

American War of Independence



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photos David Jezequel - 28mm Perry

This set includes lists and additional rules that allow you to play The American War of Independence using Smooth&Rifled. You can purchase Smooth&Rifled at <http://www.dadiapiombo.com/smooth.html>. Follow the updates on Smooth&Rifled at <http://smooth-and-rifled.blogspot.com>

ADDITIONAL RULES

Light and Skirmishers. Please refer to the Addenda (free download from the blog) for these characteristics.

Tomahawk. 10/X means that if used as a missile weapon is a one use weapon. The figure can subsequently recover his tomahawk if the launch is successful. Removing the weapon takes 1 Action. The figure killed by this weapon should not be removed unless it is exchanged for a marker so players know where the tomahawk is when they come to recover it. Tomahawk is a melee weapon (1 re-roll) if

used in melee.

Wooden club and Halberd. They are melee weapon and give a re-roll in melee.

Bayonets. Re-loading a Muzzleloading musket takes longer if bayonet is fixed. Add 1 to re-loading time when bayonet is fixed.

Miniatures are supposed to start the game with unfixed bayonets. Bayonets can be fixed with one action, it can be also a Group Action.



Smooth&Rifled

ARMY LISTS



American army and French allies

Minutemen

AV=2/2/3; C=4, Skirmishers

0-1 Officier (Leader), sword, 20 pts

0-1 Standard bearer, flag, 13 pts

0-1 Drummer (Musician), 10 pts

1 NCO (Leader), smoothbore musket (20/2), 16 pts

6-20 Minutemen, smoothbore musket (20/2), 11 pts

Notes & Upgrades

You can upgrade the Unit to Veterans, +3 pts per figure.

You can give to one or more figure a long rifle (30/3) instead of the smoothbore musket. No extra cost. One or more figures with long rifle can be upgraded to marksmen at +5pts per figure.

Militia

AV=2/2/3; C=4

0-1 Officier (Leader), sword, 18 pts

0-1 Standard bearer, flag, 11 pts

0-1 Drummer (Musician), 8 pts

1 NCO (Leader), smoothbore musket (20/2), 14 pts

6-20 Minutemen, smoothbore musket (20/2), 9 pts

Notes & Upgrades

You can upgrade the Unit to



Veterans, +3 pts per figure.

Riflemen

AV=1/2/3; C=4; Terrain, Skirmishers

0-1 Officier (Leader), long rifle, 26 pts

1 NCO (Leader), long rifle (30/3), 21 pts

6-20 Riflemen, long rifle (30/3), 16 pts

Notes & Upgrades

You can upgrade the Unit to Veterans, +3 pts per figure

One or more figures can be upgraded to marksmen at +5pts per figure.

You can give to one or more figures a tomahawk (10/X) at +3pts per figure.

Up to 3 figure can be mounted, +3pts per figure. While on horse they have no extra dice in melee and cannot fire if they move.

Continental Army

AV=1/2/3; C=4

0-1 Officier (Leader), sword, 20 pts

0-1 Standard bearer, flag, 13 pts

0-1 Drummer (Musician), 10 pts

1 NCO (Leader), smoothbore musket (20/2), 18 pts

6-20 Line Infantry, smoothbore musket (20/2), bayonet, 15 pts

Notes & Upgrades

You can upgrade the Unit to Veterans, +3 pts per figure

You can give a pistol (10/2) to the officer, +2pts

You can give a horse to the officier (Mounted), +5pts

Stockbridge Indians

AV=2/2/3; C=4; Terrain, Skirmishers

0-1 Chief (Officer/Leader), smoothbore musket (20/2), 24 pts

1 Leader, smoothbore musket (20/2), 19 pts

6-20 Indians, smoothbore musket (20/2), 14 pts

Notes & Upgrades

You can upgrade the Unit to Veterans at +3 pts per figure.

You can upgrade the Unit to Ferocious at +3pts per figure.

You can add Impetus to all the Unit at +3 pts per figure.

You can upgrade one or more figures to scout at +2pts per figure

You can upgrade one or more figures with long rifle (30/3) at the same cost or

with bow 16(0) at -1pt per figure.

You can provide one or more figures with tomahawk (10/X) at +3pts per figure.

Cannot perform volley fire (fire by group).

