

RUSSIA

Prior to 1810, the Russian army had been a typical *ancien régime* force, resting on its laurels and allowing its organisation to become unwieldy and turgid. With over 50 million citizens in Russia, the army had an almost limitless draft of soldiers, and, protected by a harsh country, there seemed little need to reform.

Following the Peace of Tilsit in 1807, the Tsar realised that reforms were indeed required if the army was to rival the French system. The ponderous, million-strong army was still fighting under a system inherited from the Seven Years War, and was scattered across a vast country. Initially, the task of improving the vast Russian military machine was given to Alexei Arakcheev, who was a tyrannical commander with interest only in artillery. Though he secured better ordnance for the army, his brutal regime only served to worsen the lot of the average soldier.

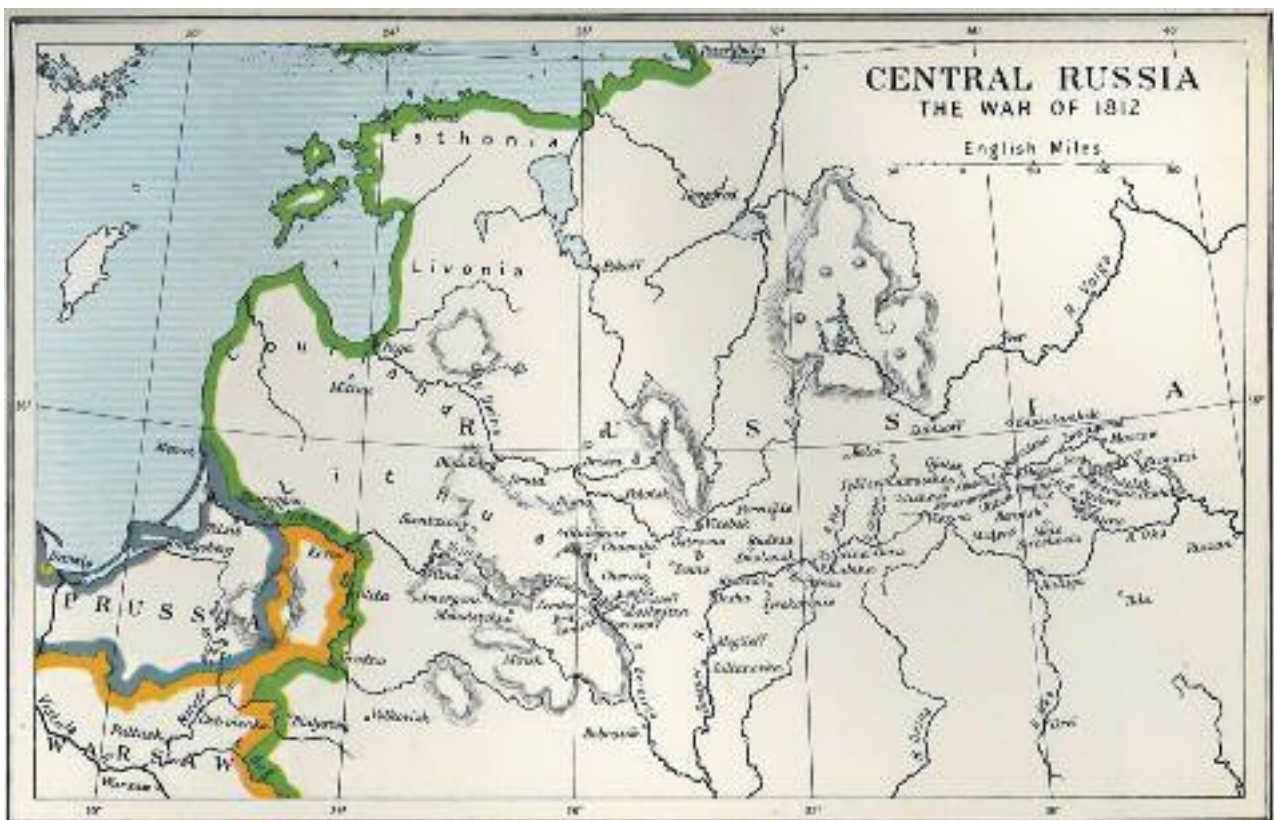
In 1810, he was replaced by Barclay de Tolly, who set about organising the army into a corps structure similar to that of France. Though his attempts to install a command structure met with less success, he had the advantage of tough individual soldiers. The Russian infantryman was really the army's secret weapon – indomitable, patriotic and hardy, the by-products of a hard life – every man was endowed with a never-say-die attitude. They were also obedient – raised from the peasantry,

they were used to draconian rule, and were prepared to fight tooth-and-nail for home and hearth. Napoleon once commented 'These Russians let themselves be killed like automaton; they are not taken alive.' Training and equipment were poor, however, except for the Imperial Guard. These elite soldiers were almost the equal of the French guard, though rarely fielded in large numbers.

