

# Units & Color	Army List Blackpowder		Skirmishers = S	Unit Type See Rules & QRS	Unit # SP	CAC Duel Mod	Qtest d6 Roll	Direct Fire & CQC Factors #d6 Mod				Defense ROLL 1d6 + MOD	Movement {Inches} Road Clear Difficult	* Notes		
	Model Description								Move > 1/2 Mod	Art & Guns	Muskets & Rifles	CQC & Melees		RANGES ART (R") ZOC (3") CQC Base Contact	FSR M/R [CQC] ART	
20	UK & HESSIAN UNITS		GEN: M 32 / 16 / 8 SP 6 (Loss if Attached): CinC Qt 2+ 5d6 CAC GEN Qt 3+ 3d6 MOT											80		
2	Hessian Jagers (Green)		S	INF	4	+2	4+	-2			#1 +2	#3 +3	Rifles 6"	2 [1] 1	12 / 8 / 4	
1	Hessian Grenadiers			GEN	6	+3	2+	-1			#3 +1	#1 +1	ZOC 3"	1 [3] 0	9 / 6 / 3	
1	Tarlton's Legion		S	CAV	4	+3	3+	-1			#2 +1	#3 +3	ZOC 3"	2 [4] 1	15 / 10 / 5	Move CQC Ignore ZOC
0	Dragoons (NA This Scenario)		S	CAV	4	+3	3+	-1			#1 +1	#3 +2	ZOC 3"	2 [3] 1	15 / 10 / 5	
1	Light Infantry Cos		S	LT-M	4	+2	3+	-1			#3 +1	#2 +2	ZOC 3"	2 [2] 1	12 / 8 / 4	
1	Grenadiers (Combined)		S	LT-M	4	+3	3+	-1			#3 +1	#3 +3	ZOC 3"	1 [3] 1	12 / 8 / 4	
1	Ferguson's Rifles		S	ELT	4	+2	3+	-2			#1 +2	#1 +0	Rifles 6"	2 [1] 1	12 / 8 / 4	
2	Highlanders			ELT	6	+2	3+	-1			#3 +1	#3 +2	ZOC 3"	1 [3] 0	9 / 6 / 3	
5	Regular Foot			INF	4	+1	4+	-1			#3 +0	#3 +1	ZOC 3"	1 [2] 0	9 / 6 / 3	
2	Artillery - Medium Guns/How			MD-A	5	+1	3+	NF	NOTES		#1 +0	#1 +1	LR <=12" SR <6"	3 [0] 3	15 / 10 / NA	LR #2 +2 SR #3 +3
4	Indians			IND	2	+0	5+	None			#1 +0	#4 +0	ZOC 3"	3 [3] 3	12 / 10 / 5	
22	USA & FRENCH UNITS		GEN: M 32 / 16 / 8 SP 6 (Loss if Attached): CinC Qt 2+ 4d6 CAC GEN Qt 3+ 2d6 MOT											80		
1	Continental Light Dragoons			CAV	5	+2	4+	-1			#1 +0	#2 +2	ZOC 3"	2 [3] 1	18 / 12 / 6	
1	Lee's Legion Dragoons			CAV	4	+3	3+	-1			#1 +1	+2 +3	ZOC 3"	2 [4] 1	18 / 12 / 6	Move CQC Ignore ZOC
2	Lee's Legion Infantry		S	LT-M	4	+2	3+	-1			#2 +1	#2 +2	ZOC 3"	1 [1] 1	12 / 10 / 5	
1	Rifles & Marksmen		S	LT-R	3	+3	2+	-1			#1 +3	#1 +0	Rifles 9"	2 [0] 2	12 / 8 / 4	
1	Light Infantry		S	LT-M	4	+2	3+	-1			#2 +2	#1 +1	ZOC 3"	2 [1] 1	12 / 8 / 4	
4	Continental - Regulars			INF	4	+1	4+	-1			#2 +1	#2 +1	ZOC 3"	1 [1] 0	9 / 6 / 3	
2	Continental - Veterans		S	INF	4	+2	4+	-1			#3 +1	#3 +1	ZOC 3"	1 [2] 0	9 / 6 / 3	
2	French Regulars		S	INF	4	+1	4+	-1			#3 +0	#3 +1	ZOC 3"	1 [2] 0	9 / 6 / 3	
6	Militia			MIL	3	0	5+	-1			#1 +0	#1 +0	ZOC 3"	0 [0] 0	8 / 4 / 2	
2	Artillery - Galloper Lt. Guns			LT- A	3	+2	3+	-1	NOTES		#1 +0	#1 +0	LR <=12" SR <6"	3 [0] 3	18 / 12 / 3	LR #2 +1 SR #3 +2