Light Dragons

AV=1/2/3; C=4, Mounted

0-1 Officier (Leader), sabre, pistol (10/2), 27 pts

0-1 Trumpet (Musician), sabre, pistol (10/2), 19 pts

1 NCO (Leader), sabre, carabine (16/2), pistol (10/2), 23 pts

4-12 Dragons, sabre, carabine (16/2), 16 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

Cannot fire if they move. Cannot fire by group.

French Fusiliers

AV=1/2/3; C=4

0-1 Officier (Leader), sword, 20 pts

0-1 Standard bearer, flag, 13 pts

0-1 Drummer (Musician), 10 pts

1 NCO (Leader), smoothbore musket (20/2), bayonett, 17 pts

6-20 Line Infantry, smoothbore musket (20/2), bayonett, 15 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give a pistol (10/2) to the officer, +2pts.

You can give a horse to the officer (Mounted), +5pts.

French Grenadiers

AV=1/1/2; C=5, Guard

0-1 Officier (Leader), sword, 29 pts

0-1 Standard bearer, flag, 22 pts

0-1 Drummer (Musician), 19 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, 26 pts

6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts

Hussars

AV=1/2/3; C=4, Mounted, Scouts

0-1 Officier (leader), sabre, pistol (10/2), 29 pts

0-1 Trumpet (Musician), sabre, pistol (10/2), 21 pts

1 NCO (leader), sabre, pistol (10/2), 23 pts

4-12 Hussars, sabre, 16 pts

Notes & Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give to one or more figures a Lance, +3pts per figure.

British, Hessian and Loyalists

Line Infantry

AV=1/2/3; C=4

0-1 Officer (Leader), sword, 20 pts

0-1 Standard-bearer, flag, 13 pts

0-1 Drummer (Musician), 10 pts

1 NCO (Leader), halberd and/or sword, 15 pts

6-20 Line Infantry, smoothbore musket (20/2), bayonet, 15 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give the Officer a pistol (10/2), +2 pts.

You can give the Officer an horse for +5 pts.

Light Infantry

AV=1/2/2; C=4; Marksmen, Light

0-1 Officer (Leader), sword, 24 pts

0-1 Standard-bearer, flag, 17 pts

0-1 Bugler (Musician), smoothbore musket (20/2), 20 pts

1 NCO (Leader), smoothbore musket (20/2), 23 pts

6-20 Light Infantry, smoothbore musket (20/2), 18 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3pts for each miniature.

You can upgrade the Unit to Marksmen for +5pts for each miniature with a musket.

You can give the Officer a pistol (10/2), +2pts.

Grenadiers

AV=1/1/2; C=5, Guard

0-1 Officer (Leader), sword, 29 pts

0-1 Standard-bearer, flag, 22 pts

0-1 Drummer (Musician), 19 pts

1 NCO (Leader), halberd and/or sword, 24 pts.

6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts.

Highlanders

AV=1/2/2; C=5, Impetus

0-1 Officer (Leader), sword, pistol (10/2), 28 pts

0-1 Standard-bearer, flag, (sword), pistol (10/2), 21 pts

0-1 Piper/fifer (Musician), sword, pistol (10/2), 20 pts

1 NCO (Leader), halberd and/or sword, pistol(10/2), 23 pts

6-20 Highlanders, smoothbore musket (20/2), sword, pistol(10/2), bayonet,
25 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

Canadians

AV=1/2/3; C=4; Terrain, Skirmishers

0-1 Officer (Leader), smoothbore musket (20/2), 26 pts

1 NCO (Leader), smoothbore musket (20/2), 21 pts

6-20 Rangers, smoothbore musket (20/2), 16 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give one or more figures a long rifle (30/3) at the same cost.

You can upgrade one or more figures with long rifle to marksman at +5 pts per figure.

One or more figures can be upgraded to Scout, +2pts

You can provide one or more figures with tomahawk 10/X at +3pts for each miniature.

Cannot perform volley fire (fire by group).

Queen's Rangers

AV=1/2/3; C=4; Skirmishers

0-1 Officer (Leader), smoothbore musket (20/2), 23 pts

1 NCO (Leader), smoothbore musket (20/2), 18 pts

0-1 Bugler (Musician), smoothbore musket (20/2), 15 pts

6-20 Rangers, smoothbore musket (20/2), 13 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give one or more figures a long rifle (30/3) at the same-cost.