The Russians also possessed a greater proportion of cavalrymen than most European armies. Of these, the most feared were the Cossacks, the fiercest light cavalry in the world, though lacking in discipline.

Despite the seemingly limitless reserves of men, it was impracticable to assemble them in the numbers required at short notice, due to the logistical problems of crossing the open space of Russia. So it was that the Russians put great stock in their artillery. They were not as skilled at deploying their cannon on the move as Napoleon, but they assembled them in such numbers as to be truly terrifying.

It was in 1812, in what the Russians dubbed the Patriotic War of 1812, that the army reforms came into their own. Fighting a bitter campaign against Napoleon's invading army, the Russians ultimately dealt a blow to the French that would go on to cost Napoleon the war.



THE ARMY LIST

ARMY COMPOSITION

Officer: The Russian army must include at least one independent officer to act as the army commander. The army commander must be the highest ranking (or equal highest ranking) independent officer in the army, and equal to or higher in rank than the most senior unit commander in the force. No more than 25% of the total points value of the army may be spent on independent officers.

Infantry: The army must spend at least 25% of its total points on infantry battalions.

Cavalry: The army may spend up to 33% of its total points on cavalry.

Imperial Guard: The army may spend up to 25% of its total points on Russian Imperial Guard units.

Artillery: The army may spend up to 33% of its total points on artillery.

ARMY SPECIAL RULES

Tenacious: Russian troops are remarkably steadfast in defence. All infantry units gain +1 Command while they are within 6" of a battlefield objective.



INDEPENDENT CHARACTERS

GENERAL OR LIEUTENANT GENERAL130 POINTS

	Type	F	A	R	C	TAC	STG	Options:
General	Officer	3	2	3	5	-	3	• A General may have up to 75 points of Grand Strategies.

Your army may include one General for every 2,000 points or part thereof. A General is always accompanied by adjutants and aides, who are taken into account in the improved profile above.

- May be mounted for +10 points.

A General is always the army commander. If the army includes more than one General, you must nominate one to be your commander.

POLKOVNIK (COLONEL)80 POINTS

	Type	F	A	R	C	TAC	STG	Options:
Polkovnik	Officer	3	1	1	5	-	2	• A Polkovnik may have up to 50 points' worth of grand strategies.
Aides	Special	-	+1	+1	-	-	-	

- May be accompanied by Aides de Camp for +10 points.
- May be mounted for +10 points.

MAJOR65 POINTS

	Type	F	A	R	C	TAC	STG	Options:
Majór	Officer	3	1	1	4	-	2	• A Majór may have up to 25 points of Grand Strategies.
ADC	Special	-	+1	+1	-	-	-	• May be accompanied by Aides de Camp for +10 points.
								• May be mounted for +10 points.

INFANTRY BATTALIONS

RUSSIAN INFANTRY BATTALION50 POINTS

	Type	F	A	R	C	TAC	STG	Options:
Musketeer	Infantry	3	3	1	3	2	-	• If the battalion comprises six companies, up to two of them may be upgraded to Grenadiers and/or Jagers for +20 points each.
Engineer	Special	-	+1	1	-	-	-	• The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
Kapitan	Officer	-	+1	1	3	-	1	• The battalion commander may be mounted for +5 points.
Sotnik	Officer	-	+1	1	4	-	2	

Companies: An Infantry Battalion comprises two companies of Musketeers. One of these is automatically designated as the command company, and contains a drummer and two standard bearers. Additional companies may be purchased for the battalion as follows:

- Up to 6 additional companies at +18 pts per company.

Armament: Muskets and bayonets.

Command: The Musketeer Battalion is led by a Kapitan. If the battalion totals six companies, the Kapitan may be replaced by a Sotnik (senior officer) for +25 pts.

- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:

- If the battalion includes any Jagers, it gains the Skirmish Screen special rule. If it includes any Grenadiers, it gains the Hardened special rule.

