

The English Civil War



Version 0.1 - 2012 Dadi&Piombo

This set includes lists and additional rules that allow you to play The English Civil War with 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>

ADDITIONAL RULES

Pikes Pike is not a weapon very useful in skirmishes but it is helpful to keep at bay horses. Any figure in base contact with a pikeman nullifies the Mounted bonus if charged by horsemen. Hence horsemen just roll 3 dice when they attack pikemen or figures in base contact with pikemen.

Point Blank Pistols. Pistol is a shooting weapon and can be used as such. Horsemen

with special characteristic Point Blank Pistols however can also fire as a group before charging home if the pistol is still loaded. No other fire by group is allowed by Horsemen unless stated differently in the list. Aiming is not allowed when firing before a charge.

Figures with 2 pistols can fire twice (each shot costs one action).

Breastplate armour. Plate armour provides Light Cover against shooting at Effective or longer ranges.

Full armour. Full armour provides heavy cover against shooting at Effective and longer ranges and Light Cover at short range.

Lance. Lance is a melee weapon. It gives one re-roll in melee if charged but up to 2 re-rolls if on charge.

Light. Please refer to Addenda.

ARMY LISTS



ROYALISTS

Horsemen

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

0-1 Officer (leader), sabre, 2 pistols (10/3), 30 pts

0-1 Standard Bearer, flag, (sabre), 2 pistols (10/3), 23 pts

0-1 Trumpet (Musician), sabre, 2 pistols (10/3), 22 pts

1 NCO (leader), sabre, 2 pistols (10/3), 25 pts

4-12 Horsemen, sabre, 2 pistols (10/3), 20 pts

Notes&Upgrades. They cannot aim and move within the same activation.

Cannot perform Group fire. You can upgrade the Unit to Veteran, +3pts per figure or to Guard, 5pts per figure.

You can upgrade the Veteran or Guard Unit to Feared, +3pts per figure.

You can provide any figure with breastplate armour at +2 pts per figure.

Dragoons

AV=1/2/3; C=4, Mounted/Light+Terrain, Scout

0-1 Officer (leader), sabre, pistol (10/3), 29 pts

0-1 Standard Bearer, flag, (sabre), pistol (10/3), 24 pts

0-1 Trumpet (Musician), sabre, 18 pts

1 NCO (leader), sabre, musket (20/3), 27 pts

4-12 Dragoons, sabre, musket (20/3), 22 pts

Notes&Upgrades. Dragons are bought as mounted but get no bonus if the fight in melee on horseback. They cannot aim and move within the same activation while mounted. They can dismount also with a Group action. They can perform Group fire only if dismounted.

If they dismount they lose the characteristic Mounted and get the characteristics Light and Terrain. If they dismount one figure must keep all the horses of the Unit and cannot take any other actions (with the exception of moving up to 2 phases)

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

Foot

AV=1/2/3 C=4/5

0-1 Officer (leader), sword, pistol (10/3), 24 pts

0-1 Standard Bearer, flag, 15 pts

0-1 Drummer (Musician), sword, 12 pts

1 NCO (Leader), halberd and/or sword and pistol (10/3), 19 pts

4-12 Musketeers, musket (20/3) and sword, 14 pts

0-8 Pikemen, pike and sword, 14 pts

Notes&Upgrades

C value of Musketeers and drummer is 4. C value of Leaders, standard bearer and pikemen is 5. Pikemen cannot exceed Musketeers.

You can upgrade the Unit to Veteran at +3pts per figure. A Veteran Unit can be upgraded at Feared at +3pts per figure.

You can provide any Leader and/or Pikemen with breastplate armour at +2 pts per figure.