You can upgrade one or more figures with long rifle to marksman at +5 pts per figure. One or more figures can be upgraded to Scout, +2pts. Cannot perform volley fire (fire by group).

You can provide Mantlet (Cover) to two figures, +4pts

Marksmen

AV=1/2/2; C=4; Marksmen, Skirmishers

0-1 Officer (Leader), sword, 24 pts

1 NCO (Leader), long rifle (30/3), 28 pts

6-20 Light Infantry, long rifle (30/3), 23 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give the Officer a pistol (10/2), +2pts.

Loyalist Militia

AV=2/2/3; C=4

0-1 Officer (Leader), sword, 18 pts

0-1 Standard-bearer, flag, 11 pts

0-1 Drummer (Musician), 8 pts

1 NCO (Leader), smoothbore musket (20/2), 14 pts

6-20 Militiamen, smoothbore musket (20/2), 9 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can give one or more figures a long rifle (30/3) at the same cost.

You can upgrade one or more figures with long rifle to marksman at +5 pts per figure.

You can give the Officer a pistol (10/2), +2pts.

Cannot perform volley fire (fire by group).

Indians

AV=2/2/3; C=4; Terrain, Skirmishers

0-1 Chief (Leader=Officer), smoothbore musket (20/2), 24 pts

1 Leader, smoothbore musket (20/2), 19 pts

6-20 Indians, smoothbore musket (20/2), 14 pts

Notes&Upgrades

You can upgrade the Unit to Veterans at +3 pts per figure.

You can upgrade the Unit to Ferocious at +3 pts per figure.

You can add Impetus to all the Unit at +3 pts per figure.

You can upgrade one or more figures to scout at +2pts per figure

You can upgrade one or more figures with long rifle (30/3) at the same cost or with bow (16/0) at -1pt per figure.

You can provide one or more figures with tomahawk (10/X) at +3pts per figure or with wooden club at +2pts per figure

Cannot perform volley fire (fire by group).

Light Dragoons

AV=1/2/3; C=4, Mounted

0-1 Officer (leader), sabre, pistol (10/2), 27 pts

0-1 Standard Bearer, flag, (sabre), pistol (10/2), 20 pts

0-1 Trumpet (Musician), sabre, pistol (10/2), 19 pts

1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 23 pts

4-12 Dragoons, sabre, carbine (16/2), 16 pts

Notes&Upgrades

They cannot fire and move within the same activation.

Cannot perform Group fire.

You can upgrade the Unit to Veteran +3pts per figure.

They can dismount and then fight as Skirmishers

Hesse-Cassel Musketeers, Fusiliers

AV=1/2/3; C=4

0-1 Officer (Leader), sword, 20 pts

0-1 Standard-bearer, flag, 13 pts

0-1 Drummer (Musician), 10 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 22 pts

6-20 Line Infantry, smoothbore musket (20/2), bayonet, 15 pts

Notes&Upgrades

You can upgrade the Unit to Veterans at +3 pts per figure.

You can give the Officer a pistol (10/2), +2 pts.

You can give the Officer an horse at +5 pts.

Hesse-Cassel Grenadiers

AV=1/2/2; C=5, Veteran, Impetus

0-1 Officer (Leader), sword, 29 pts

0-1 Standard-bearer, flag, 22 pts

0-1 Drummer (Musician), 19 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 31 pts

6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts

Notes&Upgrade

You can give the Officer a pistol (10/2), +2pts.

Hesse-Cassel Jaegers

AV=1/2/2; C=4, Skirmishers

0-1 Officer (Leader), sword, 23 pts

0-1 Standard-bearer, flag, 16 pts

0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 20 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 24 pts

6-20 Jaegers, smoothbore musket (20/2), bayonet, 18 pts

Notes&Upgrades

You can upgrade the Unit to Veterans for +3 pts for each miniature.

You can upgrade the Unit to Scout at +2pts per figure.

You can give one or more figures a long rifle (30/3) at the same cost.

You can give the Officer a pistol (10/2), +2pts.

You can provide Mantlet (Cover) to two figures, +4pts.

