This set includes lists and additional rules that allow you to play The Napoleonic Wars 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**

**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.

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

**Lights and Skirmishers.** Please refer to the Addenda (that you can download from the blog).

**Marksmen.** Marksmen cannot perform Group Fire or reloading as a Group.

**Feared.** Feared works like Ferocious.
ARMY LISTS

FRANCE

Line Conscripts
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), sword, bayonet, 20 pts
6-20 Line Infantry, smoothbore musket (20/2), bayonet, 13 pts
Notes & Upgrades. You can give the Officer a pistol (10/2), +2 pts.
You can give the Officer an horse for +5 pts.

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), smoothbore musket (20/2), bayonet, sword, 22 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 to the Unit the characteristic Impetus 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=1/2/2; C=5, Veteran, Impetus
0-1 Officer (Leader), sword, 29 pts
0-1 Standard-bearer, flag, 22 pts
0-1 Drummer (Musician), 19 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 31 pts
6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts
Notes & Upgrade. You can give the Officer a pistol (10/2), +2 pts.
Line Voltigeurs
AV=1/2/2; C=4; Light
0-1 Officer (Leader), sword, 24 pts
0-1 Standard-bearer, flag, 17 pts
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 21 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 26 pts
6-20 Voltigeurs, smoothbore musket (20/2), bayonet, 19 pts
Notes&Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2pts per figure. You can give the Officer a pistol (10/2), +2pts. You can upgrade one or more figures to marksmen at +5pts per figure. Officer and Standard bearer cannot be upgraded to marksmen.

Chasseurs
AV=1/1/2; C=4, Light
0-1 Officer (Leader), sword, 25 pts
0-1 Standard-bearer, flag, 18 pts
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 22 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 26 pts
6-20 Chasseurs, smoothbore musket (20/2), bayonet, 20 pts
Notes&Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2pts per figure. You can give the Officer a pistol (10/2), +2pts.

Carabineers
AV=1/1/2; C=4, Light, Veteran, Impetus
0-1 Officer (Leader), sword, 31 pts
0-1 Standard-bearer, flag, 24 pts
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 28 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 32 pts
6-20 Carabineers, smoothbore musket (20/2), bayonet, 26 pts

**Notes & Upgrades.** You can give the Officer a pistol (10/2), +2 pts.

### Voltigeurs
**AV=1/1/2; C=4, Skirmishers, Marksmen**
0-1 Officer (Leader), sword, 24 pts
0-1 Standard-bearer, flag, 17 pts
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 26 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 31 pts
6-20 Voltigeurs, smoothbore musket (20/2), bayonet, 24 pts

**Notes & Upgrades.** You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2 pts per figure. You can give the Officer a pistol (10/2), +2 pts.

### Young Guard
**AV=1/2/2; C=5, Guard**
0-1 Officer (Leader), sword, 28 pts
0-1 Standard-bearer, flag, 21 pts
0-1 Drummer (Musician), 18 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 30 pts
6-20 Privates, smoothbore musket (20/2), bayonet, 23 pts

**Notes & Upgrade.** You can give the Officer a pistol (10/2), +2 pts. You can give to the Unit the characteristic Impetus for +3 pts for each miniature.

### Old Guard
**AV=1/1/2; C=5, Guard, Feared**
0-1 Officer (Leader), sword, 31 pts
0-1 Standard-bearer, flag, 24 pts
0-1 Drummer (Musician), 21 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 33 pts
6-20 Privates, smoothbore musket (20/2), bayonet, 26 pts

**Notes & Upgrade.** You can give the Officer a pistol (10/2), +2 pts. You can give to the Unit the characteristic Impetus for +3 pts for each miniature.
Hussars or Chasseurs
AV=1/2/3; C=4, Mounted, Scouts
0-1 Officer (leader), sabre, pistol (10/2), 29 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 22 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 21 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 25 pts
4-12 Hussars/Chasseurs, sabre, carbine (16/2), 18 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.

Cuirassiers or Carabineers
AV=1/2/3; C=5, Mounted, Veteran, Feared
0-1 Officer (leader), saber, pistol (10/2), 32 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 25 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 24 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 28 pts
4-12 Cuirassiers/Carabineers, sabre, carabine (16/2), 21 pts
Notes&Upgrades. Feared works like Ferocious. They cannot aim and move within the same activation. Cannot perform Group fire.

Grenadiers à Cheval de la Garde Impériale
AV=1/1/2; C=5, Mounted, Feared, Guard
0-1 Officer (leader), saber, pistol (10/2), 36 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 29 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 28 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 32 pts
4-12 Grenadiers, sabre, carbine (16/2), 25 pts
Notes&Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire.

