

## Charge! Eagles Rising - Unit Values - Battalion

Unit Ratings Chart	Veteran			Elite			Grenadier			Guard			Old Guard												
	M	C	B	M	C	B	M	C	B	M	C	B	M	C	B										
		W	S		W	S		W	S		W	S		W	S										
150-300 Troops - Tiny - 4 figs (60:1), 8 figs (30:1)	6	7	2	3	4	5	7	2	3	4	5	8	2	3	4	4	8	2	3	4	4	9	2	4	5
301-400 Troops - Small - 6 figs (60:1), 12 figs (30:1)	6	7	2	3	4	5	7	3	4	5	6	8	3	4	5	4	9	3	5	6	4	9	3	5	6
401-550 Troops - Standard - 8-9 figs (60:1), 16-18 figs (30:1)	6	7	3	5	6	5	7	4	5	6	7	8	4	5	7	4	8	4	6	7	4	9	4	6	7
551-750 Troops - Large - 10-12 figs (60:1), 20-24 figs (30:1)	6	7	4	5	6	5	7	4	6	7	8	5	6	8	4	8	4	7	8	4	9	5	7	8	
751-980 Troops - Ex-Large - 13-16 figs (60:1), 26-32 figs (30:1)	6	7	4	6	8	5	7	4	6	9	5	8	5	6	9	4	8	5	7	9	4	9	5	7	10
100+ Troops - Huge - 18+ figs (60:1), 36+ figs (30:1)	6	7	5	7	9	5	7	5	7	10	5	8	5	7	10	4	9	5	8	10	4	10	5	8	11
<b>Artillery</b>	<b>M</b>	<b>N</b>	<b>W</b>	<b>S</b>	<b>B</b>	<b>M</b>	<b>N</b>	<b>W</b>	<b>S</b>	<b>B</b>	<b>M</b>	<b>N</b>	<b>W</b>	<b>S</b>	<b>B</b>	<b>M</b>	<b>N</b>	<b>W</b>	<b>S</b>	<b>B</b>	<b>M</b>	<b>N</b>	<b>W</b>	<b>S</b>	<b>B</b>
3-4 Gun Section	6	2		1	2	5	2		1	2	5	2	1		2	4	2	1		2	4	2	1		2
6 Gun Battery	6	2	1	2	3	5	3	1	2	3	5	3	1	2	3	4	3	1	2	3	4	3	1	2	3
8 Gun Battery	6	4	1	2	3	5	4	1	2	3	5	4	1	2	3	4	4	1	2	3	4	4	1	2	3
10+ Gun Battery	6	5	2	3	4	5	5	2	3	4	5	5	2	3	4	4	5	2	3	4	4	5	2	3	4

Definitions		Fire Dice	Skirmish Values Per Unit in Front > 3" ≤ 10"
M	Morale - Skill Test base value	2 Rank formation: 1 die per 2 figures in first row of figures	SK Light stand in Skirmish Formation 4 pts.
C	Close Assault Combar Value	3 Rank formation: 1 die per 3 figures in first row of figures	Light Stands Skirmishers SK 3 pts.
W	Worn Value	4 Rank formation (British): 1 die per 2 figures in first row of figures, and 1 die per 4 figures in second row.	Line Stands w/integral Skirmishers 2 pts.
S	Spent Value	Fractions round up	Line Stands w/o integral Skirmishers 1 pt.
B	Broken Value		

