

A Bit O' Fluff

From east of Nippon sail a new power in the Old World. Borne across tempestuous seas by vast wooden ships lined with cannon, the Redcoats come. Serried ranks of hard men, the scum and leftovers of their society, march under their regiment's colours, unfurled in this part of the globe for the first time. Their officer corps, drawn almost entirely from the preeminent families of their land, but also drawing from the most intelligent, sly and brutal men from the ranks, lead them to glory on the field.

A pale race of men, they share much in common with the Empire. In fact, they share so many similarities that the learned men of the Empire universities delved into old tomes long since passed from reference. There they found tales from Cathay of warlike men arriving on their shores under a lion flag, heavily armoured knights and men with bows as tall as themselves. They read of trade in blackpowder in Nippon years before the Empire began to sell there. This information led to an expedition headed by the more expendable members of the university boards, who travelled great distances to reach the rumoured landing point of this new race.

These intrepid explorers found the camp of the strangers, well organized and prepared for anything. They were ushered to a tent where they met a man who they had referred to as 'His Grace the Duke' by the man who announced them, but 'Nosey' by the men on guard. The professors bowed low as one, respectful and, if truth be told, not a little afraid. The braying laugh of the man behind the desk they faced took them off guard, 'Up, up, no need to bow to me like I'm King George himself' he said 'I am Sir Arthur Wellesley, the Duke of Wellington, and up until a month ago I and my men were setting sail for Belgium to battle the French army, so if you don't mind me asking...where the bloody hell are we?'

Taken aback by this reception, and most of all by this question, the Empire's learned men provided a detailed summary of the world as they knew it, having been ordered to make a friendly impression on these strange men. Talk of magic and monsters was met by laughter from the senior officers, and a strange expression from the sergeants around the tent as they considered reports from watchmen that they had dismissed as addled by drink or exhaustion.

Special Rules

Battery Formation: All the warmachines in a battery must be placed within 6 inches of another machine of the same battery.

Best in Numbers: If a unit using a weapon with this rule numbers 20 or higher, they receive +1 to hit at short range

Biased by History: If the General is an Officer who hails from a particular ancestry (British, Scottish, Irish or German), then this will influence what regiments he makes at home in his army, and which ones he makes feel unwelcome.

British: This choice changes the 0-1 restriction on Coldstreamer Guards to 1+ (they remain special), but removes the option of taking a company of Inniskilling soldiers.

Scottish: This choice changes the 0-1 restriction on Black Watch to 1+ (they remain special), but removes the option to take a company of Hanoverian soldiers.

Irish: This choice changes the 0-1 restriction on Inniskilling to 1+ (they remain special), but removes the option of taking a company of Coldstreamer Guards.

German: This choice changes the 0-1 restriction of Hanoverians to 1+ (they remain special), but removes Coldstreamer guards, Black Watch and Inniskilling as options.

Bloodthirsty and Ill Disciplined: Keep track of this unit. Once it has won a combat, their leadership increases to 9 at the beginning of the next phase. This can be beaten out of them in the same way as frenzy (but after being beaten in combat, they still get to test on Ld9), and can be regained and lost infinite times during a battle

Breeding: If the officer chooses to carry a long arm into battle (a Brown Bess Musket or a Baker Rifle), then he may not join a unit of heavy cavalry at any point of the game (they turn their noses up at him), or join the same unit as a senior tactician (he chooses to send the officer missives by runner rather than have to meet this low bred man face to face). Also, light and heavy cavalry may not benefit from his leadership (how can they be led by a ragamuffin?). However, the 0-1 restriction on light company upgrades in the infantry company is removed, and the officer can join light infantry and riflemen, benefitting from their special rules (including inherently superstitious, the riflemen share their rounds).

Clockwork Fire: Coldstreamer guards practice their firing drills constantly, and this has a benefit in the insanity of battle. A unit with this special rule benefits from *Best in Numbers*, but the unit size restriction (Atleast 20) is removed, and the +1 to hit at short range becomes a general +1 to hit.

