**Troop types**

The game is set in 1858, and new firearms have recently been introduced in all armies. The infantry are still armed with muzzle-loading muskets, with a slow rate of fire, but the barrels are now rifled. This should mean they are effective at much longer ranges, at least this is what the companies which manufacture them claim, based on trials! Time will tell, as they have not yet been used on active service. The presumed longer ranges and increased accuracy may mean that infantry have less to fear from cavalry than they once did.

Artillery ranges have also increased somewhat since Napoleonic times, but it may be that the artillerymen are now more at risk from infantry fire than they once were, because they cannot always make use of their longer range due to woods, villages, hills etc.

Cavalry remain much as they were 50 years ago however. Most are armed with carbines, but these are not very accurate. The cavalry still rely on the shock of a charge with sabre or lance for success. If they catch infantry unawares, or in flank or rear, it is likely that such a charge will still be devastating.

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|  | Infantry battalion of 800 - 900 men, armed with rifled muskets.  Some infantry are called jaegers or voltigeurs. These are specialist light infantry, good for skirmishing and operating in woods or villages. |
|  | Cavalry regiment of 3 squadrons of about 150 men each. Regiments may have less or more squadrons. Cavalry come in various flavours (cuirassiers, dragoons, lancers and hussars) |
|  | Foot artillery battery of 8 x twelve-pounder guns. Horse batteries have lighter guns with shorter range, but move more quickly. |
|  | Cavalry patrol. These vary in strength, but c20 men is a common size, and will be assumed unless specified by player |

# Maximum weapon ranges

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| Infantry rifled musket | 3-500 paces |
| Cavalry carbines | 100 paces (and inaccurate too!) |
| Artillery | 1,500 – 2,000 paces |

### *NB 1 mile = 2000 paces*