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This supplement for Smooth&Rifled (<http://smooth-and-rifled.blogspot.com>) was designed to the cover a period of Texas History between 1836- 1890.

This time period allows a large number of fascinating historical based skirmishes a few of the examples are:

- US Army vs Indians (Comanches or Apaches)
- US Army vs Confederates (Civil war Battles in Texas)
- US Army vs Outlaws
- US Army vs Mexican Banditos

- Confederates vs Indians (Comanches or Apaches)
- Confederates vs Outlaws
- Texas Rangers vs Indians (Comanches or Apaches)
- Texas Rangers vs Mexican Army
- Texas Rangers vs Outlaws
- Texas Rangers vs Mexican Banditos
- Texas soldiers vs Mexican Army (Alamo type scenario)
- Sheriff's Posse vs Outlaws
- Sheriff's Posse vs vs Mexican Banditos
- Sheriff's Posse vs Indians (Comanches or Apaches)
- Comanches vs Apaches (Inter-Indian

Wars)

It also allows many historically possible skirmishes a few of the examples are:

Confederates vs Mexican Army

US Army vs Texas Rangers

Outlaws vs Indians (Comanches or Apaches)

Mexican Banditos vs Indians (Comanches or Apaches)

Mexican Army vs Indians (Comanches or Apaches)

ARMY LISTS



U.S. Army in Texas (1849-1924)

In 1845, the United States annexed the Republic of Texas, and Texas became a U.S. state. From that point on The U.S. Army became reasonable for dealing with the Indian problem in Texas. Although most of the troops sent to Texas were Infantry, There were Calvary units. During the Civil War the U.S. Army fought several engagements against Confederate forces in Texas.

U.S. Infantry

Poorly Trained Units

AV=2/2/3; C=3

0-1 Officer (leader), sword and revolver (10/0), 23 pts

1 NCO (leader), MLR Musket (30/2), bayonet, 18 pts

0-1 Standard Bearer, flag, 18 pts

0-1 Drummer (musician), 15 pts

6-20 Privates, MLR Musket (30/2), bayonet, 13 pts



U.S. Cavalry

AV=1/2/3; C=3, Mounted

0-1 Officer (leader), sabre and revolver (10/0), 28 pts

1 NCO (leader), sabre, revolver, BLR Carbine (20/1), 28 pts

0-1 Standard Bearer, (sabre), revolver (10/0), flag, 22 pts

0-1 Trumpet (musician), sabre, revolver (10/0), BLR Carbine (20/1), 22 pts

4-12 Cavalrymen, sabre, revolver (10/0), BLR Carbine (20/1), 23 pts

Notes&Upgrades

Smooth&Rifled

You can upgrade one or more figures with BLR Carbine (20/1), to marksman +5pts

You can upgrade the Unit to Veteran +3 pts per figure.

Can be deployed dismounted at same cost but get the Special Characteristics:

Terrain and Skirmishers. If they dismount (not if deployed dismounted at the start of the game) a figure out of 4 must hold the reins of his own horse and three of his comrades.

If mounted, they cannot aim if they move in the same turn. Dismounted they can perform Group fire.



Confederate Army In Texas (1861-1864)

In 1861 Texas seceded from the Union and joined the Confederate States of America. The Confederate Army participated in the Apache and Comanche wars during the 1860s in Texas.



C.S. Infantry

Poorly Trained Units

AV=2/2/3; C=3

0-1 Officer (leader), sword and revolver (10/0), 23 pts

1 NCO (leader), MLR Musket (30/2), bayonet, 18 pts

0-1 Standard Bearer, flag, 18 pts

0-1 Drummer (musician), 15 pts

6-20 Privates, MLR Musket (30/2), bayonet, 13 pts

C.S. Cavalry

AV=1/2/2; C=3, Mounted, Scout

0-1 Officer (leader), sabre and revolver (10/0), 27 pts

1 NCO (leader), sabre, revolver (10/0), 22 pts

0-1 Standard Bearer, (sabre), revolver (10/0), flag, 22 pts

0-1 Trumpet (musician), sabre, revolver (10/0), 19 pts

4-12 Cavalrymen, sabre, revolver (10/0), 17 pts

Notes&Upgrades

You can add a BLR Carbine to one or more cavalymen (not to the Officer) at +5pts per figure.

You can upgrade one or more figures with BLR Carbine to marksman +5pts

Can be deployed dismounted at same cost but get the Special Characteristics: Terrain and Skirmishers. If they dismount (not if deployed dismounted at the

start of the game) a figure out of 4 must held the reins of his own horse and three of his comrades.

If mounted, they cannot aim if they move in the same turn. Cannot perform Group fire.