Dragoons
AV=1/2/3; C=5, Mounted
0-1 Officer (leader), sabre, pistol (10/2), 29 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 22 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 21 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 25 pts
4-12 Dragoons, sabre, carbine (16/2), 18 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.

Polish Lancers
AV=1/2/2; C=4, Mounted, Guard
0-1 Officer (leader), sabre, 31 pts
0-1 Standard Bearer, flag, (sabre), 24 pts
0-1 Trumpet (Musician), sabre , 23 pts
1 NCO (leader), (sabre), lance, 27 pts
4-12 Lancers, (sabre), lance 22 pts

AUSTRIA

Line Conscripts or Freikorps
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), sword, bayonet, 20 pts
6-20 Line Infantry, smoothbore musket (20/2), bayonet, 13 pts
Notes&Upgrades. You can give the Officer a pistol (10/2), +2 pts.
You can give the Officer an horse for +5 pts.

Landwher
AV=2/3/4; C=3
0-1 Officer (Leader), sword, 15 pts
0-1 Standard-bearer, flag, 8 pts
0-1 Drummer (Musician), 5 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, 15 pts
6-20 Foot, smoothbore musket (20/2), bayonet, 10 pts
Notes&Upgrades. You can give the Officer a pistol (10/2), +2 pts.
You can give the Officer an horse for +5 pts.
Grenzer
**AV=2/2/3; C=4, Light, Scout, Marksmen**

0-1 Officer (Leader), sword, 23 pts
0-1 Standard-bearer, flag, 16 pts
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 25 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 30 pts
6-20 Grenzers, smoothbore musket (20/2), bayonet, 23 pts

**Notes & Upgrades.** You can give the Officer a pistol (10/2), +2 pts.
You can upgrade the Unit to Veterans for +3 pts for each miniature.
Officer and Standard bearer are not considered marksmen.

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), smoothbore musket (20/2), bayonet, sword 22 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=1/2/2; C=5, Veteran, Impetus**

0-1 Officer (Leader), sword, 29 pts
0-1 Standard-bearer, flag, 22 pts
0-1 Drummer (Musician), 19 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 31 pts
6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts

**Notes & Upgrade.** You can give the Officer a pistol (10/2), +2 pts.

Jaegers
**AV=1/2/2; C=4; Skirmishers, Marksmen**

0-1 Officer (Leader), sword, 23 pts
0-1 Standard-bearer, flag, 16 pts
0-1 Bugler (Musician), rifle (30/3), bayonet, 25 pts
1 NCO (Leader), rifle (30/3), bayonet, sword 30 pts
6-20 Jaegers, rifle (30/3), bayonet 23 pts
Notes & Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2 pts per figure. You can give the Officer a pistol (10/2), +2 pts. Officer and Standard bearer are not considered marksmen.

Hussars
AV=1/2/2; C=4, Mounted, Scouts
0-1 Officer (leader), sabre, pistol (10/2), 30 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 23 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 22 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 26 pts
4-12 Hussars, sabre, carbine (16/2), 19 pts
Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire. You can upgrade the Unit to Veteran +3 pts per figure.

Uhlans
AV=1/2/3; C=4, Mounted
0-1 Officer (leader), sabre, 25 pts
0-1 Standard Bearer, flag, (sabre), 18 pts
0-1 Trumpet (Musician), sabre, 17 pts
1 NCO (leader), (sabre), lance, 21 pts
4-12 Ulhans, (sabre), lance 16 pts
Notes & Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature.

Dragoons
AV=1/2/3; C=4, Mounted
0-1 Officer (leader), sabre, pistol (10/2), 27 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 20 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 19 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 23 pts
4-12 Dragoons, sabre, carbine (16/2), 16 pts
Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire. You can upgrade the Unit to Veteran +3 pts per figure.
Cuirassiers
AV=1/2/3; C=5, Mounted, Veteran, Feared
0-1 Officer (leader), saber, pistol (10/2), 32 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 25 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 24 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 28 pts
4-12 Cuirassiers, sabre, carbine (16/2), 21 pts

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

RUSSIA

Line Conscripts
AV=2/2/3; C=3
0-1 Officer (Leader), sword, 16 pts
0-1 Standard-bearer, flag, 9 pts
0-1 Drummer (Musician), 6 pts
1 NCO (Leader), smoothbore musket (20/2), sword, bayonet, 18 pts
6-20 Line Infantry, smoothbore musket (20/2), bayonet, 11 pts

Notes & Upgrades. You can give the Officer a pistol (10/2), +2 pts.
You can give the Officer an horse for +5 pts.

