

English Mid War Units

Unit	Type	Ranged Threat		Contact Threat	Cohesion		Traits
		900 yds	450 yds		Open Terrain	Embarrassing Terrain	
Foot Guards	Infantry Battalion	–	1/2	4	1 1/2	1/2	<b>Shock:</b> Threat is not reduced vs Built-up-Areas, Strong Points, or Walls.
Light Infantry	Infantry Battalion	–	1	3	1	1	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Foot Infantry	Infantry Battalion	–	1/2	3	1	1/2	
Highland Foot Inf	Infantry Battalion	–	1/2	3	1	1/2	<b>Shock:</b> Threat is not reduced vs Built-up-Areas, Strong Points, or Walls.
Fusilier Foot Infantry	Infantry Battalion	–	1/2	3	1	1/2	<b>Shock:</b> Threat is not reduced vs Built-up-Areas, Strong Points, or Walls.
Rifles	Infantry Company	–	1/2	1/4	1/2	1/2	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Life Guards	Cavalry Squadron Group	–	–	4	1	1/4	
Royal Horse Guards	Cavalry Squadron Group	–	–	4	1	1/4	
Dragoon Guards	Cavalry Squadron Group	–	–	3	1	1/4	
Dragoons	Cavalry Squadron Group	–	–	3	1	1/4	
Light Dragoons	Cavalry Squadron Group	–	–	2	1	1/2	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Hussars	Cavalry Squadron Group	–	–	2	1	1/2	<b>Lights:</b> Do not halt for dense terrain & Threat is not reduced vs dense terrain.
9-pdr Royal Artillery	Artillery Battery (Asset)	2	3	2	1	1/4	
6-pdr Royal Artillery	Artillery Battery (Asset)	2	2	2	1	1/4	
6-pdr Royal Horse Artillery	Artillery Battery (Asset)	2	2	2	1	1/4	