

French Mid War (1808-1812) Unit Stats

Unit	Type	Ranged Threat		Contact Threat	Cohesion		Traits
		900 yds	450 yds		Open Terrain	Embarrassing Terrain	
Infanterie de la Garde Impériale							
1er & 2eme Grenadiers à Pied de la Garde Impériale	Infantry Battalion	-	1	5	2	1 1/2	Shock: Threat is not reduced vs Built-up-Areas, Strong Points, or Walls. Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
1er & 2eme Chasseurs à Pied de la Garde Impériale	Infantry Battalion	-	1	5	2	1 1/2	Shock: Threat is not reduced vs Built-up-Areas, Strong Points, or Walls. Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
3eme (Dutch) Grenadiers à Pied de la Garde Impériale	Infantry Battalion	-	1	4	1 1/2	1	Shock: Threat is not reduced vs Built-up-Areas, Strong Points, or Walls. Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Fusilier-Grenadiers à Pied de la Garde Impériale	Infantry Battalion	-	1	4	1 1/2	1	Shock: Threat is not reduced vs Built-up-Areas, Strong Points, or Walls. Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Fusilier-Chasseurs à Pied de la Garde Impériale	Infantry Battalion	-	1	4	1 1/2	1	Shock: Threat is not reduced vs Built-up-Areas, Strong Points, or Walls. Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Tirailleurs de la Garde Impériale	Infantry Battalion	-	1	3	1	1	Shock: Threat is not reduced vs Built-up-Areas, Strong Points, or Walls. Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Voltigeurs de la Garde Impériale	Infantry Battalion	-	1	3	1	1	Shock: Threat is not reduced vs Built-up-Areas, Strong Points, or Walls. Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Cavalerie de la Garde Impériale							
Grenadiers à Cheval de la Garde Impériale	Cavalry Squadron Group	-	-	5	1 1/2	1/2	
Gendarmes d'élite de la Garde Impériale	Cavalry Squadron Group	-	-	5	1 1/2	1/2	

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		900 yds	450 yds		Open Terrain	Embarrassing Terrain	
Dragons de la Garde Impériale	Cavalry Squadron Group	-	-	4	1	1/4	
Chasseurs à Cheval de la Garde Impériale	Cavalry Squadron Group	-	-	4	1 1/2	1/2	Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Mameluks de la Garde Impériale	Cavalry Squadron Group	-	-	4	1 1/2	1/2	Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Cheveau-Légèr-Lanciers Polonais de la Garde Impériale	Cavalry Squadron Group	-	-	5	1 1/2	1/2	Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Cheveau-Légèr-Lanciers Hollandais de la Garde Impériale	Cavalry Squadron Group	-	-	4	1	1/4	Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Artillerie de la Garde Impériale							
Réserve Artillerie de la Vieille Garde	Artillery Battery (Asset)	4	4	4	2	1/2	
Artillerie à Cheval de la Vieille Garde	Artillery Battery (Asset)	2	3	3	1.5	1/2	
Artillerie à Pied de la Vieille Garde	Artillery Battery (Asset)	3	3	2	1.5	1/2	
Artillerie à Pied de la Jeune Garde	Artillery Battery (Asset)	2	3	2	1	1/4	
Infanterie							
Infanterie Légère	Infantry Battalion	-	1	3	1	1	Shock: Threat is not reduced vs Built-up-Areas, Strong Points, or Walls. Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain or at range vs Built-up-Areas.
Infanterie de Ligne	Infantry Battalion	-	1/2	3	1	1/2	
Sapeurs	Infantry Company (Asset)	-	-	-	-	-	Engineers: See Unit Traits. Sapeurs: Threat vs Built-up-Areas, Strong Points, or Walls at contact is not reduced. Committing to a Threatened Battery recovers -1 Fatigue.
Cavalerie							
Carabiniers à Cheval	Cavalry Squadron Group	-	-	4	1	1/4	
Cuirassiers	Cavalry Squadron Group	-	-	4	1	1/4	

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Dragons	Cavalry Squadron Group	-	-	3	1	1/4	
Cheveau-Légèr-Lanciers	Cavalry Squadron Group	-	-	3	1	1/4	Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Chasseurs à Cheval	Cavalry Squadron Group	-	-	2	1	1/2	Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Hussards	Cavalry Squadron Group	-	-	2	1	1/2	Lights: Do not halt for dense terrain & Threat is not reduced vs dense terrain.
Artillerie							
12-pdr Réserve d'Artillerie	Artillery Battery (Asset)	4	4	3	1 1/2	1/4	
6-pdr Artillerie à Pied	Artillery Battery (Asset)	2	3	2	1	1/4	
6-pdr Artillerie à Cheval	Artillery Battery (Asset)	2	2	2	1	1/4	