Recruits and Raw Foot

AV=2/2/3 C=3/4

0-1 Officer (leader), sword, pistol (10/3), 20 pts

0-1 Standar Bearer, flag, 11 pts

0-1 Drummer (Musician), sword, 8 pts

1 NCO (Leader), halberd, sword and pistol (10/3), 15 pts

4-12 Musketeers, musket (20/3) and sword, 10 pts

0-8 Pikemen, pike and sword, 10 pts

Notes&Upgrades

C value of Musketeers and drummer is 3. C value of Leaders, standard bearer and pikemen is 4. Pikemen cannot exceed Musketeers.

Firelock Company

AV=1/2/3 C=4, Light

0-1 Officer (leader), sword, pistol (10/3), 25 pts

0-1 Standar Bearer, flag, 16 pts

0-1 Drummer, (Musician), sword, 15 pts

1 NCO (Leader), halberd, sword and pistol (10/3), 20pts

4-12 Musketeers, musket (20/2) and sword, 19 pts

Notes&Upgrades

You can upgrade the Unit to Veteran at +3pts per figure. You can upgrade up to 3 figures to marksmen at +5pts per figure.

PARLAMENTARIANS

Horsemen

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

- 0-1 Officer (leader), sabre, 2 pistols (10/3), 30 pts
- 0-1 Standard Bearer, flag, (sabre), 2 pistols (10/3), 23 pts
- 0-1 Trumpet (Musician), sabre, 2 pistols (10/3), 22 pts
- 1 NCO (leader), sabre, 2 pistols (10/3), 25 pts
- 4-12 Horsemen, sabre, 2 pistols (10/3), 20 pts

Notes&Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire. You can upgrade the Unit to Veteran, +3pts per figure or to Guard, 5pts per figure. You can provide any figure with breastplate armour at +2 pts per figure.

Raw Horsemen

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

- 0-1 Officer (leader), sabre, 2 pistols (10/3), 26 pts
- 0-1 Standard Bearer, flag, (sabre), 2 pistols (10/3), 19 pts
- 0-1 Trumpet (Musician), sabre, 2 pistols (10/3), 18 pts
- 1 NCO (leader), sabre, 2 pistols (10/3), 21 pts
- 4-12 Horsemen, sabre, 2 pistols (10/3), 16 pts

Notes&Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire. You can provide any figure with breastplate armour at +2 pts per figure.

Cuirassiers

AV=2/2/3; C=5, Mounted, Full Armour

- 0-1 Officer (leader), sabre, 2 pistols (10/3), 34 pts
- 0-1 Standard Bearer, flag, (sabre), 2 pistols (10/3), 27 pts
- 0-1 Trumpet (Musician), sabre, 2 pistols (10/3), 26 pts
- 1 NCO (leader), sabre, 2 pistols (10/3), 29 pts
- 4-12 Horsemen, sabre, 2 pistols (10/3), 24 pts

Notes&Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire.

Dragoons

AV=1/2/3; C=4, Mounted/Light+Terrain, Scout

- 0-1 Officer (leader), sabre, pistol (10/3), 29 pts

Smooth & Rifled

0-1 Standard Bearer, flag, (sabre), pistol (10/3), 24 pts

0-1 Trumpet (Musician), sabre, 18 pts

1 NCO (leader), sabre, musket (20/3), 27 pts

4-12 Dragoons, sabre, musket (20/3), 22 pts

Notes&Upgrades. Dragons are bought as mounted but get no bonus if the fight in melee on horseback. They cannot aim and move within the same activation while mounted. They can dismount also with a Group action. They can perform Group fire only if dismounted.

If they dismount they lose the characteristic Mounted and get the characteristics Light and Terrain. If they dismount one figure must keep all the horses of the Unit and cannot take any other actions (with the exception of moving up to 2 phases)

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

Foot

AV=1/2/3 C=4/5

0-1 Officer (leader), sword, pistol (10/3), 24 pts

0-1 Standard Bearer, flag, 15 pts

0-1 Drummer (Musician), sword, 12 pts

1 NCO (Leader), halberd and/or sword and pistol (10/3), 19 pts

4-12 Musketeers, musket (20/3) and sword, 14 pts

0-8 Pikemen, pike and sword, 14 pts

Notes&Upgrades

C value of Musketeers and drummer is 4. C value of Leaders, standard bearer and pikemen is 5. Pikemen cannot exceed Musketeers.

