces depending on how the points are spent, but it may well create forces typical of engagements during the Napoleonic Wars and provide the basis for an interesting game. It can be used to create cavalry-heavy forces, badly-led forces of good troops, well-led rabble, small well-led formations of crack troops and match any of these against a very different force.

Rather than force players to pick armies with certain percentages of each arm, the points system is weighted so that some arms and units cost more than others. Artillery is expensive, for example, but it commands the battlefield from a great range. It will be scarcer than other units because it costs so much. Cavalry costs slightly more than infantry, because it is so mobile.

Officers also cost points depending on their likely scarcity for their nationality, the size of their commands, and how much a player wishes to improve or decrease the chances of getting other than typical officers.

How to create an army

Players should agree on how many points they wish to fight with on each side and build an order of battle accordingly. As a guide, 1,000 or 1,500 points is enough for a small-scale action, and 2,000 or 2,500 points for a divisional action. Up to 2,000 points on each side is enough for an evening's game. More points mean more units and commands, more decisions and therefore longer games.

As a rough guide, put about one-third of the points into an army's command structure and two-thirds into units – at least if you want a chance of having your men competently or flexibly led. Historical orders of battle give an idea of typical command structures – see also the comments on formation sizes in the Orders section of the main rules (page 14, Conditions).

Points values for individual units are given in the Army Lists. Points values for officers follow here.

Conditions

Players can only choose units from the Army Lists that are appropriate to the year of the battle they are fighting. Hence in 1806, French infantry is Regulars A and costs 80 points per battalion. All units of line infantry must be bought at this cost: the player cannot choose to buy units of French line rated as Regulars C, for instance, for a battle set in 1806. Players buy potential, though units may not live up to it.

For each type of unit, a player cannot buy more units than historically existed or which were not present in a theatre of action. Hence in the Peninsula a French player can field only one cuirassier regiment and cannot field French lancers, though Vistula legion (Polish) lancers are allowed.

All armies must have a CinC. Commands that consist of units of mixed nationalities must be led by an officer from the majority contingent; if two nationalities are equally dominant, the player can choose the leader's nationality from the two.

Cost of officers

The cost of officers depends on the ability of each nation's general staff (competent, average or incompetent), their position and the size of their commands. Points are spent to get bonuses or penalties when rolling for quality on the national table for officers: an officer bought at "evens" gets a straight roll, an officer bought at Up 1 or Up 2 gets a +1 or +2 respectively on the result of the dice, and officer bought at Down 1 or Down 2 gets minus 1 or 2 respectively on the result of the dice.

Regardless of modifiers to the dice, officers cannot have ratings that do not exist on their national table, hence 1806 Prussians cannot have Excellent officers even if a 12 is rolled with an Up 1 or Up 2 bonus.

As the inspirational ability can be bought, a Huzzah! roll for an officer bought using the points system allows his quality to be rerolled at Up 1.

		Cost (points)	
Rating	**Competent**	**Average**	**Incompetent**
Up 2	160	180	200
Up 1	120	140	160
Evens	80	100	120
Down 1	60	70	80
Down 2	40	50	60

Competent nations: France (1796-1812), Britain (non-cavalry in Peninsula and in 1815 in central Europe).

Average nations: Austria (1809+), Britain (non-cavalry in central Europe pre 1810), France (1813-15), Russia (1812+), Prussia (1812+), all other nations not otherwise listed.

Incompetent nations: Austria (before 1809), Britain (all cavalry), Naples, Ottoman Empire, Prussia (before 1808), Russia (before 1812), Saxony (before 1810), Spain, Westphalia.

Modify the points for each officer as follows:

+100	CinC
+40	Corps officer
+20	Inspirational
+20	Divisional officer
+10	Each sub-command above the command limit
Double	Only one sub-command
Double	More than six sub-commands

Examples

An 1809 Austrian brigade comprises four units of infantry. A officer rated at Evens costs 110 points (100 + 10 for the one

units above the command limit of 3). When rolling for quality the result on the dice is not modified.

An 1806 French brigade officer commands five battalions and a battery. At Evens he costs 100 points. The base cost of 80 points increases by 20 for having two units more than the command limit of 4. At Up 1 he costs 140 points.

A British cavalry brigade comprises a single unit of heavy cavalry. The command consists of only one sub-command and therefore the cost of the officer is doubled. British cavalry leaders are incompetent: an Up 1, Inspirational officer costs 360 points (160 + 20, doubled). By comparison, having another regiment of heavy dragoons in the brigade would cost 175 points and the same quality of officer to control both regiments only 180 – some 5 points less in total!