Designer's Note: Historically, Russian infantry units comprised just four companies. However, each company was made up more men than a regular company of France or Britain. As such, a Russian infantry battalion contained the same number of soldiers as a French battalion (or sometimes more), and so in game terms we allow them 6-8 company stands to reflect this.

JAGER BATTALION65 POINTS

	Type	F	A	R	C	TAC	STG	Armament:
Jagers	Infantry	3	3	1	3	3	-	Musket and bayonet.
Kapitan	Officer	-	+1	1	3	-	1	Command: The Battalion is led by a Kapitan. The Kapitan may be replaced by a Sotnik for +25 pts.
Sotnik	Officer	-	+1	1	4	-	2	

Companies: A Jager Battalion comprises two companies of Jagers. One of these is automatically designated as the command company, and contains a musician. Additional companies may be purchased for the battalion as follows:

- Up to 2 additional companies at +22 pts per company.

Options:

The entire unit may upgrade its muskets to rifles at a cost of +3 points per company.

Special Rules:

- Light Infantry

GRENADIER BATTALION95 POINTS

In 1812, the Russian army contained 14 regiments of Grenadiers, compared to 96 Fusilier regiments and 50 Jager regiments. As such, you may include only one Grenadier Battalion for every two other infantry battalions in your force (either Fusiliers or Jagers).

	Type	F	A	R	C	TAC	STG
Grenadier	Infantry	3	3	1	3	3	-
Engineer	Special	-	+1	1	-	-	-
Kapitan	Officer	-	+1	1	3	-	1
Sotnik	Officer	-	+1	1	4	-	2

Armament: Muskets and bayonets.

Command: The Grenadier Battalion is led by a Kapitan. If the battalion totals six companies, the Kapitan may be replaced by a Sotnik for +25 pts.

Companies: A Grenadier Battalion comprises two companies. One of these is automatically designated as the command company, and contains a drummer and two standard bearers. Additional companies may be purchased for the battalion as follows:

- Up to 6 additional companies at +26 pts per company.

Options:

- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The battalion commander may be mounted for +5 points.

Special Rules:

- Hardened

OPOLCHENYE (MILITIA) BATTALION45 POINTS

	Type	F	A	R	C	TAC	STG
Militia	Infantry	2	3	1	2	2	-
Opolchenye							
Kapitan	Officer	-	+1	1	2	-	1

Special Rules:

- Militia

Companies: An Opolchenye Battalion comprises two companies. One of these is automatically designated as the command company, and contains a drummer and standard bearer. Additional companies may be purchased for the battalion as follows:

- Up to 6 additional companies at +13 pts per company.

Armament: Pikes.

Command: The Opolchenye Battalion is led by an Opolchenye Kapitan.

Options:

- If the battalion consists of at least 6 companies, one company may exchange its pikes for muskets for +2 points.
- The Opolchenye Kapitan may be mounted for +5 points.

- **Limitless Numbers:** Opolchenye Militia were largely untrained and poorly equipped, but Russian commanders could call on vast numbers of them to plug the gaps in their battle lines. To represent this, when a unit of Opolchenye is completely wiped out, place it to one side. At the Russian player's next turn, the unit may be brought on again at full strength, arriving exactly as if it had passed a Reserves roll (see page 88 of the Waterloo rulebook). This happens even if the scenario does not use the Reserves special rule – in this case, simply bring the militia on from any table edge in your deployment zone.

CAVALRY SQUADRONS

DRAGOONS115 POINTS

	Type	F	A	R	C	TAC	STG
Dragoons	Cavalry	3	4	3	3	3	-
Rotmistr	Officer	-	+1	3	3	-	1
Sotnik	Officer	-	+1	3	4	-	2

Armament: Sabres and pistols.

Command: The Dragoon squadron is led by a Rotmistr (Cavalry Captain). If the squadron totals six companies, the Rotmistr may be replaced by a Sotnik for +30 pts.

Companies: A Dragoon squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a standard and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +85 points.

Options:

- entire squadron may take musketoons at a cost of +2 points per company.

Special Rules: Heavy Cavalry.

CUIRRASSIERS160 POINTS

	Type	F	A	R	C	TAC	STG
Cuirassier	Cavalry	3	5	3	3	3	-
Rotmistr	Officer	-	+1	3	3	-	1
Sotnik	Officer	-	+1	3	4	-	2

Armament: Cuirasses, Sabres and pistols.

Command: The Cuirassier squadron is led by a Rotmistr. If the squadron totals six companies, the Rotmistr may be replaced by a Sotnik for +30 pts.