You can upgrade the Unit to Veteran at +3pts per figure. A Veteran Unit can be upgraded at Feared at +3pts per figure. You can provide any Leader and/or Pikemen with breastplate armour at +2 pts per figure. You can upgrade one figure to Agitator saving 5pts (see special rule below).

Recruits and Raw Foot

AV=2/2/3 C=3/4

0-1 Officer (leader), sword, pistol (10/3), 20 pts

0-1 Standard Bearer, flag, 11 pts

0-1 Drummer (Musician), sword, 8 pts

1 NCO (Leader), halberd, sword and pistol (10/3), 15 pts

4-12 Musketeers, musket (20/3) and sword, 10 pts

0-8 Pikemen, pike and sword, 10 pts

Notes&Upgrades

C value of Musketeers and drummer is 3. C value of Leaders, standard bearer and pikemen is 4. Pikemen cannot exceed Musketeers. You can upgrade one figure to Agitator saving 5pts (see special rule below).

Firelock Company

AV=1/2/3 C=4, Light

0-1 Officer (leader), sword, pistol (10/3), 27 pts

0-1 Standard Bearer, flag, 18 pts

0-1 Drummer, (Musician), sword, 15 pts

1 NCO (Leader), halberd, sword and pistol (10/3)

4-12 Musketeers, musket (20/2) and sword, 19 pts

Notes&Upgrades

You can upgrade the Unit to Veteran at +3pts per figure. You can upgrade up to 3 figures to marksmen at +5pts per figure.

Agitators special rule. If the Parliamentarian Player has Agitators within his Units and rolls 3 equal number on initiative, Agitators enter in actions. If the initiative is won, then their sermon produce a positive effect on the Unit they belong. For that Activation AV is 1/1/1. If the Initiative is lost then all Unit is immediately Shaken.

UPGRADES TO NEW MODEL ARMY

If you want to upgrade your Force to a New Model Army Force, then you have to follow these rules:

- No Cuirassier Unit can be used.
- Horsemen get the characteristic Point Blank Pistol at +2 pts per Figure.
- You can use up to 1 Recruits and Raw Foot Unit for every 2 Foot Units deployed.
- You can use up to 1 Raw Horse Unit for every 2 Horse Units deployed.
- At least one unit must be Veteran or Guard.

COVENTANTERS

Horsemen

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

0-1 Officer (leader), sabre, 2 pistols (10/3), 26 pts

0-1 Standard Bearer, flag, (sabre), 2 pistols (10/3), 19 pts

0-1 Trumpet (Musician), sabre, 2 pistols (10/3), 18 pts

1 NCO (leader), sabre, 2 pistols (10/3), 21 pts

4-12 Horsemen, sabre, 2 pistols (10/3), 16 pts

Notes&Upgrades. They cannot aim and move within the same activation.
Cannot perform Group fire.

You can give to one or more figure a Lance at +3pts per figure. You can provide any figure with breastplate armour at +2 pts per figure.

Mossers

AV=2/2/3; C=3, Mounted, Skirmishers, Scouts 13

0-1 Officer (leader), sabre, pistol (10/3), 26 pts

0-1 Standard Bearer, flag, (sabre), pistol (10/3), 19 pts

0-1 Trumpet (Musician), sabre, pistol (10/3), 18 pts

1 NCO (leader), sabre, carbine (16/2), 24 pts

4-12 Mossers, sabre, carbine (16/2), 19 pts

Notes&Upgrades. They cannot aim and move within the same activation.

Cannot perform Group fire. You can give one or two pistols (10/3) to any figure at +1 pts per weapon.

