

BAROQUE - BETA LISTS

THE WARS OF LOUIS XIV

ANGLO DUTCH (1688-1697) - CS Average or Good

	M	VBU	I	D	VD	Pts	Notes
2-4 TR British and Dutch	2	6	2	B	3	49	PB Pistol
0-2 TR Poor quality Dutch	2	5	2	B	2	41	PB Pistol
0-1 TR Huguenot Horse	2	6	3	B	3	51	PB Pistol
0-2 TR Continental Horse	2	6	2	B	3	49	PB Pistol
1-3 DR Dragoons	2	5	1	B	2	57	Musket
0-2 P&M Guard	1	6	1	A	3	74	Pike, Musket (SM-1), Hardened
2-10 P&M Foot	1	6	1	B	3	62	Pike, Musket (SM-1)
0-3 P&M Hug./Swedish Foot	1	6	1	B	3	64	Pike, Musket (SM-1), Salvo
0-4 P&M Danish/German	1	6	1	B	3	60	Bayonet, Musket (SM-1)
0-1 T Fusiliers	1	5	1	B	3	52	Musket
0-4 P&M Low trained Foot	1	5	1	C	2	47	Pike, Musket (SM-2)
0-2 ART Artillery	1S	1	0	B	1	15	Art B
OR Artillery	1	1	0	B	1	10	Art C

Notes&Options

You can upgrade up to 1 British and Dutch TR Unit to MOTIVATED FIGHTERS, + 6 pts per Unit

You can upgrade up to 1/3 deployed P&M with VBU=6 Units to HARDENED UNIT, +5pts per Unit

You can upgrade up to 1/3 deployed P&M Units with IRON OFFICERS, +5pts per Unit

You can upgrade one ore more British/Dutch P&M Units with VBU=6 (incl. Guards) with REGIMENTAL GUN, +4pts per Unit

You can upgrade one Artillery Unit with MASTER GUNNER, +5pts per Unit

You can upgrade up to 1/2 deployed Artillery Units with

ART	1S	1	0	B	1	20	Art A
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Bayonet special rules: bayonet reduces to 1 the Impetus bonus of Mounted. Apply a -2 modifiers to dice rolled for Defensive Fire.