Companies: A Cuirassier squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. 3 additional companies, with no command company, may be purchased for the squadron at +115 points.

Special Rules: Heavy Cavalry

HUSSARS100 POINTS

	Type	F	A	R	C	TAC	STG
Hussars	Cavalry	4	4	2	3	4	-
Rotmistr	Officer	-	+1	2	3	-	1
Sotnik	Officer	-	+1	2	4	-	2

Armament: Sabres and pistols.

Command: The Hussar squadron is led by a Rotmistr. If the squadron totals six companies, the Rotmistr may be replaced by a Sotnik for +30 pts.

Companies: A Hussar squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes a bugler and the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +80 points.

Special Rules: Light Cavalry.

UHLANS95 POINTS

	Type	F	A	R	C	TAC	STG	Armament: Sabres, lances and pistols.
Uhlans	Cavalry	3	4	2	3	3	-	
Rotmistr	Officer	-	+1	2	3	-	1	Command: The Uhlan squadron is led by a Rotmistr.

Companies: An Uhlan squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the bugler and squadron commander. 3 additional companies, with no command company, may be purchased for the squadron at +75 points.

Special Rules: Light Cavalry

HORSE JAGERS90 POINTS

	Type	F	A	R	C	TAC	STG	Armament: Sabres, pistols, musketoons and bayonets.
Horse Jagers	Cavalry	3	3	2	3	3	-	
Rotmistr	Officer	-	+1	2	2	-	1	Command: The squadron is led by a Rotmistr.

Companies: A Horse Jager squadron comprises three companies of cavalry (a single Troop). One of these is automatically designated as the command company, and includes the squadron commander. A second Troop (3 companies, with no command company) may be purchased for the squadron at +70 points.

Special Rules: Light Cavalry

COSSACKS130 POINTS

Note that this unit entry may also be used to represent other Russian irregular cavalry, such as the Tartars, Bashkirs and Kalmucks.

	Type	F	A	R	C	TAC	STG	Options: The entire squadron may carry lances for +4 points per company.
Cossack	Cavalry	5	5	2	3	3	-	
Esaul	Officer	-	+1	2	3	-	1	
Attaman	Officer	-	+1	2	4	-	2	Special Rules:

Companies: A Cossack squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. 3 additional companies, with no command company, may be purchased for the squadron at +100 points.

Armament: Sabres and pistols.

Command: The squadron is led by an Esaul (Cossack captain). If the squadron totals six companies, the Esaul may be replaced by an Attaman for +30 pts.

- Light Cavalry
- Fierce Reputation
- Impetuous

“Cossacks are the best light troops among all that exist. If I had them in my army, I would go through all the world with them.”

- Napoleon

ARTILLERY BATTERIES

FOOT ARTILLERY65 POINTS

	Type	F	A	R	C	TAC	STG	Options:
Foot Artillery	Artillery	3	1	1	3	2	-	The entire battery may exchange all of its medium cannons for heavy cannons (12lbs) at a cost of +12 points per company
Gun	Artillery	-	-	3	-	-	-	
Kapitan	Officer	-	+1	3	3	-	1	

Companies: An artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +45 points each.

Armament: None.

Command: The artillery battery may be led by a Kapitan at +15 points.

- If the battery contains three companies of medium guns, one cannon may be exchanged for a Small Howitzer at no extra cost.
- If the battery contains three companies of heavy guns, one cannon may be exchanged for a Large Howitzer for +4 points (this represents the heavy 20lb Unicorns employed by the Russian army).

Special Rules: Artillery.

HORSE ARTILLERY (OR COSSACK ARTILLERY)70 POINTS

	Type	F	A	R	C	TAC	STG	Command:
Horse Artillery	Artillery	3	1	1	3	2	-	The artillery battery may be led by a mounted Kapitan at +20 points.
Gun	Artillery	-	-	3	-	-	-	
Kapitan	Officer	-	+1	3	3	-	1	

Companies: An artillery battery comprises a single company (four crew and one light cannon). Up to two extra companies may be added to the battery for +40 points each.

Armament: None.

- Options:**
- The entire battery may exchange all of its light cannons for medium cannons (6lbs) at a cost of +10 points per company
 - If the battery contains three companies, one cannon may be exchanged for a Small Howitzer at no extra cost.

Special Rules: Horse Artillery.



