
**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 was 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.
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 Smooth&Rifled
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
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 +3 pts for each miniature.
You can upgrade the Unit to Marksmen for +5 pts for each miniature with a musket.
You can give the Officer a pistol (10/2), +2 pts.
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=Officier), 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 +2 pts per figure.
You can upgrade one or more figures with long rifle (30/3) at the same cost or with bow (16/0) at -1 pt per figure.
You can provide one or more figures with tomahawk (10/X) at +3 pts per figure or with wooden club at +2 pts 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 +3 pts 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.