

THE AMERICAN CIVIL WAR



Version 0.2 © 2011 Dadi&Piombo

photos Renato Genovese

This set includes lists and additional rules that allow you to play The American Civil War using Smooth&Rifled. 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>

can be also a Group Action.

Skirmishers. See Addenda (download it from the blog).

ADDITIONAL RULES

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

Minatures are supposed to start the game with unfixed bayonets.

Bayonets can be fixed with one action, it



Smooth&Rifled

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, +3pts 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 +3pts 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 +5pts.

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.

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), +2pts per figure.

You can upgrade one or more figures, not with Repeating Carbine, to marksman +5pts

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

Smooth&Rifled

Notes&Upgrades

You can upgrade one man to marksman, +5 pts

You can add Impetus to the Unit, +3pts 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 +3pts 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 +5pts per figure.

You can upgrade one or more figures with BLR Carbine to marksman +5pts

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.