

# The French and Indian War



Version 0.3 © Dadi&Piombo

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.dadie-piombo.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.



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

## 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 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), 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), +2pts.

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

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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), +2pts.

You can provide one or more figures with tomahawk 10/X at +3pts 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.

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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).

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