Dragoons

AV=2/2/3; C=4, Mounted/Light+Terrain, Scout

0-1 Officer (leader), sabre, pistol (10/3), 27 pts

0-1 Standard Bearer, flag, (sabre), pistol (10/3), 22 pts

0-1 Trumpet (Musician), sabre, 16 pts

1 NCO (leader), sabre, musket (20/3), 25 pts

4-12 Dragoons, sabre, musket (20/3), 20 pts

Notes&Upgrades. Dragons are bought as mounted but get no bonus if the fight in melee on horseback. They cannot aim and move within the same activation while mounted. They can dismount also with a Group action. They can perform Group fire only if dismounted.

If they dismount they loose the characteristic Mounted and get the characteristics Light and Terrain. If they dismount one figure must keep all the horses of the Unit and cannot take any other actions (with the exception of moving up to 2 phases).

Foot

AV=1/2/3 C=4/5

0-1 Officer (leader), sword, pistol (10/3), 24 pts

0-1 Standard Bearer, flag, 15 pts

0-1 Drummer (Musician), sword, 12 pts

1 NCO (Leader), halberd and/or sword and pistol (10/2), 19 pts

4-12 Musketeers, musket (20/3) and sword, 14 pts

0-8 Pikemen, pike and sword, 14 pts

Notes&Upgrades

C value of Musketeers and drummer is 4. C value of Leaders, standard bearer and pikemen is 5. Pikemen cannot exceed Musketeers.

You can upgrade the Unit to Veteran at +3pts per figure. A Veteran Unit can be upgraded at Feared at +3pts per figure. You can upgrade one figure to Minister saving 5pts (see Agitator special rule in the Parliamentarian section).

Recruits and Raw Foot

AV=2/2/3 C=3/4

0-1 Officer (leader), sword, pistol (10/3), 20 pts

0-1 Standar Bearer, flag, 11 pts

0-1 Drummer (Musician), sword, 8 pts

1 NCO (Leader), halberd, sword and pistol (10/3), 15 pts

4-12 Musketeers, musket (20/3) and sword, 10 pts

0-8 Pikemen, pike and sword, 10 pts

Notes&Upgrades

C value of Musketeers and drummer is 3. C value of Leaders, standard bearer and pikemen is 4. Pikemen cannot exceed Musketeers. You can upgrade one figure to Minister saving 5pts (see Agitator special rule in the Parliamentarian section).

Firelock Company

AV=1/2/3 C=4, Light

0-1 Officer (leader), sword, pistol (10/3), 27 pts

0-1 Standar Bearer, flag, 18 pts

0-1 Drummer, (Musician), sword, 15 pts

1 NCO (Leader), halberd, sword and pistol (10/3)

4-12 Musketeers, musket (20/2) and sword, 19 pts

Notes&Upgrades

You can upgrade the Unit to Veteran at +3pts per figure. You can upgrade up to 3 figures to marksmen at +5pts per figure.

MONTROSE SCOTS

Royalist Horsemen

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

- 0-1 Officer (leader), sabre, 2 pistols (10/3), 27 pts
- 0-1 Standard Bearer, flag, (sabre), 2 pistols (10/3), 20 pts
- 0-1 Trumpet (Musician), sabre, 2 pistols (10/3), 19 pts
- 1 NCO (leader), sabre, 2 pistols (10/3), 22 pts
- 4-8 Horsemen, sabre, 2 pistols (10/3), 17 pts

Notes&Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire. You can provide any figure with breastplate armour at +2 pts per figure.

OR (you can field only one Unit of Cavalry)

Gordon Horse

AV=1/2/2; C=4, Mounted, Point blank pistol

- 0-1 Officer (leader), sabre, 2 pistols (10/3), 30 pts
- 0-1 Standard Bearer, flag, (sabre), 2 pistols (10/3), 23 pts
- 0-1 Trumpet (Musician), sabre, 2 pistols (10/3), 22 pts
- 1 NCO (leader), sabre, 2 pistols (10/3), 25 pts
- 4-8 Horsemen, sabre, 2 pistols (10/3), 20 pts

Notes&Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire. You can provide any figure with breastplate armour at +2 pts per figure.

