This set includes lists and additional rules that allow you to play The French and Indian 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

**ADDITIONAL RULES**

**Scalps.** Taking a scalp from a out of combat figure (the looser in a melee) takes 1 action. Each scalp counts 1 point for Morale Value.

**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

Great Britain

**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 a 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), long rifle (30/3), 25 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), +2 pts.
The Standard bearer is not a marksmen.

**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

Light and Skirmishers. Please refer to the Addenda (download it from the blog)
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.

Rangers and Frontiersmen
AV=1/2/3; C=4; Terrain, Skirmishers
0-1 Officer (Leader), smoothbore musket (20/2), 26 pts
0-1 Bugler (Musician), smoothbore musket (20/2), 18 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).

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), +2 pts.
You can provide one or more figures with tomahawk 10/X at +3 pts for each miniature.
Cannot perform volley fire (fire by group).

---

**France**

**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.

**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

**Courer Du Bois**

AV=1/2/3; C=4; Terrain, Skirmishers
0-1 Officer (Leader), long rifle, 26 pts
0-1 Bugler (Musician), long rifle (30/3), 18 pts
1 NCO (Leader), long rifle (30/3), 21 pts
6-20 Courers, long rifle (30/3), 16 pts

**Notes & Upgrades**

You can upgrade the Unit to Veterans for +3 pts for each miniature.
You can upgrade one or more figures to marksman at +5 pts per figure.
You can provide one or more figures with tomahawk 10/X at +3pts for each miniature.
One or more figures can be upgraded to Scout, +2pts
Cannot perform volley fire (fire by group).

Les Compagnies Franches de la Marine
AV=1/2/3; C=4; Terrain, Light
0-1 Officer (Leader), sword, 26 pts
0-1 Standard-bearer, flag, 19 pts
0-1 Drummer (Musician), 16 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, 26 pts
6-20 Marines, smoothbore musket (20/2), bayonet, 21 pts

Notes & Upgrades
You can upgrade the Unit to Veterans for +3 pts for each miniature.
One or more figures can be upgraded to Scout, +2 pts
You can give one or more figures a long rifle (30/3) and no bayonet saving 1 pt.
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), +2 pts.
You can give the Officer an horse for +5 pts.

Indians

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
Indians can also be fielded by British and French.
You can upgrade the Unit to Veterans for +3 pts for each miniature.
You can upgrade the Unit to Ferocious for +3 pts per each miniature.
You can add Impetus to all the Unit for +3 pts for each miniature.
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 for each miniature or with wooden club at +2pts per figure
Cannot perform volley fire (fire by group).

Smooth & Rifled