

The Napoleonic Wars

part 2. The Peninsula



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photo Renato Genovese

This is the second supplement of Smooth&Rifled dedicated to the Napoleonic Wars. It includes lists for Spain and Portugal.

You can purchase Smooth&Rifled at <http://www.dadiapiombo.com/smooth.html>. Download other supplements and 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.

Light. and Skirmish. Please refer to the Addenda (download it free from <http://smooth-and-rifled.blogspot.com>).

Marksmen. Marksmen cannot perform Group Fire.

ARMY LISTS



SPAIN

Line Infantry

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.

Light Infantry

AV=2/2/3; C=3; Light

0-1 Officer (Leader), sword, 19 pts

0-1 Standard-bearer, flag, 12 pts

0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 16 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 21 pts

6-20 Privates, smoothbore musket (20/2), bayonet, 14 pts

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

You can upgrade the Unit to Scout at +2pts per figure.

Grenadiers

AV=1/2/3; C=5, Veteran

0-1 Officer (Leader), sword, 25 pts

0-1 Standard-bearer, flag, 18 pts

0-1 Drummer (Musician), 15 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 27 pts

6-20 Grenadiers, smoothbore musket (20/2), bayonet, 20 pts

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

Smooth&Rifled

Militia

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 Militiamen, smoothbore musket (20/2), bayonet, 10 pts

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

Dragoons

AV=2/2/3; C=3, Mounted

0-1 Officer (leader), sabre, pistol (10/2), 23 pts

0-1 Standard Bearer, flag, (sabre), pistol (10/2), 16 pts

0-1 Trumpet (Musician), sabre, pistol (10/2), 15 pts

1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 19 pts

4-12 Dragoons, sabre, carbine (16/2), 12 pts

Notes&Upgrades. They cannot aim and move within the same activation.

Cannot perform Group fire.

Cazadores or Hussars

AV=2/2/3; C=3, Mounted, Scout

0-1 Officer (leader), sabre, pistol (10/2), 25 pts

0-1 Standard Bearer, flag, (sabre), pistol (10/2), 18 pts

0-1 Trumpet (Musician), sabre, pistol (10/2), 17 pts

1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 21 pts

4-12 Cazadores/Hussars, sabre, carbine (16/2), 14 pts

Notes&Upgrades. They cannot aim and move within the same activation.

Cannot perform Group fire.

Lancers

AV=1/2/3; C=3, 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 Lancers, (sabre), lance 14 pts

Partisans

AV=2/2/3; C=3; Scouts, Terrain, Skirmishers

0-1 Leader (= Officer, Leader), melee weapon, old musket, 18 pts

0-1 Priest (works like a Standard-bearer), melee weapon 11 pts

1 Leader (=NCO), old musket (16/3), 20 pts

6-20 Guerrilleros, old musket (16/3), 13 pts

Notes&Upgrades. You can change to up to 50% of deployed figures the old musket with a smoothbore musket (20/2) at +3pts per figure.

You can change to any figure the old musket with a pike at no extra cost.

You can give to any figure one or two pistols (10/2), +2pts each.

You can provide to the Unit the characteristic Ferocious at +3 for each figure.

Cannot perform Group fire.

PORTUGAL

Line Infantry (1808-1809)

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 (1810-1814)

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.

Light Infantry (1808-1809)

AV=2/2/3; C=3; Light

0-1 Officer (Leader), sword, 19 pts

0-1 Standard-bearer, flag, 12 pts

0-1 Bugler (Musician), smoothbore musket (20/2), bayonet, 16 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 21 pts

6-20 Privates, smoothbore musket (20/2), bayonet, 14 pts

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

You can upgrade the Unit to Scout at +2pts per figure.

Light Infantry (1810-1814)

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 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.

Grenadiers (1808-1809)

AV=2/2/3; C=5, Veteran

0-1 Officer (Leader), sword, 23 pts

0-1 Standard-bearer, flag, 16 pts

0-1 Drummer (Musician), 13 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 25 pts

6-20 Grenadiers, smoothbore musket (20/2), bayonet, 18 pts

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

Grenadiers (1810-1814)

AV=1/2/3; C=5, Veteran

0-1 Officer (Leader), sword, 25 pts

0-1 Standard-bearer, flag, 18 pts

0-1 Drummer (Musician), 15 pts

1 NCO (Leader), smoothbore musket (20/2), bayonet, sword, 27 pts
6-20 Grenadiers, smoothbore musket (20/2), bayonet, 20 pts
Notes&Upgrade. You can give the Officer a pistol (10/2), +2pts.

Militia

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 Militiamen, smoothbore musket (20/2), bayonet, 10 pts

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

Cacadores

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 Cacadores, 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 upgrade to marksmen one or more figures at +5pts per figure.

If all cacadores have been upgraded to Marksmen, you can give Rifles (30/3) to the whole Unit at no extra cost.

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

Cavalry (Light Dragoons)

AV=2/2/3; C=4, Mounted

0-1 Officer (leader), sabre, pistol (10/2), 25 pts
0-1 Standard Bearer, flag, (sabre), pistol (10/2), 18 pts
0-1 Trumpet (Musician), sabre, pistol (10/2), 17 pts
1 NCO (leader), sabre, carbine (16/2), pistol (10/2), 21 pts
4-12 Dragoons, sabre, carbine (16/2), 14 pts

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