

# The Russo-German Legion

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The Russo-German Legion was formed in 1812 mostly from Prussian prisoners of war and led by Prussian expatriate officers (including Carl von Clausewitz). Originally intended to be the nucleus of an army of liberation for Germany, the Legion grew from one battalion of infantry, one Hussar regiment, and a horse artillery battery and by 1813 consisted of seven battalions of infantry, a Jaeger company, two Hussar regiments, two horse artillery batteries, and a foot battery of English 9-Pounders. The Legion fought with the Allied armies in 1813 and was transferred to Prussian service in 1814, the infantry battalions becoming the core of Infantry Regiments 31 and 32 of the Prussian Army, and the Hussars forming the Prussian 8<sup>th</sup> Hussars. The Russo-German Legion was equipped with Russian uniforms and ordinance, but the infantry battalions were organized along Prussian rather than Russian lines. The former members of the Russo-German Legion still wore their Russian uniforms when they fought as part of the Prussian army at Waterloo!

## ***Allies***

There are several options on the army list to include Russian troops in your force. Refer to the Armies of Russia section for the characteristics and cost for these troops. The command of Russian troops attached to a Russo-German Legion force follows the rules for Corps and Army units.

## ***The Army List***

A standard force is built using 2500 points from the army lists provided below. You may freely select from the list of Base Options and Direct Support. You may select one option from the Corps support list for every 2500 points (or fraction thereof). You may select one option from the Army support list, no matter the number of points used to build your force.

# **Russo-German Legion 1813-14**

Force Type: Infantry

## **Base Options:**

- 1 *Oberst* (Brigade General)
- 0-1 Aide de Camp
- 1-3 Infantry Battalions
- 0-1 Jäger Company

## **Direct Support Options:**

- 0-1 *Generalleutnant* (Division General)
- 0-1 Attached *Oberst* (Brigade General)
- 0-2 Hussar Regiments
- 0-1 Horse Artillery Battery with 1-3 6-Pounder Gun Sections and 0-1 10-Pounder Licorn Section  
OR
- 0-1 Foot Artillery Battery with 1-4 9-Pounder Gun Sections

## **Army Support Options:**

- 0-1 Russian Infantry Regiment
- 0-1 Russian Jäger Regiment
- 0-1 Russian Horse Artillery Battery with 1-4 6-Pounder Gun Sections and 0-2 10-Pounder Licorn Sections
- 0-2 Russian Cossack Polks

## **Troop Rating:**

- Infantry 0+ Steady, 0-1 Veteran
- Jäger 0+ Steady, 0+ Veteran
- Horse Artillery 0+ Steady, 0-1 Veteran
- Foot Artillery 1+ Steady
- Hussars 0+ Steady, 0-1 Veteran

## Staff

<b>Generalleutnant (Division General)</b>						<b>120 points/figure</b>		
	<b>M</b>	<b>F</b>	<b>CA</b>	<b>E</b>	<b>D</b>	<b>Radius</b>	<b>Command</b>	<b>Points</b>
General	20	--	1	2	1	8"	8	120
<b>Special Rules</b>								
<ul style="list-style-type: none"> <li>The Division General has no combat abilities himself. He may provide re-rolls for failed tests taken by units that he is attached to.</li> <li>May act as a unit commander.</li> </ul>								

<b>Oberst (Brigade General)</b>						<b>40 points/figure</b>		
	<b>M</b>	<b>F</b>	<b>CA</b>	<b>E</b>	<b>D</b>	<b>Radius</b>	<b>Command</b>	<b>Points</b>
General	20	--	1	1	1	6"	6	50
<b>Special Rules</b>								
<ul style="list-style-type: none"> <li>The Brigade General has no combat abilities himself. He may provide re-rolls for failed tests taken by units that he is attached to.</li> <li>May act as a unit commander.</li> </ul>								

<b>Aide de Camp</b>						<b>20 points/figure</b>		
	<b>M</b>	<b>F</b>	<b>CA</b>	<b>E</b>	<b>D</b>	<b>Radius</b>	<b>Command</b>	<b>Points</b>
Aide de Camp	20	--	--	--	--	2"	+1	20
<b>Special Rules</b>								
<ul style="list-style-type: none"> <li>The Aide de Camp has no combat abilities himself. He may modify the command ability of a leader. If attached to a leader he gives a +1 bonus to that leader's command rating.</li> <li>May act as a unit commander.</li> <li>May also be used as a leader for placing reinforcements.</li> </ul>								

