

# The Napoleonic Wars



Version 0.2 - 2012 Dadi&Piombo

*photo Renato Genovese*

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.

*Smooth&Rifled*



## 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), +2pts.





*photo Renato Genovese*

## **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), +2pts.

## **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 +2pts per figure. You can give the Officer a pistol (10/2), +2pts.

## **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), +2pts. 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), +2pts.

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, carbine (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.



### Landwehr

**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), +2pts.

## **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

*Smooth&Rifled*



**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**

**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 +3pts 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 Uhlans, (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 +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.** 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), +2pts.

## **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), +2pts.

## **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 +2pts per figure. You can give the Officer a pistol (10/2), +2pts.

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

**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

**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

**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 Uhlands**

**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, carbine (16/2), pistol (10/2), 31 pts

4-12 Cuirassiers, sabre, carbine (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.



Calpe Miniatures



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

## 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. 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 +3pts per figure.

## **Uhlands**

**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 Uhlands, (sabre), lance 16 pts

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

## **Guard Uhlands**

**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



*Landwher cavalry painted by Martin Robson - Calpe Miniatures*



# GREAT BRITAIN AND KGL

## 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), +2pts.





## **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 +2pts per each miniature. You can give the Officer a pistol (10/2), +2pts.

## **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 +2pts per figure. You can give the Officer a pistol (10/2), +2pts. 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), +2pts.

## **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), +2pts.

### **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.

### **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 +3pts 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, +3pts per figure or to Guard, 5pts per figure.