

v1.21 Lasalle Points by Cam & John

These points are intended to be used for army-lists (Divisions) that are historical OOBs & unit sizes (but which can have any appropriate Corps or Army-Level Reserve Supports attached). We expect a historical Division list size to be 200-250 points.

Rounding: Each individual unit's cost should always be rounded up to the next 0.5 or 1.0 after all multipliers and such like are applied (e.g. 9.2 becomes 9.5 and 6.6 becomes 7.0).

Infantry Units

Base cost for an infantry unit if Small is **9** if *Linear Tactics* otherwise **10**; if Large **10** if *Linear Tactics* otherwise **12**.

Esprit: +2 if Valiant; +0 if Reliable; -1 if Unpredictable; -2 if Shaky.

Discipline: +0 if Experienced; -1.5 if Amateur; -2 if Irregular (excludes Regulars who can deploy as Irregular).

Other Qualities: +2 if Guard; +2 if Rifle & Regular (+0 if Rifle & Irregular).

Skirmisher Rating: +1.5 if SK3; +0 if SK2; -1 if SK1; -2 if SK0.

Off-Table/Reserve Infantry: Multiply total by **0.6** if Infantry Unit is a Reserve (i.e. is off-table in reserve).

Other Factors: +1 if Eligible for Entrenchments.

Army Additional Skirmisher Stands

(e.g. independent Jäger Companies)

Organic/On-Table SK stands: +1 for each additional SK base.

Reserve/Off-Table SK stands: +0.5 for each additional SK base.

Cavalry Units

Base cost of a cavalry unit if Small is **20** points; if Large **25** points.

Esprit: +4 if Valiant; +0 if Reliable; -1.5 if Unpredictable; -3 if Shaky.

Discipline: +0 if Experienced; -1 if Amateur; -5 if Irregular.

Other Unit Qualities: +3 if Shock; +5 if Guard; +1 if Pursuit; +2 if Lance.

Off-Table/Reserve Cavalry: Multiply total by **0.6** if Cavalry Unit is a Reserve (i.e. is off-table in reserve).

Special Rules or Effects

"Send in the Guards": -10 Points if this Optional Rule is active & in use for the division.

"Home Field Advantage": +5 Points if this Optional Rule is available for the division.

Artillery Units

Base cost of an Artillery unit is **8** points.

Unit Type: +0 if Foot Artillery; +3 if Horse Artillery.

Unit Size: -2 if 3 bases; +0 if 4 bases; +2 if 5 bases.

Gun Weight: -1 if Light Guns; +0 if Medium Guns; +1 if Heavy Guns.

Off-Table/Reserve Artillery: Multiply total by **0.5** if Artillery Unit is a Reserve (i.e. is off-table) – this applies to both Foot & Horse Artillery.

Other Factors: +1 if Eligible for Entrenchments.

Sub-Commander Quality

French: **10** each.

Prussian: **9.5** each if Liberation or Hundred Days.

British: **8.5** each.

Austrian Avante Garde, Brunswick, Duchy of Warsaw, or Kingdom of Italy: **7.5** each.

Any Other: **6** each. (Including: Other Austrians, Bavarian, Confederation of the Rhine, Netherlands, Portuguese, Pre-Liberation Prussian, Russian, Swedish.)

Spanish: **5** each.

Note: Portuguese in the Peninsula, & Hundred Days Hanoverians, use British points if Sub-Commander is treated as British.

Divisional Commanders

"Superior" Divisional Commander: +15 Points if you choose to have such.

This can be any British Commander in any era, or any French Commander in the "Conquest" era – both as per the rulebook; or it may be any other Commander (of any Nation in any Era) that can be 'justified' historically as in some way warranting superior status as agreed by the players, etc.

Division Attack/Defence Bonus

Attack +3: +5 Points

Attack +2: +3.5 Pts **Defend +2:** +2 Points

Attack +1: +2 Points **Defend +1:** +1 Point

Note: Only paid for if using standard attack/defence scenarios with objective as per page 87 of the Lasalle rulebook.