Disciplined Fire: Can stand and shoot at any distance, but if the enemy is charging less than their movement characteristic (and the charge would normally be illegal), the unit which elected to stand and shoot must pass an initiative test, or lose rank bonus' in the

ensuing fight. This simulates the enemy's bullet-ridden corpse sliding over the ground into the defender's formation and breaking their lines.

Engineers: If a unit with this special rule is within 1" of a friendly unit, and they do nothing for a turn (no movement, [with one exception, the unit can reform their frontage] shooting or close combat), then they place that unit in soft cover. If that friendly unit is already in soft cover (even if it is soft cover generated by the unit with this ability), they upgrade it to hard cover. They cannot reinforce hard cover any more than it already is. The frontage of the unit with this special ability must be at least half that of the unit they are putting in cover (for example, an infantry company in a 10x2 formation could be put in cover by a unit of 5 men with this ability, but a unit of 15x2 would need 8 men with this ability to put them into cover).

Fine Powder and Bullet: If a unit using a weapon with this special rule does not move or rally during its movement phase, it receives +1 to hit as the members take time to pour fine gunpowder into their rifle and use leather-wrapped bullets. This is incompatible with the Fire Fire Fire! spell, as there is no time to reload that quickly with this method. The unit may still move as a part of the Move, Men! spell after loading in this way, but it may not march or charge.

Get Back in Line!: Unless they bear the Battle Standard, Colour Sergeants can instill a very forceful kind of discipline in the men around them. Any panic test failed by a unit which includes a Colour Sergeant can be re-rolled as they knock their men around the heads and generally force them back into line.

'He's got a good eye, that one!': The Artillery officer must elect to join one piece of artillery in his battery each shooting phase. He remains with them until the beginning of his next shooting phase (for close combat or wounding purposes), and is always the last model removed from a gun (he knows how to get the crewmen between him and the enemy!). He does not give or receive challenges like a champion, and if all the crew is dead (if they die in combat or from shooting), then the gun is removed as normal and he must join another war machine if he survives that round of shooting or close combat.

If he is attached to a warmachine he gives them certain benefits.

- Mortar: May re-roll the scatter die OR the artillery die (NOT BOTH)

- Cannon (either 12 or 18 pounder): May re-roll the artillery die **once** (so you have to choose which one to re-roll, you can't do them all like the Rune of Forging)

Honour of the Regiment: One Colour Sergeant in the army must be upgraded to be the Battle Standard Bearer.

Immune to Psychology: See WHFB BRB

Impetuous: After charges have been declared, if any Impetuous units did not declare a charge but are within charge range of an enemy then they must take a Leadership test to

restrain themselves from charging. If this test is failed, they are forced to charge. If the test is passed, they may move normally. In addition, the unit and any characters which join the unit become immune to psychology for the rest of that turn.

Inherently Superstitious: Units with this ability are superstitious men. They engrave crosses on their bullets, pay for priests to bless them with holy water, and the smarter ones go so far as to have them made of silver (its stolen silver, but none of the officers are going to miss their dessert spoon once the bullets start to fly). The sum of this is that the unit's shooting attacks count as magical.

Light Cavalry: See WHFB BRB

Magic? Bah!: While to some it would seem like they are dabbling in witchcraft, the sheer bloodymindedness of tacticians in seeing their orders received means they do not manipulate the winds of magic the same way as others, in fact they would claim not at all! A model with this special rule can wear light armour and still cast spells as if he was unencumbered. However, he is limited to the Lore of Tactica (page X)

Mounted Infantry: The unit counts as cavalry, but once per game they can elect to dismount. This is made at the start of the movement phase, after which they can still charge, but cannot march. Form them into ranks as you choose, and from this point on they count as infantry, and cannot remount. Spells specifically affecting infantry only affect them in this second stage, while spells affecting cavalry only in the former.