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), smoothbore musket (20/2), bayonet, sword, 22 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=1/2/2; C=5, Veteran, Impetus
0-1 Officer (Leader), sword, 29 pts
0-1 Standard-bearer, flag, 22 pts
0-1 Drummer (Musician), 19 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 31 pts
6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts
Notes & Upgrade. You can give the Officer a pistol (10/2), +2 pts.

Guard Grenadiers
AV=1/2/2; C=5, Guard, Feared
0-1 Officer (Leader), sword, 30 pts
0-1 Standard-bearer, flag, 23 pts
0-1 Drummer (Musician), 20 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 32 pts
6-20 Grenadiers, smoothbore musket (20/2), bayonet, 25 pts
Notes & Upgrade. You can give to the Unit the characteristic Impetus for +3 pts for each miniature. You can give the Officer a pistol (10/2), +2 pts.

Jaegers
AV=1/2/2; C=4; Skirmishers, Marksmen
0-1 Officer (Leader), sword, 23 pts
0-1 Standard-bearer, flag, 16 pts
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 22 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, 28 pts
6-20 Jaegers, smoothbore musket (20/2), bayonet, 23 pts
Notes & Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2 pts per figure. You can give the Officer a pistol (10/2), +2 pts. You can give a rifle (30/3) to up one man and to the NCO at no extra cost. Officer and Standard bearer are not considered marksmen.

Guard Jaegers
AV=1/1/2; C=4; Skirmishers, Marksmen
0-1 Officer (Leader), sword, 24 pts
0-1 Standard-bearer, flag, 17 pts
0-1 Bugler (Musician), rifle (30/3), 25 pts
1 NCO (Leader), rifle (30/3), 28 pts
6-20 Jaegers, rifle (30/3), 23 pts

**Notes & Upgrades.** You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2pts per figure. You can give the Officer a pistol (10/2), +2pts. Officer and Standard bearer are not considered marksmen.

**Hussars**

\[ \text{AV}=1/2/3; \ C=4, \ Mounted, \ Scouts \]

0-1 Officer (leader), sabre, pistol (10/2), 29 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 22 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 21 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 25 pts
4-12 Hussars, sabre, carbine (16/2), 18 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.

**Guard Hussars**

\[ \text{AV}=1/2/2; \ C=4, \ Mounted, \ Scouts, \ Guard \]

0-1 Officer (leader), sabre, pistol (10/2), 35 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 28 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 27 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 31 pts
4-12 Hussars, sabre, carbine (16/2), 24 pts

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

**Uhlans**

\[ \text{AV}=1/2/3; \ C=4, \ Mounted \]

0-1 Officer (leader), sabre, 25 pts
0-1 Standard Bearer, flag, (sabre), 18 pts
0-1 Trumpet (Musician), sabre, 17 pts
1 NCO (leader), (sabre), lance, 21 pts
4-12 Uhlans, (sabre), lance 16 pts

**Notes & Upgrades.** You can upgrade the Unit to Veterans for +3 pts for each miniature.
Guard Uhlans
AV=1/2/2; C=4, Mounted, Guard
0-1 Officer (leader), sabre, 31 pts
0-1 Standard Bearer, flag, (sabre), 24 pts
0-1 Trumpet (Musician), sabre, 23 pts
1 NCO (leader), (sabre), lance, 27 pts
4-12 Lancers, (sabre), lance, 22 pts

Dragoons
AV=1/2/3; C=4, Mounted
0-1 Officer (leader), sabre, pistol (10/2), 27 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 20 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 19 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 23 pts
4-12 Dragoons, sabre, carbine (16/2), 16 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.

Cuirassiers
AV=1/2/3; C=5, Mounted, Veteran, Feared
0-1 Officer (leader), saber, pistol (10/2), 32 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 25 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 24 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 28 pts
4-12 Cuirassiers, sabre, carbine (16/2), 21 pts
Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire.

Guard Cuirassiers
AV=1/2/2; C=5, Mounted, Feared, Guard
0-1 Officer (leader), saber, pistol (10/2), 35 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 28 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 27 pts
1 NCO (leader), sabre, carabine (16/2), pistol (10/2), 31 pts
4-12 Cuiraisers, sabre, carabine (16/2), 24 pts
Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire.
Cossacks
AV=2/2/3; C=4, Mounted
0-1 Officer (leader), sabre, 23 pts
0-1 Standard Bearer, flag, (sabre), 16 pts
0-1 Trumpet (Musician), sabre, 15 pts
1 NCO (leader), (sabre), lance, 19 pts
4-12 Cossacks, (sabre), lance 14 pts
Notes & Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature. You can give the Officer and the NCO a pistol (10/2), +2pts.