Dragoons

AV=1/2/3; C=4, Mounted/Light+Terrain, Scout

- 0-1 Officer (leader), sabre, pistol (10/3), 29 pts
- 0-1 Standard Bearer, flag, (sabre), pistol (10/3), 24 pts
- 0-1 Trumpet (Musician), sabre, 18 pts
- 1 NCO (leader), sabre, musket (20/3), 27 pts
- 4-12 Dragoons, sabre, musket (20/3), 22 pts

Notes&Upgrades. Dragons are bought as mounted but get no bonus if the fight in melee on horseback. They cannot aim and move within the same activation while mounted. They can dismount also with a Group action. They can perform Group fire only if dismounted.

If they dismount they lose the characteristic Mounted and get the characteristics Light and Terrain. If they dismount one figure must keep all the horses of the Unit and cannot take any other actions (with the exception of moving up to 2 phases)

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

Foot

AV=1/2/3 C=4/5

0-1 Officer (leader), sword, pistol (10/3), 24 pts

0-1 Standard Bearer, flag, 15 pts

0-1 Drummer (Musician), sword, 12 pts

1 NCO (Leader), halberd and/or sword and pistol (10/3), 19 pts

4-12 Musketeers, musket (20/3) and sword, 14 pts

0-8 Pikemen, pike and sword, 14 pts

Notes&Upgrades

C value of Musketeers and drummer is 4. C value of Leaders, standard bearer and pikemen is 5. Pikemen cannot exceed Musketeers.

You can upgrade the Unit to Veteran at +3pts per figure. A Veteran Unit can be upgraded at Feared at +3pts per figure. You can provide any Leader and/or Pikemen with breastplate armour at +2 pts per figure. You can upgrade one figure to Agitator saving 5pts (see special rule below).

Recruits and Raw Foot

AV=2/2/3 C=3/4

0-1 Officer (leader), sword, pistol (10/3), 20 pts

0-1 Standard Bearer, flag, 11 pts

0-1 Drummer (Musician), sword, 8 pts

1 NCO (Leader), halberd, sword and pistol (10/3), 15 pts

4-12 Musketeers, musket (20/3) and sword, 10 pts

0-8 Pikemen, pike and sword, 10 pts

Notes&Upgrades

C value of Musketeers and drummer is 3. C value of Leaders, standard bearer and pikemen is 4. Pikemen cannot exceed Musketeers. You can upgrade one figure to Agitator saving 5pts (see special rule below).

Firelock Company

AV=1/2/3 C=4, Light

0-1 Officer (leader), sword, pistol (10/3), 27 pts

0-1 Standard Bearer, flag, 18 pts

0-1 Drummer, (Musician), sword, 15 pts
1 NCO (Leader), halberd, sword and pistol (10/3)
4-12 Musketeers, musket (20/2) and sword, 19 pts

Notes&Upgrades

You can upgrade the Unit to Veteran at +3pts per figure. You can upgrade up to 3 figures to marksmen at +5pts per figure.

Highlanders

AV=1/2/3 C=5, Impetus, Feared, Fast Mob

1 Clan Chief (officer/leader), sword+pistol (10/3) or claymore, 31 pts
0-1 Standard Bearer, flag, 23 pts
0-1 Fifer (Musician), dirk/sword, 22 pts
6-20 Highlanders. Can be equipped with claymore, 21 pts
or sword and musket (20/3) 24 pts

Notes&Upgrades

Claymore is a melee weapon that allow to re-roll 1 die.

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

You can provide one or more pistols (10/3) to each figure at +1 pt per weapon.



Photo by Paul Darnell (Touching History)