Texas Civilian and Local Forces

Texas Local Militia (1836-1849)

After Texas gained its independence in 1836, Texas



had no formal army to deal with the constant Indian problem and occasional Mexican incursion. It fell to local towns and local communities to defend themselves, Many form local militias. In 1845 Texas became part of the U.S. and the army took over this responsibility, the local militias

were disbanded.

Texas Rangers In Texas (1823-)

The Texas Rangers were unofficially created by Stephen F. Austin in a call-to-arms written in 1823 and were first headed by Captain Morris. Ten years later, on August 10, 1835 Daniel Parker introduced a resolution to the Permanent Council creating a body of rangers to protect the border. The Rangers fought off several raids made by the Mexican army in the early 1840s. The Rangers also participate in many skirmishes with Indians from 1823-1846. The Rangers are the oldest state law enforcement body in the United States. They have been involved in some of the best-known criminal cases in the history of the Old West, such as those of gunfighter John Wesley Hardin, bank rob-

ber Sam Bass, and outlaws Bonnie and Clyde.

Sheriff's Posses (1823-1895)

In times of trouble, Local sheriffs (or other law officer) would gather together a group of local able-bodied man to assist him in keeping the peace, fight Indian or to pursue and arrest felons. It was the law enforcement equivalent of summoning the militia for military purpose.

Outlaw Gangs (1866-1895)

During the 1800's, Americans were fascinated by gangs and their members such as the James Gang, Billy the Kid's Gang, the Dalton Gang, the Wild Bunch and dozens of others that ruled the Wild West . Though the history of these Old West gangs is often romanticized, it should not be forgotten that they were in fact, nothing more than thugs.

Texas Local Militia (1836-1849)

AV=2/3/4; C=2

0-1 Officer (Leader), sword, 17 pts

0-1 Standard bearer, flag, 12pts

1 NCO (Leader), smoothbore musket (20/2), 12 pts

6-20 Militiaman, smoothbore musket (20/2), 7 pts

Notes & Upgrades

You can add a double barrel shotgun (16/3, two shots) to one or more townfolk at 4pts per figure.

You can add a large Bowie knife , to one or more Militiaman at +2pts per figure

You can upgrade the Unit to Veterans, +3 pts per figurer

Texas Rangers

AV=1/2/2; C=4, Mounted, Scout, Veteran

0-1 Officer (leader), large Bowie knife and revolver (10/0), 30 pts

1 Ranger NCO (leader), large Bowie knife, revolver (10/0), 25 pts

4-16 Ranger, large Bowie knife, revolver (10/0), 20 pts

Notes&Upgrades

You can add Impetus to all the Unit at +3 pts per figure.

You can add a Repeating Carbine (20/0), to one or more Ranger at +5pts per figure.

You can upgrade one or more figures with Repeating Carbine (20/0), to marksman, +5pts

Can be deployed dismounted at same cost but get the Special Characteristics: Terrain and Skirmishers. If



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they dismount (not if deployed dismounted at the start of the game) a figure out of 4 must held the reins of his own horse and three of his comrades.

If mounted, they cannot aim if they move in the same turn. Cannot perform Group fire.

Sheriff's Posse (1823-1895)

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

0-1 Sheriff (leader), Stubborn, large Bowie knife, BLR Carbine (20/1), 25 pts

1 Deputy [NCO (leader)], large Bowie knife, revolver (10/0), 15 pts

4-16 Townsfolk, revolver (10/0), 8 pts

Notes&Upgrades

You can add Impetus to all the Unit at +3 pts per figure.

You can add a large Bowie knife , to one or more Townsfolk at +2pts per figure

You can add a BLR Carbine (20/1), to one or more townsfolk at +5pts per figure.

You can add a double barrel shotgun (16/3, two shots) to one or more townsfolk at 4pts per figure.

You can upgrade one or more figures with BLR Carbine (20/1), to marksman +5pts

Can not be deployed dismounted, Cannot perform Group fire.

Outlaw Gang (1866-1895)

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

0-1 Gunslinger (leader), Ferocious, large Bowie knife, revolver (10/0), 25 pts

1 Back Shooter [NCO (leader)], BLR Musket (30/1), marksman, 26 pts

4-16 Outlaw, revolver (10/0), 10 pts

Notes&Upgrades

You can upgrade the Unit to Ferocious at+3pts per figure.

You can add Impetus to all the Unit at +3 pts per figure.

You can add a large Bowie knife , to one or more Outlaws at +2pts per figure

You can add a BLR Carbine (20/1), to one or more Outlaws at +5pts per figure.

You can upgrade one or more figures with BLR Carbine (20/1), to marksman +5pts

Can not be deployed dismounted, Cannot perform Group fire.