Protect the Colours: Recieve a free banner (see unit entry). However, if a banner is lost (because a unit is destroyed/breaks) within 12", unengaged units take a panic test. If they fail, and it is legally possible, they must attempt to charge the opponent in their next turn (unless compulsory moves force them elsewhere), or else flee. This is unaffected by the march march march spell, as the tactician is unable to browbeat them into doing what he wants instead of vengeance. If they succeed, then they may act normally.

However, if a unit with a banner wipes out an enemy unit, then any friendly units within 6" receives +1 Attack as they strike out with newfound vigour.

Reform to Line: A unit with this special rule may, at the start of their movement phase, instead of moving (no charging, marching, shuffling backward, no movement at all), they may form up on the standard bearer model wherever he is, facing any way that the player chooses. The unit counts as moving when it comes to shooting modifiers, and such is their concentration on reforming, that they cannot elect to flee as a charge reaction (unless it is forced to do so by a Terror causing model, or another special rule).

Stubborn: See WHFB BRB

Skirmishers: See WHFB BRB

Variety of Ammunition: Redcoat cannon come in two types. 12 Pound Cannons, which fire according to the rules for cannon, and 18 Pound Cannon, which fire according to the rules of a great cannon. They can both fire a variety of ammunition types. These are;

Round Shot: Same as the regular shot from the WHFB BRB

Shell: Same as the regular shot from the WHFB BRB. After the bounce, but before anything else happens, roll the artillery dice. On a roll of misfire the fuse has been knocked from the shell and nothing happens, and the war machine which fired the shell cannot fire next turn as the crew eagerly await the carnage of their explosion (although men are still hit by the shell as it bounces). If the roll is anything else, place the small template on the point. The model under the template hole suffers a strength 7 hit which causes D3 wounds, and models either partially or wholly under the template suffer a strength 4 hit.

Grapeshot: Same as the WHFB BRB

Armoury

Name	Range	Strength	Special Rules
Brown Bess Musket	24''	4	Armour Piercing, Best in numbers
Name	Range	Strength	Special Rules
Carbine	18''	4	Armour Piercing, Best in numbers, Move and Fire
Name	Range	Strength	Special Rules
Bayonet	Close Combat	As User	+1 Strength if unit was stationary prior to receiving charge from cavalry (may still stand and shoot)
Name	Range	Strength	Special Rules
Cavalry Sword	Close Combat	+1 Strength	None
Name	Range	Strength	Special Rules
Baker Rifle	36''	4	Armour Piercing, Fine Powder and Bullet
Name	Range	Strength	Special Rules
Sword-Bayonet	Close Combat	As User	+1 to initiative in combat.

A Treatise of Thoughts on and Experiences with the Tactics of Warfare

(Lore of Tactics)

Stand Tall Cast on a 6+ Upgrade to extra D6 or 2 (maybe like fireball)
(Signature Spell)

Base: Re-roll panic for the next turn

Upgrade: re-roll break till next magic phase (10+)

5. Up Guards and at them again

Base: just +1 A, +1I

Upgrade : ASF, +1S, +1A

1. March, Men! Cast on a

Base: Unit gets an extra move (may be a march or charge move)

Upgrade to D3 units/all units within X inches

6.

2. Fire, Fire, Fire! Cast on a

Base: Unit re-rolls to hit in the shooting phase

Upgrade to unit re-rolls to hit and can shoot twice

3. Better Get the Sawbones to Have a Look at That... Cast on a

Base: Enemy Re-roll to wound for the next turn

Upgrade to Re-roll to wound AND regeneration

4. Message the Navy Cast on a

Base: Magic Missile

Lords

Officer

Points per model: 95

	M	WS	BS	S	T	W	I	A	Ld
Officer	4	5	5	4	4	3	5	3	10

Equipment: Hand Weapon, pistol

Special Rules: *Breeding*, *Biased by History*

Options:

- Can wear light armour (+3 points) or heavy armour (+6)
- Can choose to carry a either Brown Bess Musket (+12 points) or a Baker Rifle (+15 points)
- If he takes a Brown Bess Musket he can replace his hand weapon with a bayonet (+1 point), and if he takes a Baker Rifle he can take a sword-bayonet to replace his hand weapon (+3 points)
- Can carry a cavalry sword (+4 points) or a great weapon (+4 points)
- Can be mounted on a warhorse (+15 points) which can have barding (+4 points)
- Can be British (+15 points), Scottish (+15 points), Irish (+15 points) or German (+20 points). He can be unbiased, however, so none of these are a necessity.

