
**ADDITIONAL RULES**

**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.

**Skirmishers.** See Addenda (download it from the blog).
ARMY LISTS

US

Untrained Units / Conscripts
AV=2/2/3; C=4
0-1 Officer (leader), sword and revolver (10/0), 21 pts
1 NCO (leader), MLR Musket (30/2), bayonet, 22 pts
0-1 Standard Bearer, flag, 11 pts
0-1 Drummer (musician), 8 pts
6-20 Privates, MLR Musket (30/2), bayonet, 17 pts

Trained Units
AV=1/2/3; C=4
0-1 Officer (leader), sword and revolver (10/0), 23 pts
1 NCO (leader), MLR Musket (30/2), bayonet, 24 pts
0-1 Standard Bearer, flag, 13 pts
0-1 Drummer (musician), 10 pts
6-20 Privates, MLR Musket (30/2), bayonet, 19 pts

Notes & Upgrades
You can upgrade the Unit to Veteran +3 pts per figure.
You can upgrade one man to marksman +5 pts.

Seasoned/Crack Units
AV=1/2/2; C=5; Veteran
0-1 Officer (leader), sword and revolver (10/0), 29 pts
1 NCO (leader), MLR Musket (30/2), bayonet, 30 pts
0-1 Standard Bearer, flag, 19 pts
0-1 Drummer (musician), 16 pts
6-20 Privates, MLR Musket (30/2), bayonet, 25 pts

Notes & Upgrades
You can upgrade one man to marksman, +5 pts.
You can add Impetus to the Unit, +3 pts per figure.
**Sharpshooters**
*AV=1/2/2; C=4, Marksmen, Skirmishers*
0-1 Officer (leader), sword and revolver (10/0), 31 pts
1 NCO (leader), BLR Musket (30/1), bayonet, 34 pts
0-1 Bugler (musician), BLR Musket (30/1), bayonet, 31 pts
6-20 Privates, MLR Musket (30/1), bayonet, 29 pts

**Notes & Upgrades**
You can upgrade the Unit to Veteran +3 pts per figure.
You can add the characteristic Terrain to the Unit, +3 pts per figure.
Cannot perform Group fire.

**Cavalry (Early war)**
*AV=2/2/3; C=4, Mounted*
0-1 Officer (leader), sabre and revolver (10/0), 26 pts
1 NCO (leader), sabre, revolver (10/0), BLR Carbine (20/1), 26 pts
0-1 Standard Bearer, sabre, revolver (10/0), flag, 19 pts
0-1 Trumpet (musician), sabre, revolver (10/0), BLR Carbine (20/1), 23 pts
4-12 Cavalrymen, sabre, revolver (10/0), BLR Carbine (20/1), 21 pts

**Notes & Upgrades**
You can upgrade one or more figures to marksman +5 pts.
You can upgrade one or more figures to Scout +2 pts.
Can be deployed dismounted at same cost but get the Special Characteristics: Terrain and Skirmishers. If they dismount (not if deployed dismounted at the start of the game) a figure out of 4 must hold the reins of his own horse and three of his comrades. If mounted, they cannot aim if they move in the same turn. Cannot perform Group fire.

**Cavalry (Late war)**
*AV=1/2/3; C=4, Mounted*
0-1 Officer (leader), sabre and revolver (10/0), 28 pts
1 NCO (leader), sabre, revolver, BLR Carbine (20/1), 28 pts
0-1 Standard Bearer, sabre, revolver (10/0), flag, 21 pts
0-1 Trumpet (musician), sabre, revolver (10/0), BLR Carbine (20/1), 25 pts
4-12 Cavalrymen, sabre, revolver (10/0), BLR Carbine (20/1), 23 pts

**Notes & Upgrades**
You can provide the whole Unit with Repeating Carbine (20/0), +2 pts per figure.
You can upgrade one or more figures, not with Repeating Carbine, to marksman +5 pts.
You can upgrade one or more figures to Scout +2pts
Can be deployed dismounted at same cost but get the Special Characteristics: Terrain and Skirmishers. If they dismount (not if deployed dismounted at the start of the game) a figure out of 4 must hold the reins of his own horse and three of his comrades. If mounted, they cannot aim if they move in the same turn. Cannot perform Group fire.

CSA

Untrained Units / Conscripts
AV=2/2/3; C=4
0-1 Officer (leader), sword and revolver (10/0), 21 pts
1 NCO (leader), MLR Musket (30/2), bayonet, 22 pts
0-1 Standard Bearer, flag, 11 pts
0-1 Drummer (musician), 8 pts
6-20 Privates, MLR Musket (30/2), bayonet, 17 pts
Notes & Upgrades
The whole Unit can be provided with Smoothbore Muskets at -4 pts per figure

Trained Units
AV=1/2/3; C=4
0-1 Officer (leader), sword and revolver (10/0), 23 pts
1 NCO (leader), MLR Musket (30/2), bayonet, 24 pts
0-1 Standard Bearer, flag, 13 pts
0-1 Drummer (musician), 10 pts
6-20 Privates, MLR Musket (30/2), bayonet, 19 pts
Notes & Upgrades
You can upgrade the Unit to Veteran +3 pts per figure
You can add Impetus to the Unit, +3pts per figure
You can upgrade one man to marksman +5 pts

Seasoned/Crack Units
AV=1/2/2; C=5; Veteran
0-1 Officer (leader), sword and revolver (10/0), 29 pts
1 NCO (leader), MLR Musket (30/2), bayonet, 30 pts
0-1 Standard Bearer, flag, 19 pts
0-1 Drummer (musician), 16 pts
6-20 Privates, MLR Musket (30/2), bayonet, 25 pts
Notes & Upgrades
You can upgrade one man to marksman, +5 pts
You can add Impetus to the Unit, +3 pts per figure

Sharpshooters
AV=1/2/2; C=4, Marksmen, Skirmishers
0-1 Officer (leader), sword and revolver (10/0), 31 pts
1 NCO (leader), BLR Musket (30/1), bayonet, 34 pts
0-1 Bugler (musician), BLR Musket (30/1), bayonet, 31 pts
6-20 Privates, MLR Musket (30/1), bayonet, 29 pts

Notes & Upgrades
You can upgrade the Unit to Veteran +3 pts per figure.
You can add the characteristic Terrain to the Unit, +3 pts per figure.
Cannot perform Group fire.

Cavalry
AV=1/2/2; C=4, Mounted, Scout
0-1 Officer (leader), sabre and revolver (10/0), 31 pts
1 NCO (leader), sabre, revolver (10/0), 26 pts
0-1 Standard Bearer, (sabre), revolver (10/0), flag, 24 pts
0-1 Trumpet (musician), sabre, revolver (10/0), 23 pts
4-12 Cavalrymen, sabre, revolver (10/0), 21 pts

Notes & Upgrades
You can add a BLR Carbine to one or more cavalrymen (not to the Officer) at +5 pts per figure.
You can upgrade one or more figures with BLR Carbine to marksman +5 pts
Can be deployed dismounted at same cost but get the Special Characteristics: Terrain and Skirmishers. If they dismount (not if deployed dismounted at the start of the game) a figure out of 4 must held the reins of his own horse and three of his comrades.
If mounted, they cannot aim if they move in the same turn. Cannot perform Group fire.