

Russian Stats and Special Rules

Unit	Type	Armament	Hand-to-Hand	Shooting	Morale	Stamina	Special
Russian Line Infantry	Infantry	Smoothbore Muskets	6	3	4+	4	Reliable Attack Column
Reserve/ Militia	Infantry	Smoothbore Muskets	5	2	4+	3	Unreliable
Light Dragoons	Cavalry	Sabre	6	-	4+	3	Marauders
Cossacks	Cavalry	Lance	5	-	5+	3	Unreliable, Lancers Marauders
Don Cossacks	Cavalry	Lance	5	-	5+	3	Unreliable, Lancers Marauders
Horse Artillery	Artillery	Light Smoothbore Artillery	1	3-2-1	4+	1	Marauders
Foot Artillery	Artillery	Smoothbore Artillery	1	3-2-1	4+	2	Steady

Special Rules

Although we made all of our Russian infantry solid Line Infantry types, we've included the stats for poorer quality troops (reserves and militia) of which there was no certainly shortage in the Russian army. Had we a few more regiments at our disposal, we would undoubtedly have fielded at least one brigade as militia.

The Russian infantry are armed with smoothbore muskets with 18" range, cavalry are armed with sabres – although the Don Cossacks have lances in addition. Cannons are smoothbore muzzle loaders of traditional type.

Reliable attack column. We made Russian infantry Reliable (+1 Command) when in Attack Column or mixed Attack Column formation (ie, Attack Column with skirmishers deployed to the front). This encourages the Russians to advance into close combat en masse which was the accepted and most often seen Russian tactic.

Unreliable. Russian troops such as militia, sailors, reservists and Cossacks are considered Unreliable. This does not mean they are cowardly but unused to strict orders and discipline and therefore not always predictable. Unreliable troops may not move on a Command score equal to the Command roll required.

Marauders. Light Dragoons, Cossacks and Horse Artillery get the 'light cavalry' rule – they ignore the usual distance penalty when given orders.

Steady. On this occasion we gave the Russian artillery defending the redoubt the 'Steady' rule – which means they automatically roll the best result possible for their first Break test. For most troops this is an automatic pass – though not always for artillery! Bear this in mind.

As described for the British, all Russian regular infantry have the 'must form square' rule, can used 'mixed formations' and, unless they have the 'skirmish' rule, can only go into regimental skirmish order to enter terrain they could not otherwise enter. See the entry under the British army.