Senior Tactician

Points per model: 190

	M	WS	BS	S	T	W	I	A	Ld
Senior Tactician	4	4	4	3	3	3	3	2	9

Equipment: Hand weapon, pistol

Magic: Level 3 Wizard. May not choose any of the lores from the Warhammer rulebook

Special Rules: *Magic? Bah!*

Options:

- Can wear light armour (+3 points)
- May ride a warhorse (+15 points)
- May be upgraded to a level 4 wizard (+55 points)

Heroes

Colour Sergeant

Points per model: 70

	M	WS	BS	S	T	W	I	A	Ld
Colour Sergeant	4	5	5	4	4	2	5	3	10

Equipment: Hand weapon, pistol

Special Rules: *Honour of the Regiment, Get Back in Line!*

Options:

- As Per *Honour of the Regiment*, one Colour Sergeant must be upgraded to a Battle Standard Bearer (+25 points). This sergeant counts as being armed with a halberd for the banner bearer is skilled at using the heavy pole arm which the banner is attached to in self defence.
- Can wear light armour (+3 points) or heavy armour (+6)
- Unless he bears the Battle Standard, he must carry a either Brown Bess Musket (+12 points) or a Baker Rifle (+15 points)
- If he takes a Brown Bess Musket he can replace his hand weapon with a bayonet (+1 point), and if he takes a Baker Rifle he can take a sword-bayonet to replace his hand weapon (+3 points)
- Can carry a great weapon (+4 points)
- Can be mounted on a warhorse (+15 points) which can have barding (+4 points)

Junior Tactician

Points per model: 75

	M	WS	BS	S	T	W	I	A	Ld
Junior Tactician	4	3	3	3	3	2	3	1	8

Equipment: Hand weapon, pistol

Magic: Level 1 Wizard. May not choose any of the lores from the Warhammer rulebook

Special Rules: *Magic? Bah!*

Options:

- Can wear light armour (+3 points)
- May ride a warhorse (+15 points)
- May be upgraded to a level 2 wizard (+35 points)

Core

Infantry Company

Points per model: 10

	M	WS	BS	S	T	W	I	A	Ld
Private	4	3	3	3	3	1	3	1	7
Sergeant	4	3	3	3	3	1	3	2	9

Unit Size: 10+

Equipment: Brown Bess musket, bayonet

Special Rules: *Disciplined Fire, Protect the Colours*

Options:

Command: One private in the company must be upgraded to include a Standard Bearer for free.

- Upgrade one Private to a Musician for +5 points
- Upgrade one Private to a Sergeant for +10 points
- Light Company: A single company in your army may be upgraded to Light Infantry. The Light Infantry company gain the special rules *Skirmish, Move and Fire* and *Reform to Line*, +1 BS to their profile for +4 points per model, and the sergeant can replace his Brown Bess musket with a Baker Rifle and *Sniper* for +15 points.
- Grenadiers: A single company in your army may be upgraded to Grenadiers. The Grenadier unit gains heavy armour and great axes for +3 points per model. They can choose to fight with either a bayonet or their great weapons in combat each turn.