Mexicans in Texas (1840s-1895)

Mexican Army

After Texas gained its independents from Mexico in 1836, the Mexico army launched two small expeditions into Texas in 1842. The town of San Antonio was captured twice and Texans were defeated in battle in the Dawson Massacre.

Despite these successes, Mexico did not keep an occupying force in Texas, and the republic survived. The republic's inability to defend itself added momentum to Texas's eventual annexation into the United States.

Mexican Bandits

Mexican Bandits would from time to time cross into Texas on raids. Sometimes Their goals were to steal cattle or rob a bank. Most of their opposition came from involved the Texas Rangers or local Sheriff's Posses, though the United States Army also engaged in operations against the Mexican Bandits.

Mexican Line Infantry (Conscripts)

AV=2/3/4; C=3

0-1 Officer (Leader), sword, 17 pts

1 NCO (Leader), smoothbore musket (20/2), sword, bayonet, 12 pts

0-1 Standard-bearer, flag, 12 pts

0-1 Drummer (Musician), 9 pts

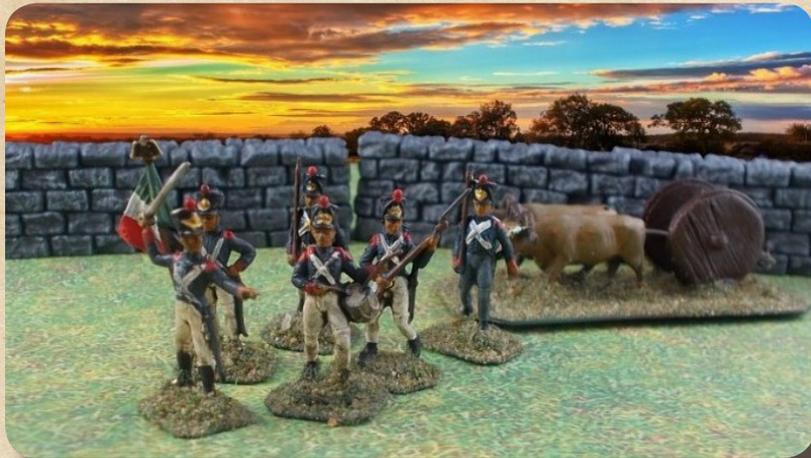
6-20 Line Infantry, smoothbore musket (20/3), bayonet, 7 pts

Notes&Upgrades

You can upgrade the Unit to Veterans, +3 pts per figurer

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

You can give the Officer an horse for +5 pts.



Mexican Calvary

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

0-1 Officer (Leader), sabre, pistol (10/2), 27 pts

1 NCO (Leader), sabre, pistol (10/2), pistol (10/2), 22 pts

0-1 Trumpet (Musician), sabre (10/2), 19 pts

4-12 Cavalrymen, pistol (10/2), sabre 17 pts

Notes&Upgrades

You can add a carbine (16/2), to one or more Cavalrymen at +5pts per figure

You can add Impetus to all the Unit at +3 pts per figure.

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

Cannot fire if they move. Cannot fire by group.

Mexican Bandits (1866-1895)

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

0-1 Pistolero (leader), Ferocious, large knife, pistol (10/2), 24 pts

4-16 Bandito, pistol (10/2), 9 pts

Notes&Upgrades

You can upgrade the Unit to Ferocious at +3pts per figure.

You can add Impetus to all the Unit at +3 pts per figure.

You can add a large knife , to one or more bandito at +2pts per figure

You can upgrade one or more figures with a revolver (10/0), at +3pts per figure

You can add smoothbore carbine (16/2) , to one or more figure at 3+pts per figure.

You can upgrade one or more figures with a revolver (10/0) at 3pts per figure.

Can be deployed dismounted,

Cannot perform Group fire.

French Army in Texas



The Franco-Mexican War, also known as the Maximilian Affair, was the 1861 invasion of Mexico by France. The French wanted to establish a Habsburg monarchy in Mexico. It was to be ruled by the archduke of Austria, Maximilian

Ferdinand, with the military support of France. Maximilian formally accepted the crown on 10 April, signing the Treaty of Miramar, and landed at Veracruz on 28 May (or possibly 29 May) 1864 in the SMS Novara. He was enthroned as Maximilian, Emperor of Mexico. In reality, puppet monarch French.

At the end of the American Civil War, in 1865, United States Army General Philip Sheridan, under the supervision of President Andrew Johnson and General Ulysses S. Grant, assembled 50,000 troops, and dispatched them to the border between Mexico and the United States. There, his corps ran patrols to visibly threaten intervention against the French, and also supplied weapons to the Mexican Republic forces.