An 1806 Prussian army consists of three brigades in one division, and is led by three brigade officers, one divisional officer and the CinC. The CinC's command consists of only one sub-command (the division). At Evens the CinC costs 440 points (120 + 100 for being CinC, which is then doubled). The same Prussian army could comprise three brigades led by a CinC. This time the CinC's command consists of three sub-commands and at evens he costs 230 points (120 + 100 + 10 for one sub-command more than the command limit). The army, however, loses the ability of the CinC to supersede a divisional officer and therefore control the whole army.

Explanations

CinC

The ability of a CinC is increased by two ratings (page 3). Hence an Average CinC issues orders and so on with a command rating of 10 but has a command radius appropriate to his average ability. A CinC cannot have command rating greater than the maximum allowed for a nation: if a nation does not have Excellent officers, it cannot have an Excellent CinC.

Command limit

The command limit is the maximum number of sub-commands that an officer can lead effectively. The command limit is 4 for Competent, 3 for Average and 2 for Incompetent nations. An officer in charge of a command where the number of sub-commands exceeds his command limit costs 10 points extra for each sub-command in excess of the command limit. Hence an officer from an incompetent nation can lead two sub-commands at no extra cost, three sub-commands at 10 points extra, four sub-commands at 20 points extra and so on.

Only one sub-command

The points cost of an officer is doubled if his command comprises only one sub-command. Add all modifiers to the base value before doubling. The additional cost reflects the command advantages inherent in superseding such an officer with the CinC or of attaching a brigade officer to the single unit in a brigade consisting of only one unit, which brings an automatic Up 1 when issuing orders and reacting to threat tests, rallying and so on.

More than six sub-commands

Commands that comprise more than six sub-commands are more likely to hold their ground than smaller commands because of the number of sub-commands that potentially can be in a favourable position when the officer must take a command check. The cost of an officer who commands more than six sub-commands is therefore doubled to reflect this potential stability.

How the points values are calculated

Points values for infantry, artillery and cavalry have been worked out based on their ability to beat other units and their ability to threaten. The points values are based on the following table, modified for abilities.

Quality	Infantry Battalion	Cavalry Regiment	Artillery Battery Light 3pdrs	3/4pdrs	6pdrs	8/9pdrs	12pdrs
Elites A	115	130	205	215	220	235	255
Elites B	110	125	200	210	215	230	250
Elites C	105	120	195	205	210	225	245
Elites D	90	105	180	190	195	210	230
Regulars A	80	95	170	180	185	200	220
Regulars B	65	80	155	165	170	185	205
Regulars C	55	70	145	155	160	175	195
Regulars D	40	55	130	140	145	160	180
Militia A	30	45	120	130	135	150	170
Militia B	25	40	115	125	130	145	165
Militia C	20	35	110	120	125	140	160
Militia D	15	30	105	115	120	135	155

All values are the cost in points for one unit, i.e. infantry battalion, cavalry regiment or artillery battery.

The points values for each unit is modified for special abilities as follows:

+30	Battle
+20	Renown, Battle/Pursuit
+10	Pursuit, Oversized (for each stand more than usual))
+5	Grognards, Skirmish, Open Order
0	Hesitant, Impulsive, Irregular (if Militia)
-5	Small unit (for each stand less than usual), Irregular (if Regulars)
-10	Irregular (if Elites)

Sample armies

The following armies are examples of what can be bought for around 2,000 points. The CinC in each case is the equivalent of the divisional leader, though pays points for being CinC instead and is treated as CinC in all regards. Equal-sized armies are suitable for encounter battles where both sides advance to an objective. For battles in which one side defends and the other attacks, allow up to half as many points again for the attacking forces.

All the following 2,000 point armies are brittle – they have no divisional structure to limit the effects of one brigade breaking. For games meant to last no more than an evening this is not a huge flaw as a result will usually be achievable in a short time: the army will let you know when you've lost because it will typically retreat if one brigade is thrown away in a hasty attack and destroyed.

1805 Austrian

CinC (Evens, 4 sub-commands)	240
Brigade officer (Down 1, Inspirational, 5 sub-commands)	130
4 battalions Fusiliers (Regulars C)	220
1 battery Light Artillery (Regulars C, 6pdr)	155
Brigade officer (Evens, 5 sub-commands)	150
3 battalions Fusiliers (Regulars C)	165
1 battalion Grenzers (Regulars B, Open Order, Skirmish)	75
1 battery Light Artillery (Regulars C, 6pdr)	155
Brigade officer (Evens, 3 sub-commands)	130
3 battalions Grenadiers (Regulars A)	240
Brigade officer (Evens, 2 sub-commands)	120
1 regiment Hussars (Elites D, Pursuit)	115
1 regiment Chevau-legers (Regulars A, Pursuit)	105