Guard Cossacks
AV=1/2/3; C=4, Mounted, Guard
0-1 Officer (leader), sabre, 30 pts
0-1 Standard Bearer, flag, (sabre), 23 pts
0-1 Trumpet (Musician), sabre, 22 pts
1 NCO (leader), (sabre), lance, 26 pts
4-12 Ulhans, (sabre), lance 21 pts
Notes & Upgrades. You can give the Officer and the NCO a pistol (10/2), +2pts.

PRUSSIA

Line Conscripts
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), bayonet, sword, 20 pts
6-20 Line Infantry, smoothbore musket (20/2), bayonet, 13 pts
Notes & Upgrades
You can give the Officer a pistol (10/2), +2 pts.
You can give the Officer an horse for +5 pts.
Landwher
AV=2/3/4; C=3
0-1 Officer (Leader), sword, 15 pts
0-1 Standard-bearer, flag, 8 pts
0-1 Drummer (Musician), 5 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 17 pts
6-20 Foot, smoothbore musket (20/2), bayonet, 10 pts
Notes & Upgrades. You can give the Officer a pistol (10/2), +2 pts.
You can give the Officer an horse for +5 pts.

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), smoothbore musket (20/2), bayonet, sword, 22 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=1/2/2; C=5, Veteran, Impetus
0-1 Officer (Leader), sword, 29 pts
0-1 Standard-bearer, flag, 22 pts
0-1 Drummer (Musician), 19 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 31 pts
6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts
Notes & Upgrades. You can give the Officer a pistol (10/2), +2 pts.

Jaegers
AV=1/2/2; C=4, Skirmishers
0-1 Officer (Leader), sword, 23 pts
0-1 Standard-bearer, flag, 16 pts
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 20 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 24 pts
6-20 Jaegers, smoothbore musket (20/2), bayonet, 18 pts
Notes & Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature.
miniature. You can upgrade the Unit to Scout at +2pts per figure. You can give the Officer a pistol (10/2), +2pts.

**Guard Jaegers**

**AV=1/2/2; C=4, Skirmishers, Guard**

0-1 Officer (Leader), sword, 28 pts  
0-1 Standard-bearer, flag, 21 pts  
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 25 pts  
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 30 pts  
6-20 Jaegers, smoothbore musket (20/2), bayonet, 23 pts  

**Notes & Upgrades**

You can upgrade one or more miniature to Marksmen for +5 pts for each miniature. You can upgrade the Unit to Scout at +2pts per figure. You can give the Officer a pistol (10/2), +2pts.

**Schuetzen**

**AV=1/2/2; C=4; Skirmishers, Marksmen**

0-1 Officer (Leader), sword, 23 pts  
0-1 Standard-bearer, flag, 16 pts  
0-1 Bugler (Musician), rifle (30/3), 24 pts  
1 NCO (Leader), rifle (30/3), sword, 29 pts  
6-20 Schuetzen, rifle (30/3), 22 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. Officer and Standard bearer are not considered marksmen.

**Hussars**

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

0-1 Officer (leader), sabre, pistol (10/2), 29 pts  
0-1 Standard Bearer, flag, sabre, pistol (10/2), 22 pts  
0-1 Trumpet (Musician), sabre, pistol (10/2), 21 pts  
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 25 pts  
4-12 Hussars, sabre, carbine (16/2), 18 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.
Black Hussars
AV=1/2/2; C=4, Mounted, Scouts, Feared
0-1 Officer (leader), sabre, pistol (10/2), 33 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 26 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 25 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 29 pts
4-12 Hussars, sabre, carbine (16/2), 22 pts

Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire.
You can upgrade the Unit to Veteran +3 pts per figure.

Uhlans
AV=1/2/3; C=4, Mounted
0-1 Officer (leader), sabre, 25 pts
0-1 Standard Bearer, flag, (sabre), 18 pts
0-1 Trumpet (Musician), sabre, 17 pts
1 NCO (leader), (sabre), lance, 21 pts
4-12 Ulhans, (sabre), lance 16 pts

Notes & Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature.

