

# Units Taken	Army List Blackpowder		Unit Point Cost	Max # Allowed	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	You May Add Max 1 SP = 3 Pts and/or Add 1 Qt Rolls = 3 Pts				
21	UK & HESSIAN UNITS																GEN: M 32 / 16 / 8 SP 6 (Loss if Attached): CinC Qt 2+ 6d6 CAC GEN Qt 3+ 3d6 MOT		250
2																			
	Hessian Jagers (Green)	16	2	S	INF	4	+2	4+	-2		#1 +2	#1 +1	Rifles 6"	2 [1] 1	12 / 8 / 4		32		
1																			
	Hessian Grenadiers	15	2		GEN	6	+3	2+	-1		#3 +1	#3 +3	ZOC 3"	1 [3] 0	9 / 6 / 3		15		
1																			
	Tarlton's Legion	15	1	S	CAV	3	+3	3+	-1		#2 +1	#2 +4	ZOC 3"	2 [4] 1	15 / 10 / 5	Move CQC Ignore ZOC	15		
1																			
	British Light Dragoons	15	1		CAV	4	+3	4+	-1		#2 +1	#2 +3	ZOC 3"	2 [3] 1	15 / 10 / 5	Move CQC Ignore ZOC	15		
1																			
	Light Infantry Cos	10	2	S	LT-M	4	+2	3+	-1		#3 +1	#2 +4	ZOC 3"	2 [2] 1	12 / 8 / 4		10		
1																			
	Grenadiers (Combined)	13	2		LT-M	5	+3	3+	-1		#3 +1	#3 +3	ZOC 3"	1 [3] 1	12 / 8 / 4		13		
1																			
	Ferguson's Rifles	14	1	S	ELT	4	+2	3+	-2		#1 +2	#1 +0	Rifles 6"	2 [1] 1	12 / 8 / 4		14		
2																			
	Highlanders	12	4		ELT	6	+2	3+	-1		#3 +1	#3 +2	ZOC 3"	1 [3] 0	9 / 6 / 3		24		
5																			
	Regular Foot	10	U		INF	4	+1	4+	-1		#3 +0	#3 +1	ZOC 3"	1 [2] 0	9 / 6 / 3		50		
2																			
	Artillery - Medium Guns/How	15	3		MD-A	5	+1	3+	NF	NOTES	#1 +0	#1 +0	LR <=12" SR <6"	3 [0] 3	15 / 10 / NA	LR #2 +2 SR #3 +3	30		
4																			
	Indians	8	4		IND	2	+0	5+	None		#1 +0	#4 +0	ZOC 3"	3 [3] 3	12 / 10 / 5		32		
																	0		
22	USA & FRENCH UNITS																GEN: M 32 / 16 / 8 SP 6 (Loss if Attached): CinC Qt 2+ 5d6 CAC GEN Qt 3+ 2d6 MOT		250
1																			
	Continental Light Dragoons	16	2		CAV	5	+2	4+	-1		#1 +0	#2 +2	ZOC 3"	2 [3] 1	18 / 12 / 6		16		
1																			
	Lee's Legion Dragoons	15	1		CAV	4	+3	3+	-1		#1 +1	+2 +3	ZOC 3"	2 [4] 1	18 / 12 / 6	Move CQC Ignore ZOC	15		
2																			
	Lee's Legion Infantry	15	1	S	LT-M	4	+2	3+	-1		#2 +1	#2 +2	ZOC 3"	1 [1] 1	12 / 10 / 5		30		
1																			
	Rifles & Marksmen	13	2	S	LT-R	3	+3	2+	-1		#1 +3	#1 +0	Rifles 6"	2 [0] 2	12 / 8 / 4		13		
1																			
	Light Infantry	10	2	S	LT-M	4	+2	3+	-1		#2 +2	#1 +1	ZOC 3"	2 [1] 1	12 / 8 / 4		10		
4																			
	Continental - Regulars	12	U		INF	4	+1	4+	-1		#2 +1	#2 +1	ZOC 3"	1 [1] 0	9 / 6 / 3		48		
2																			
	Continental - Veterans	15	3		INF	4	+2	4+	-1		#3 +1	#3 +1	ZOC 3"	1 [2] 0	9 / 6 / 3		30		
2																			
	French Regulars	16	3		INF	4	+1	4+	-1		#3 +0	#3 +2	ZOC 3"	1 [2] 0	9 / 6 / 3		32		
6																			
	Militia	4	8		MIL	4	0	5+	-1		#1 +0	#1 +0	ZOC 3"	0 [0] 0	8 / 4 / 2	5SP=5Pts 6SP=6 Pts	24		
2																			
	Artillery - Galloper Lt. Guns	16	3		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	32		
																	0		