

# v1.2 beta 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.

**Other Factors:** +1 if Eligible for Entrenchments.

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

## 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).

## 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.

**Other Factors:** +1 if Eligible for Entrenchments.

**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.

## Sub-Commander Quality

**French:** **10** each.

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

**British:** **8.5** each.

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

**Any Other:** **6** each.

(Includes: Austrian, Bavarian, Conf. of the Rhine, Netherlands, Portuguese, Pre-Liberation Prussian, Russian, Swedish, etc, etc).

**Spanish:** **5** each.

*Portuguese in the Peninsula & Hundred Days Hanoverians use British if Sub-Commander is 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.*

## Special Rules or Effects

**"Send in the Guards":** -10 if this Optional Rule is *available* to the division.