Guard Uhlans
AV=1/2/3; C=4, Mounted, Guard
0-1 Officer (leader), sabre, 30 pts
0-1 Standard Bearer, flag, (sabre), 23 pts
0-1 Trumpet (Musician), sabre, 22 pts
1 NCO (leader), (sabre), lance, 26 pts
4-12 Lancers, (sabre), lance 21 pts

Dragoons
AV=1/2/2; C=4, Mounted, Veteran
0-1 Officer (leader), sabre, pistol (10/2), 31 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 24 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 23 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 27 pts
4-12 Dragoons, sabre, carbine (16/2), 20 pts

Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire.
Cuirassiers
AV=1/2/3; C=5, Mounted, Veteran, Feared
0-1 Officer (leader), saber, pistol (10/2), 32 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 25 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 24 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 28 pts
4-12 Cuirassiers, sabre, carbine (16/2), 21 pts
Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire.

Landwher Cavalry
AV=2/2/3; C=3, Mounted
0-1 Officer (leader), sabre,  21 pts
0-1 Standard Bearer, flag, (sabre), 14 pts
0-1 Trumpet (Musician), sabre, 13 pts
1 NCO (leader), (sabre), lance, 17 pts
4-12 Cavalry, (sabre), lance 12 pts
Line Conscripts

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), sword, bayonet, 20 pts
6-20 Line Infantry, smoothbore musket (20/2), bayonet, 13 pts

Notes & Upgrades. You can give the Officer a pistol (10/2), +2 pts. You can give the Officer an horse for +5 pts.

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), smoothbore musket (20/2), bayonet, sword, 22 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=1/2/2; C=5, Veteran, Impetus
0-1 Officer (Leader), sword, 29 pts
0-1 Standard-bearer, flag, 22 pts
0-1 Drummer (Musician), 19 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 31 pts
6-20 Grenadiers, smoothbore musket (20/2), bayonet, 24 pts

Notes & Upgrade. You can give the Officer a pistol (10/2), +2 pts.
Light Infantry
AV=1/2/2; C=4; Light
0-1 Officer (Leader), sword, 24 pts
0-1 Standard-bearer, flag, 17 pts
0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 21 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 26 pts
6-20 Privates, smoothbore musket (20/2), bayonet, 19 pts

Notes & Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2 pts per each miniature. You can give the Officer a pistol (10/2), +2 pts.

Rifles
AV=1/1/2; C=4; Skirmishers, Marksmen
0-1 Officer (Leader), sword, 24 pts
0-1 Standard-bearer, flag, 17 pts
0-1 Bugler (Musician), rifle (30/3), bayonet, 26 pts
1 NCO (Leader), rifle (30/3), bayonet, sword 31 pts
6-20 Privates, rifle (30/3), bayonet 24 pts

Notes & Upgrades. You can upgrade the Unit to Veterans for +3 pts for each miniature. You can upgrade the Unit to Scout at +2 pts per figure. You can give the Officer a pistol (10/2), +2 pts. Officer and Standard bearer are not considered marksmen.

Highlanders
AV=1/1/2; C=5, Veteran, Impetus, Feared
0-1 Officer (Leader), sword, 33 pts
0-1 Standard-bearer, flag, 26 pts
0-1 Piper/fifer (Musician), 23 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 35 pts
6-20 Highlanders, smoothbore musket (20/2), bayonet, 28 pts

Notes & Upgrade. You can give the Officer a pistol (10/2), +2 pts.

Foot Guards
AV=1/2/2; C=5, Guard
0-1 Officer (Leader), sword, 28 pts
0-1 Standard-bearer, flag, 21 pts
0-1 Drummer (Musician), 18 pts
1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 30 pts
6-20 Privates, smoothbore musket (20/2), bayonet, 23 pts
Notes & Upgrade. You can give the Officer a pistol (10/2), +2 pts.

Hussars
AV=1/2/3; C=4, Mounted, Scouts
0-1 Officer (leader), sabre, pistol (10/2), 29 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 22 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 21 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 25 pts
4-12 Hussars, sabre, carbine (16/2), 18 pts

Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire. You can upgrade the Unit to Veteran +3 pts per figure.

Light Dragoons
AV=1/2/3; C=4, Mounted
0-1 Officer (leader), sabre, pistol (10/2), 27 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 20 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 19 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 23 pts
4-12 Dragoons, sabre, carbine (16/2), 16 pts

Notes & Upgrades. They cannot aim and move within the same activation. Cannot perform Group fire. You can upgrade the Unit to Veteran +3 pts per figure.

Heavy Dragoons
AV=1/2/2; C=5, Mounted
0-1 Officer (leader), sabre, pistol (10/2), 30 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 23 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 22 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 26 pts
4-12 Dragoons, sabre, carbine (16/2), 19 pts

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