RUSSIAN IMPERIAL GUARD UNITS

FOOT GUARDS BATTALION80 POINTS FOR GRENADIERS 65 POINTS FOR JAGERS

	Type	F	A	R	C	TAC	STG
Guard	Infantry	4	4	1	4	3	-
Sapper	Special	-	+1	1	-	-	-
Sotnik	Officer	-	+1	2	4	-	2

Companies: A Foot Guards Battalion comprises two companies. One of these is automatically designated as the command company, and contains a musician and standard bearer. Up to six additional companies may be purchased for the battalion for +30 points each.

Armament: Musket and bayonet.

Command: The Battalion is led by a Sotnik.

Options:

- The command company may take an Engineers contingent (represented by a single Sapper model) for +25 points.
- The Sotnik may be mounted for +10 points.

Special Rules:

- Foot Guard Grenadiers are Hardened.
- Foot Guard Jagers are Light Infantry

LIFEGUARD DRAGOONS SQUADRON200 POINTS

	Type	F	A	R	C	TAC	STG
Dragoons	Cavalry	4	5	3	4	3	-
Sotnik	Officer	-	+1	3	4	-	2

Companies: A Lifeguard Dragoon squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer. 3 additional companies, with no command company, may be purchased for the squadron at +140 points.

Armament: Sabres, musketoons, bayonets and pistols.

Command: The squadron is led by a Sotnik.

Special Rules:

- Heavy Cavalry.
- Hardened.

LIFEGUARD HORSE JAGERS SQUADRON120 POINTS

	Type	F	A	R	C	TAC	STG
Lifeguard							
Horse Jager	Cavalry	4	5	2	4	3	-
Sotnik	Officer	-	+1	2	4	-	2

Companies: A Lifeguard Horse Jager squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. 3 additional companies, with no command company, may be purchased for the squadron at +95 points.

Armament: Sabres, musketoons, bayonets and pistols.

Command: The squadron is led by a Sotnik.

Special Rules:

- Light Cavalry.
- Drilled

LIFEGUARD UHLANS SQUADRON120 POINTS

	Type	F	A	R	C	TAC	STG
Uhlans	Cavalry	4	4	2	4	3	-
Sotnik	Officer	-	+1	2	4	-	1

Armament: Sabres, lances and pistols.

Command: The squadron is led by a Sotnik.

Companies: A Lifeguard Uhlan squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the bugler and squadron commander. 3 additional companies, with no command company, may be purchased for the squadron at +95 points.

Special Rules:

- Light Cavalry

LIFEGUARD COSSACK SQUADRON165 POINTS

	Type	F	A	R	C	TAC	STG
Cossack	Cavalry	5	6	2	4	3	-
Attaman	Officer	-	+1	2	4	-	2

Armament: Sabres and pistols.

Command: The squadron is led by an Attaman.

Companies: A Lifeguard Cossack squadron comprises three companies of cavalry. One of these is automatically designated as the command company, and includes the standard bearer and squadron commander. 3 additional companies, with no command company, may be purchased for the squadron at +120 points.

Options: The entire squadron may carry lances for +5 points per company.

Special Rules:

- Light Cavalry
- Fierce Reputation
- Impetuous

LIFEGUARD FOOT ARTILLERY BATTERY70 POINTS

	Type	F	A	R	C	TAC	STG
Foot Artillery	Artillery	3	1	1	4	2	-
Gun	Artillery	-	-	3	-	-	-
Kapitan	Officer	-	+1	3	4	-	1

Options:

- The entire battery may exchange all of its medium cannons for heavy cannons (12lbs) at a cost of +12 points per company
- If the battery contains three companies of medium guns, one cannon may be exchanged for a Small Howitzer at no extra cost.
- If the battery contains three companies of heavy guns, one cannon may be exchanged for a Large Howitzer for +4 points.

Companies: A Foot Artillery battery comprises a single company (four crew and one medium cannon). Up to two further companies may be added to the battery for +50 points each.

Armament: None.

Command: The artillery battery may be led by a Kapitan at +15 points.

Special Rules:

- Artillery.

LIFEGUARD HORSE ARTILLERY BATTERY90 POINTS

	Type	F	A	R	C	TAC	STG
Horse Artillery	Artillery	3	1	1	4	2	-
Gun	Artillery	-	-	3	-	-	-
Kapitan	Officer	-	+1	3	4	-	1

Options:

- The entire battery may exchange all of its light cannons for medium cannons at a cost of +10 points per company
- If the battery contains three companies, one cannon may be exchanged for a Small Howitzer at no extra cost.