In 1866, choosing Franco-American relations over his Mexican monarchy ambitions, Napoleon III announced the withdrawal of French forces beginning 31 May. The Republicans won a series of crippling victories taking immediate advantage of the end of French military support to the Imperial troops. On 11 May,

The Emperor Maximilian resolved to attempt an escape through the enemy lines. He was, however, intercepted before he could carry out this plan on 15 May and, following a court-martial, was sentenced to death. Emperor Maximilian was executed on 19 June.

While there are no recorded incidents of French incursions into Texas, his list of stats allow for fictional "what if" scenario.

French Foreign Legion [Elite Stats](1861-1867)

AV=1/2/2; C=5, Impetus, Light

0-1 Officer (Leader), sword, revolver (10/0), 24 pts

1 NCO (Leader), rifled musket (30/2), sword bayonet, 28 pts

0-1 Standard-bearer, flag, rifled musket (30/2), sword bayonet, 28 pts

0-1 Bugler (Musician), rifled musket (30/2), sword bayonet 25 pts

6-20 Legionnaire, rifled musket (30/2), sword bayonet, 23 pts

Notes&Upgrades

The whole Unit can be provided with BLR (30/1) at +5 pts per figure

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

You can upgrade the Unit to feared for +3 pts for each miniature

One or more figures can be upgraded to marksmen at +5pts per figure.

You can give the Officer an horse for +5 pts.

French Lancers (1861-1867)

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

Notes&Upgrades

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

You can upgrade the Unit to feared for +3 pts for each miniature.

French Infantry (French Regulars- 1861-1867)

AV=2/2/3; C=4

0-1 Officer (Leader), sword, revolver (10/0), Mounted, 21 pts

1 NCO (Leader), rifled musket (30/2), sword bayonet, 19 pts

0-1 Standard bearer, flag, revolver (10/0), sword bayonet, 14 pts

0-1 Bugler (Musician), rifled musket (30/2), sword bayonet, 16 pts

6-20 French infantry, rifled musket (30/2), sword bayonet, 14pts

Notes & Upgrades

You can upgrade the Unit to Veterans, +3 pts per figure.

The whole Unit can be provided with BLR (30/1) at +5pts per figure

Native Americans

Apaches Wars (1849-1924)

The Apache Wars were a series of armed conflicts between the United States and Apaches fought in Texas from 1849 to 1886, though other minor hostilities continued until as late as 1924. The Confederate Army participated in the wars during the 1860s in Texas.

Comanche Wars (1825- 1877)

The Comanche Wars began in long before Texas gained its independence from Mexico in 1825. The last bands of Comanche surrendered to the United States in 1875 although a few Comanche warriors continued to fight in conflicts such as the Buffalo Hunters' War in 1876 and 1877.



Apache war band (1849-1924)

AV=1/2/2; C=5; Mounted, Veterans, Terrain, Skirmishers

0-1 Chief (Officer/Leader), war knife, BLR Carbine (20/1), 38 pts

1 Young war Chief, (NCO/Leader) large war knife, BLR Carbine (20/1), 33 pts

4-20 Indians, large war knife or Tomahawk, BLR Carbine (20/1) or Bow (16/0), 28 pts

Notes & Upgrades

You can upgrade the Unit to Ferocious at +3pts per figure.

You can add Impetus to all the Unit at +3 pts per figure.

You can upgrade one or more figures to scout at +2pts per figure

You can add a Repeating Carbine (20/0), to one or more warrior at +5pts per figure.

You can upgrade one or more figures with Repeating Carbine (20/0), to marksman + 5pts per figure

Can be deployed dismounted at same cost but get the Special Characteristics:

Terrain and Skirmishers. Cannot perform volley fire (fire by group).

Comanche war band (1825- 1877)

AV=1/2/2; C=5; Mounted, Veterans, Terrain, Skirmishers

0-1 Chief (Officer/Leader), war lance, Bow (16/0), 35 pts

1 young war Chief, war lance, Bow (16/0), 30 pts

4-20 Indians, large war knife or Tomahawk, Bow (16/0), 25 pts

Notes & Upgrades

You can upgrade the Unit to Ferocious at +3pts per figure.

You can add Impetus to all the Unit at +3 pts per figure.

You can upgrade one or more figures to scout at +2pts per figure

You can add a BLR Carbine (20/1), to one or more warrior at +5pts per figure.

You can upgrade one or more figures with BLR Carbine (20/1), to marksman + 5pts per figure

Can be deployed dismounted at same cost but get the Special Characteristics:

Terrain and Skirmishers. Cannot perform volley fire (fire by group).