Total: 2,000 points (1,230 men, 770 command)
5 officers, 11 infantry battalions, 2 cavalry regiments, 2 batteries

1805-07 French

CinC (Evens, 4 sub-commands)	180
Brigade officer (Up 1, 3 sub-commands)	120
4 battalions Light Infantry (Elites D, Open Order, Skirmish)	400
Brigade officer (Evens, 4 sub-commands)	80
4 battalions Line Infantry (Regulars A)	320
Brigade officer (Evens, 5 sub-commands)	90
4 battalions Line Infantry (Regulars A)	320
1 battery Medium Artillery (Regulars B)	185
Brigade officer (Up 1, 2 sub-commands)	120
2 regiments Chasseurs a Cheval (Regulars B, Pursuit)	180

Total: 1,995 points (1,405 men, 590 command)
5 officers, 12 infantry battalions, 2 cavalry regiments, 1 battery

1806 Prussian

CinC (Evens, 3 sub-commands)	230
Brigade officer (Evens, 6 sub-commands)	160
4 battalions Musketeers (Regulars C)	220
1 battalion Grenadiers (Regulars A)	80
1 battery Light Artillery (Regulars B, 6pdrs)	170
Brigade officer (Evens, 6 sub-commands)	160
4 battalions Musketeers (Regulars C)	220
1 battalion Grenadiers (Regulars A)	80
1 battery Heavy Artillery (Regulars B)	205
Brigade officer (Evens, Inspirational, 3 sub-commands)	150
2 regiments Dragoons (Regulars B, Battle)	220
1 regiment Hussars (Regulars A, Pursuit)	105

Total: 2,000 (1,300 men, 700 command)
4 officers, 10 infantry battalions, 3 cavalry regiments, 2 batteries

1805-07 Russian

CinC (Evens, 4 sub-commands)	240
Brigade officer (Down 1, 3 sub-commands)	90
2 regiments Hussars (Regulars B, Pursuit)	180
1 regiment Cossacks (Militia B, Pursuit)	50
Brigade officer (Evens, 3 sub-commands)	130
3 battalions Grenadiers (Regulars A, Grognards)	255
Brigade officer (Evens, 5 sub-commands)	150
4 battalions Musketeers (Regulars C, Grognards)	240
1 battery Heavy Artillery (Regulars B)	205
Brigade officer (Down 1, 5 sub-commands)	110
4 battalions Jagers (Regulars D, Open Order)	180
1 battery Light Artillery (Regulars B)	170

Total: 2,000 (1,280 men, 720 command)
5 officers, 11 infantry battalions, 3 cavalry regiments, 2 batteries

1810 Anglo-Spanish

British CinC (Up 1, 4 sub-commands)	220
Spanish brigade officer (Down 1, Inspirational, 5 sub-commands)	130
3 Spanish Line battalions (Regulars D)	120
1 Spanish Militia battalion (Militia B)	25
1 Spanish Light Artillery battery (Regulars C, 6pdr)	160
British brigade officer (Up 1, 4 sub-commands)	120
1 Portuguese Line battalion (Regulars C)	55
2 British Line battalions (Regulars A)	160
1 British Highlander battalion (Regulars A, Grognards)	85
British brigade officer (Evens, 5 sub-commands)	90
1 Portuguese Line battalion (Regulars C)	55
2 British Line battalions (Regulars A)	160
1 British Light battalion (Elites D, Open Order, Skirmish)	100
1 Light Artillery battery (Regulars B, 6pdr)	170
British cavalry brigade officer (Evens, Inspirational, 2 sub-commands)	140
2 regiments Light Dragoons (Regulars A, Pursuit, Impulsive)	210

Total: 2,000 points (1,300 men, 700 command)
5 officers, 12 battalions, 2 cavalry regiments, 2 batteries

1810 Peninsula French

CinC (Evens, 4 sub-commands)	180
Brigade officer (Up 1, 3 sub-commands)	120
3 battalions Light Infantry (Regulars A, Open Order, Skirmish)	270
Brigade officer (Evens, 5 sub-commands)	90
4 battalions Line Infantry (Regulars B):	260
1 battery Medium Artillery (Regulars B)	185
Brigade officer (Up 1, 5 sub-commands)	130
4 battalions Line Infantry (Regulars B)	260
1 battery Medium Artillery (Regulars B)	185
Brigade officer (Up 2, 2 sub-commands)	160
2 regiments Chasseurs a Cheval (Regulars C, Pursuit)	160

Total: 2,000 points (1,320 men, 680 command)
5 officers, 11 infantry battalions, 2 cavalry regiments, 2 batteries