Companies: A Horse Artillery battery comprises a single company (four crew and one light cannon). Up to two extra companies may be added to the battery for +55 points each.

Special Rules: Horse Artillery.

Armament: None.

Command: The artillery battery may be led by a mounted Kapitan at +20 points.

BRIGADES

Infantry Brigades must comprise 3 battalions of line infantry and/or light infantry (any type), plus a single independent officer. An infantry brigade may include a single battery of foot artillery.

Cavalry brigades must comprise 3 squadrons of cavalry, which must all be of the same type. Any cavalry brigade may include a single battery of horse artillery, and may take an independent officer (NB: If your cavalry brigade is made up of Cossacks, then it is fitting that any attached battery should be Cossack Artillery).

Imperial Guard brigades must comprise 3 battalions of Lifeguard infantry or Cavalry (of any type, though you cannot have a mixture of infantry and cavalry), and an independent officer. If your Lifeguards are all infantry, you may include a single battery of Lifeguard Foot Artillery in the brigade; if they are all cavalry, you may include a single battery of Lifeguard Horse Artillery.

ALLIES

This list represents the Russian army as it was during the Patriotic War of 1812. During this conflict, Russia fought alone, and thus has no allies.

However, if you are refighting battles after that campaign, such as Leipzig, then the Russian army may spend up to 50% of its total points on allies from the Great Britain, Prussia and Austria army lists.

RUSSIAN ARMY DESIGN NOTES

The Russian army list has been designed to represent the vast numbers of the 1812 army, but also the limitations of an unwieldy command structure and inflexible deployment. As such, you'll find that your basic troops are fairly cheap compared to other nations, but you have fewer TAC points on average across the army as a whole.

NEW LEGENDARY OFFICER:

PRINCE MICHAEL ANDREAS BARCLAY DE TOLLY275 POINTS

This new Legendary Officer is intended for use in a Russian army, and may be fielded in accordance with the rules on page 266 of the Waterloo rulebook.

As a German-speaking descendant of the Scottish clan Barclay, the young Barclay de Tolly did not have an easy time climbing the ranks of the Russian army. He joined the Imperial army at a young age, his father having been admitted to the Russian nobility, and distinguished himself early on fighting against the Turks as part of a carabineer regiment. He saw much action against the Swedes and later the Poles, and for his part in the Polish Campaign of 1794 was elevated to general major. In the war of 1806 against Napoleon, Barclay played an important role in the Battle of Pultusk, and was wounded at the Battle of Eylau (February 1807), where his conduct won him promotion to lieutenant-general. He returned to action in the Finnish War, where he again battled the Swedes, and in 1809 won acclaim for his daring march that surprised the enemy and allowed the Russians to capture Umeå in Sweden. For his decisive victory, he was made full general and later Minister of War.

When Napoleon invaded in 1812, de Tolly was the natural choice to lead the largest Russian force – the 1st Army of the West. It was he who advocated the famous scorched earth policy, although his own honour was besmirched during the campaign by detractors in the Russian court, who accused him – a foreigner – of being in league with the French. When the Holy City of Smolensk was lost, de Tolly was blamed and the Tsar replaced him for the Battle of Austerlitz. Despite this ignominy, de Tolly again proved himself in battle at Borodino, and when Napoleon was driven from Russia de Tolly was recognised as the true engineer of the victory. The Tsar restored his honour, and Barclay de Tolly became a romanticised figure in poetry – a hero of the people, a man who beat Napoleon despite ill health and enemies at court, and who embodied the true fighting spirit of his adopted Mother Russia.



	Type	F	A	R	C	TAC	STG
Barclay de Tolly	Officer	3	2	3	6	-	3

If de Tolly is included in a Russian army, then he must be the army general.

Barclay de Tolly is a mounted independent officer.

He has the **Steel-jawed Determination** and **Tactical Redeployment** grand strategies.

Special Rules:

Dynamic General: De Tolly may nominate one friendly battalion within line of sight, or within 6" of a friendly officer who is within line of sight, at the start of each turn. That battalion may immediately declare a charge without spending a TAC point. The beneficiary cannot currently be Routing or Disordered.

“ Be he what he may [...] he is an honest, practical man and we have nobody better. Give him real power, for war cannot be conducted successfully without unity of command, and he will show what he can do, as he did in Finland. ”

- from Leo Tolstoy, 'War and Peace'.