This set includes lists and additional rules that allow you to play with Smooth&Rifled the Boshin War with Smooth&Rifled skirmish rules. You can purchase Smooth&Rifled at http://www.dadiepiombo.com/smooth.html. Follow the updates on Smooth&Rifled at http://smooth-and-rifled.blogspot.com

**Special rules**

**Armour**
A figure with Armour add 1 to the difficulty to get an hit in melee (example, a miniature with C=4 get an hit at 5+)

**Katana and bayonets**
A katana works the same as a normal melee weapon (like a sword). Every figure can be provided with a katana at +2pts per figure. Bayonets can be given to any musketeers at +2pts per figure.

**Gatling**
Each Gatling requires 3-4 crew and the cost is 30 pts per model. Cost of the crew: Regular AV 1/2/3; 10 pts each; Irregulars AV 2/3/4; 5 pts each. A Machine Gun fires in a similar way to the Group fire. Count 7 dice and add as many dice as the crew. The player can also decide to reduce the dice (rate of fire) to avoid jamming. A Gatling fires at 30/0. If you roll at least three “1” or three “2” the machine gun is jammed (or is temporary out of ammunition etc). To fix the weapon 3 actions (not 3 Action Points) are required. These actions are taken by the crew. Mind that one of the crew, the gunner, already spends actions when firing. The gunner can also spend actions for aiming. A Gatling can be moved by 2.5 cm (per action) for every crewman.
Army Lists

**Traditional Samurai Armies**
(Usually pro-imperial clans)
0-2 Musketeers
0-1 Bowmen
1-3 Spearmen
0-1 Shock troops

**Partially Modernized Armies**
Usually pro-shogunate daymo and rarely some pro-imperial daymo
0-2 Musketeers
0-1 Bowmen
0-2 Spearmen
0-1 Shock troops (you need to field at least one unit of Spearmen to field also Shock-troops)
1-2 Westernized troops

**Westernized Armies**
Most of Tokugawa armies and the Imperial armies of Chosu, Satsuma and Saga.
0-2 Westernized troops
1-4 Well trained westernized troops
0-1 Elite westernized troops
Tokugawa army can provide horse (+5pts each) and lance (+2pts) to its Elite troops

**Western Armies**
1-6 Line troops
0-1 Elite troops

Smooth&Rifled
TROOP TYPES

Musketeers
AV 2/2/3; C3
0-1 Officer (leader), musket (20/2), katana, 22 pts
1 NOC (leader), musket (20/2), katana, 17 pts
6-20 Samurai, musket (20/2), 10 pts
Notes and options
You can upgrade C from 3 to 4 to all Unit at +2pts per figure
You can provide one or more miniatures with Armour (+2pts) and/or katana (+2pts).
You can upgrade one figure to Scout at +2pts

Spearmen
AV 2/2/3; C3; Impetuous, Fast Mob
0-1 Officer (leader), katana, 21 pts
1 NCO (leader), spear, 16 pts
0-1 Standard-bearer, standard, (katana) 14 pts
6-20 Samurai, spear, 11 pts
Notes and options
You can upgrade C from 3 to 4 to all Unit at +2pts per figure
You can provide one or more miniatures with Armour at +2pts per figure
You can upgrade one figure to Scout at +2pts

Bowmen
AV 2/2/3; C3
0-1 Officer (leader), katana, bow (16/0), 26 pts
1 NCO (leader), bow (16/0), 14 pts
6-20 Samurai, bow (16/0), 9 pts
Notes and options
You can provide one or more miniatures with Armour (+2pts) and/or katana (+2pts). You can upgrade one figure to Scout at +2pts

Smooth&Rifled
Shock Troops (Shinsengumi etc)
AV 2/2/3; C4; Impetuous, Ferocious, Fast Mob
0-1 Officer (leader) katana, 26 pts
1 NCO (leader) katana, 21 pts
0-1 Standard-bearer, standard, (katana), 19 pts
6-20 Samurai, katana, 16 pts

Notes and options
You can upgrade C from 4 to 5 to all Unit at +2pts per figure
You can provide one or more miniatures with Armour(+2pts)
You can upgrade one figure to Scout at +2pts

Westernized troops
AV=2/2/3; C=4
0-1 Officer (leader), katana and revolver (10/0), 21 pts
1 NCO (leader), muzzle-loading musket (30/2), bayonet, 22 pts
0-1 Standard-bearer, standard, katana 11 pts
0-1 Drummer (musician), katana, 10 pts
6-20 Privates, muzzle-loading musket (30/2), bayonet, 17 pts

Notes and options
You can swap all muzzle-loading muskets with breech-loading muskets (30/1) at +5pts per figure
(bayonet can stay fixed during while loading).

Western line troops or Japanese westernized and well trained troops
AV=1/2/3; C=4
0-1 Officer (leader), sabre/katana and revolver (10/0), 23 pts
1 NCO (leader), muzzle-loading musket (30/2), bayonet, 24 pts
0-1 Standard-bearer, standard, (katana), 13 pts
0-1 Drummer (musician), katana, 12 pts
6-20 Privates, muzzle-loading musket (30/2), bayonet, 19 pts

Notes and options
You can upgrade the whole Unit to Veteran at +3 pts per figure.
You can upgrade one figure to marksman at +5 pts per figure.
You can swap all muzzle-loading muskets with breech-loading muskets (30/1) at +5pts per figure
(bayonet can stay fixed during while loading).

Elite Western troops or Japanese westernized and highly trained troops
AV=1/2/2; C=5; Veterans
0-1 Officer (leader), sabre and revolver (10/0), 29 pts
1 NCO (leader), muzzle-loading musket (30/2), bayonet, 30 pts
0-1 Standard-bearer, standard, (katana), 19 pts
0-1 Drummer (musician), katana, 18 pts
6-20 Privates, muzzle-loading musket (30/2), bayonet, 25 pts

Notes and options
You can upgrade one figure to marksman at +5 pts per figure.
You can give to the whole Unit the characteristic Impetus at +3 pts per figure.
You can swap all muzzle-loading muskets with breech-loading muskets (30/1) at +5pts per figure
(bayonet can stay fixed during while loading).
We are a small company specialized on the 19th century in Japan, the last years of Tokuwaga Shogunate, also known as Bakumatsu and especially during the Boshin War (1867-68). Our figures are 28mm and they are sculpted by the very talented Paul Hicks.

http://bacninhminiatures.blogspot.com