<b>Unit Commander/Sub-Commander</b>						<b>0/20 points/figure</b>		
	<b>M</b>	<b>F</b>	<b>CA</b>	<b>E</b>	<b>D</b>	<b>Radius</b>	<b>Command</b>	<b>Points</b>
Officer	20	--	--	--	/-	--	--	0/20
<b>Special Rules</b>								
<ul style="list-style-type: none"> <li>Unit Commanders have no combat abilities themselves. They may only attach to their own unit, detachments from their unit, or converged units containing figures from their unit.</li> <li>All units receive their Unit Commander for free. Additional sub-commanders may be purchased if allowed by the force list.</li> <li>Infantry unit sub-commanders only move up to 8".</li> </ul>								

## Infantry

### Infantry Battalion

	M	F	CA	E	D	Points			
						16 Fig	20 Fig	24 Fig /Fig	
Steady	4	5	6	6	6	192	240	288	12
Veteran	4	6	7	7	7	360	400	480	20

**Equipment:** Musket

**Favored Formations:** Column, Closed Column, Square, March Column

**Special Rules**

- Standard
- Ad Hoc Skirmishers only.
- One Sub-Commander allowed for Veteran units.

### Jäger Company

	M	F	CA	E	D	Points			
						3 Fig	4 Fig	6 Fig /Fig	
Steady	5	6	5	-	-	45	60	90	15
Veteran	5	7	6	-	-	66	88	132	22

**Equipment:** Musket

**Favored Formations:** Skirmish, March Column

**Special Rules**

- The Jäger Company does not operate as an independent unit, but must be attached before the start of the game to a Russo-German Legion infantry battalion to serve as a skirmisher screen. They adopt the same élan and drill of the parent unit. It uses its own experience rating for the purposes of saves.
- All figures are Trained Skirmishers.

## Cavalry

### Hussar Regiment

	M	F	CA	E	D	12 Fig	16 Fig	20 Fig	/Fig
						180	240	300	15
Steady	10	4	8	7	6	180	240	300	15
Veteran	10	5	9	8	7	300	400	500	25

**Equipment:** Pistol.

**Type:** Light Cavalry

**Favored Formations:** Line, Skirmish, March Column

**Special Rules**

- You may add the Lance special ability to Veteran units for +1 point per figure for the entire unit.
- 1 Flanker is allowed per 8 figures. Flankers are armed with a carbine.
- All figures are Trained Skirmishers.
- One Sub-Commander allowed for Veteran units.

## Artillery

### Foot Artillery Section

	M	F	CA	E	D	4 Crew
Steady	4	-	5	7	6	128
Veteran	4	-	5	8	7	192

**Crew:** Each section has a crew of 4

**Equipment:** Foot crew may man 9 pdrs.

**Movement:** Crews move 4" as skirmishers when away from their guns. Movement with the guns determined by gun weight.

**Special Rules**

- Gunnery Skill: Steady 6, Veteran 7.

### Horse Artillery Section

	M	F	CA	E	D	4 Crew
Steady	4	-	5	7	7	168
Veteran	4	-	5	8	8	252

**Crew:** Each section has a crew of 4.

**Equipment:** Horse crew may man 6 pdrs, and 10 pdr licorns.

**Movement:** Crews move 4" as skirmishers when away from their guns. Movement with the guns determined by gun weight.

**Special Rules**

- Gunnery Skill: Steady 6, Veteran 7.
- One Sub-Commander allowed for Veteran batteries.

### 6 Pounder Light Gun

6 pdr Gun	Short	Long	Effect	Cost
Solid Shot	32"	120"	5	85
Canister	8"	16"	4D	-

**Special Rules**

- Horse battery has three 6-Pounder sections and one 10-Pounder licorn section.
- May only be crewed Horse Crews.

**Movement:** 4"/8" Limbered, 3" Manhandled.

### 9 Pounder Medium Gun

9 pdr Gun	Short	Long	Effect	Cost
Solid Shot	32"	150"	6	110
Canister	10"	20"	6D	-

**Special Rules**

- Foot Battery has either four 9-Pounder sections.
- May only be crewed with Foot Crew.

**Movement:** 4"/8" Limbered, 6" Manhandled.

## 10 Pounder Medium Licorn

10 pdr Licorn	Short	Long	Effect	Cost
Solid Shot	32"	200"	6	120
Shell	-	120"	4D/5	-
Canister	10"	20"	6D	-

### Special Rules

- Howitzer
- May fire solid shot
- May be crewed with Foot or Horse Crews.

**Movement:** 4"/8" Limbered, 3" Manhandled