

BAROQUE - BETA LISTS

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THE WARS OF THE THREE KINGDOMS

IRISH CONFEDERATE (1641-1652) - CS Poor

	M	VBU	I	D	VD	Pts	Notes
1-3 RE Horse	2	5	1	B	2	50	Pistol/Carbine, PB Pistol
0-1 GA Lancers	2	5	3	B	2	43	Lance
0-1 DR Dragoons	2	5	1	B	2	57	Musket
2-10 P&M Foot	1	6	2	B	3	62	Pike, Musket (SM-3), Salvo
or P&M Foot	1	5	2	B	2	54	Pike, Musket (SM-3), Salvo
0-8 WB Redshanks	1F	5	4	C	2	58	Musket (SM-3), Salvo, MM=1
0-2 S Skirmishers	2	3	0	B	2	43	Musket
0-10 S Kerns	2	2	0	B	1	23	Javelin (see Bow on table)
0-1 Artillery	1S	1	0	B	1	15	Art B
or	1	1	0	B	1	10	Art C
ORMONDE'S ARMY							
0-2 GA Cavaliers	2	6	4	B	3	51	
or TR Cavaliers	2	6	3	B	3	51	PB Pistol
0-3 P&M Foot	1	6	2	B	3	62	Pike, Musket (SM-2)
0-1 T Firelocks	1	4	0	A	2	55	Musket, Well Trained Shooters

Notes&Options

Ormonde's troops must stay in a single Command, but other troops can be attached to this Command.

CiC must be in Ormonde's Command if used.

Lancers cannot be deployed if Ormonde's army is used.

If Ormonde's army is used, Command Structure can be upgraded to Average.

You can downgrade any Unit of Horse and/or Lancers to DEMOTIVATED TROOPS, -10pts per Unit

You can upgrade one Unit of Cavaliers to MOTIVATED FIGHTERS, +6pts per Unit

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

You can downgrade any P&M Foot (not HARDENED) to RECRUITS, -5pts

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

You can upgrade Dragoons to WELL TRAINED SHOOTERS, +6pts per Unit (they had firelocks)