Light Cavalry

Points per model: 15

	M	WS	BS	S	T	W	I	A	Ld
Trooper	4	4	3	3	3	1	3	1	7
Sergeant	4	4	3	3	3	1	3	2	9
Horse	8	3	-	3	3	1	3	1	5

Unit Size: 5+

Equipment: Sabre, light armour

Special Rules: *Light Cavalry*

Options:

Command:

- Upgrade one Trooper to a Musician for +5 points

- Upgrade one Trooper to a Sergeant for +10 points
- Upgrade one Trooper to a Standard Bearer for +10 points
- The unit may take pistols at +X points per model

Dragoons

Points per model: 18

	M	WS	BS	S	T	W	I	A	Ld
Trooper	4	4	3	3	3	1	3	1	7
Sergeant	4	4	3	3	3	1	3	2	9
Horse	8	3	-	3	3	1	3	1	5

Unit Size: 5+

Equipment: Cavalry sword, light armour, carbine

Special Rules: *Mounted Infantry*

Options:

Command:

- Upgrade one Trooper to a Musician for +5 points
- Upgrade one Trooper to a Sergeant for +10 points
- Upgrade one Trooper to a Standard Bearer for +10 points

Special

0-1 42nd Regiment of Foot, 'The Black Watch'

Points per model: 14

	M	WS	BS	S	T	W	I	A	Ld
Private	4	4	3	4	3	1	3	1	7
Sergeant	4	4	3	4	3	1	3	2	9

Unit Size: 10+

Equipment: Brown Bess musket, bayonet, heavy armour

Special Rules: *Disciplined Fire, Protect the Colours*

Options:

Command: One private in the company must be upgraded to include a Standard Bearer for free.

- Upgrade one Private to a Musician for +5 points
- Upgrade one Private to a Sergeant for +10 points
- Light Company: A single company of Black Guard in your army may be upgraded to Light Infantry. The Light Infantry company gain the special rules *Skirmish, Move and Fire* and *Reform to Line*, +1 BS to their profile for +4 points per model, and the sergeant can replace his Brown Bess musket with a Baker Rifle and *Sniper* for +20 points.
- Grenadiers: A single company of Black Guard in your army may be upgraded to Grenadiers. The Grenadier unit gains great weapons for +2 points per model. They can choose to fight with either a bayonet or their great weapons in combat each turn.

0-1 Coldstream Guards

Points per model: 14

	M	WS	BS	S	T	W	I	A	Ld
Private	4	3	4	3	3	1	3	1	7
Sergeant	4	3	4	3	3	1	3	2	9

Unit Size: 10+

Equipment: Brown Bess musket, bayonet, heavy armour

Special Rules: *Disciplined Fire, Protect the Colours, Clockwork Fire*

Options:

Command: One private in the company must be upgraded to include a Standard Bearer for free.

- Upgrade one Private to a Musician for +5 points

- Upgrade one Private to a Sergeant for +10 points
- Light Company: A single company of Coldstream Guards in your army may be upgraded to Light Infantry. The Light Infantry company gain the special rules *Skirmish, Move and Fire* and *Reform to Line* for +4 points per model, and the sergeant can replace his Brown Bess musket with a Baker Rifle and *Sniper* for +20 points.
- Grenadiers: A single company of Coldstream Guards in your army may be upgraded to Grenadiers. The Grenadier unit gains great weapons for +2 points per model. They can choose to fight with either a bayonet or their great weapons in combat each turn.

0-1 Inniskilling

Points per model: 14

	M	WS	BS	S	T	W	I	A	Ld
Private	4	3	3	3	4	1	3	1	7
Sergeant	4	3	3	3	4	1	3	2	9

Unit Size: 10+

Equipment: Brown Bess musket, bayonet, heavy armour

Special Rules: *Disciplined Fire, Protect the Colours, Immune to Psychology*

Options:

Command: One private in the company must be upgraded to include a Standard Bearer for free.

- Upgrade one Private to a Musician for +5 points
- Upgrade one Private to a Sergeant for +10 points
- Light Company: A single company of Inniskilling in your army may be upgraded to Light Infantry. The Light Infantry company gain the special rules *Skirmish, Move and Fire* and *Reform to Line*, +1 BS to their profile for +4 points per model, and the sergeant can replace his Brown Bess musket with a Baker Rifle and *Sniper* for +20 points.
- Grenadiers: A single company of Inniskilling in your army may be upgraded to Grenadiers. The Grenadier unit gains +1 Strength to their profile and great weapons for +5 points per model. They can choose to fight with either a bayonet or their great weapons in combat each turn.

0-1 Hanoverian 'Red Germans'

Points per model: 15

	M	WS	BS	S	T	W	I	A	Ld
Private	4	4	4	3	3	1	3	1	8
Sergeant	4	4	4	3	3	1	3	2	9

Unit Size: 10+

Equipment: Brown Bess musket, bayonet, heavy armour

Special Rules: *Disciplined Fire, Protect the Colours*

Options:

Command: One private in the company must be upgraded to include a Standard Bearer for free.

- Upgrade one Private to a Musician for +5 points
- Upgrade one Private to a Sergeant for +10 points
- Light Company: A single company of ‘Red Germans’ in your army may be upgraded to Light Infantry. The Light Infantry company gain the special rules *Skirmish, Move and Fire* and *Reform to Line* for +4 points per model, and the sergeant can replace his Brown Bess musket with a Baker Rifle and *Sniper* for +20 points.
- Grenadiers: A single company of ‘Red Germans’ in your army may be upgraded to Grenadiers. The Grenadier unit gains +1 Strength to their profile and great weapons for +5 points per model. They can choose to fight with either a bayonet or their great weapons in combat each turn.

0-2 Riflemen

Points per model: 14

	M	WS	BS	S	T	W	I	A	Ld
Private	4	3	4	3	3	1	4	1	8
Sergeant	4	3	4	3	3	1	4	2	9

Unit Size: 5+

Equipment: Baker Rifle, sword-bayonet

Special Rules: *Skirmish, Inherently Superstitious, Reform to Line, Move and Fire*

Options:

Command: One private in the company must be upgraded to Musician for free.

- Upgrade one Private to a Standard Bearer for +10 points
- Upgrade one Private to a Sergeant for +10 points

0-2 Artillery Battery

Mortars: 75 points per model

12 Pound Cannon: 100 points per model

18 Pound Cannon: 120 points per model

	M	WS	BS	S	T	W	I	A	Ld
Mortar	-	-	-	-	7	3	-	-	-
12 Pound Cannon	-	-	-	-	7	3	-	-	-
18 Pound Cannon	-	-	-	-	7	3	-	-	-
Crewmember	4	3	3	3	3	1	3	1	7
Artillery Officer	4	4	4	3	3	1	3	2	8

Unit size: 1-3

Equipment: Crewmen have hand weapons and light armour, Artillery Officers have hand weapons, a pistol and light armour

Special Rules: *Variety of Ammunition* (12 and 18 Pound Cannon only), *'He's got a good eye, that one!'* (Artillery Officers only), *Battery Formation*

Options:

- Each battery may have one Artillery Officer at +15 points

Rare

Assault Pioneers

Points per model: 13

	M	WS	BS	S	T	W	I	A	Ld
Sapper	4	4	3	4	3	1	3	1	7
Sergeant	4	4	3	4	3	1	3	2	9

Unit Size: 5+

Equipment: Great Weapon, pistol, light armour

Special Rules: *Engineers*

Options:

Command:

- Upgrade one Sapper to a Standard Bearer for +10 points.
- Upgrade one Sapper to a Musician for +5 points
- Upgrade one Sapper to a Sergeant for +10 points

Heavy Cavalry

Points per model: 20

	M	WS	BS	S	T	W	I	A	Ld
Trooper	4	4	3	4	3	1	4	1	5
Sergeant	4	4	3	4	3	1	4	2	7
Horse	8	3	-	3	3	1	3	1	5

Unit Size: 5+

Equipment: Cavalry sword, heavy armour

Special Rules: *Impetuous, Bloodthirsty and Ill Disciplined*

Options:

Command:

- Upgrade one Trooper to a Musician for +5 points
- Upgrade one Trooper to a Sergeant for +10 points
- Upgrade one Trooper to a Standard Bearer for +10 points
- Unit may take a magic banner worth up to 50 points