

### Regular Infantry Grenadiers

**Morale determinant** D5+4 **Fieldcraft** 1  
**Morale triggers** *Indians! Charged Casualties*  
 Clear Difficult Severe

**Formations & movement**

Line	D5+2	D5-2	NA
CO Line	D5+1	D5-3	NA
Column	D5+4	D5-1	NA
Indian file	D5+4	D5+1	D5-2

**Firing** Close (to hit) Long  
 Volley 6" (3+) 12" (6)

First volley +1  
 Can volley & charge  
 Cannot hit on more than 6  
 Individual fire if disordered, halve figures

**Hand to hand**

Bayonets, Grenadiers

**Manoeuvres**

Formation change half turn.  
 Backstep, sidestep, oblique.  
 Wheel in column at full speed, in line at half.

### Regular Infantry Lights

**Morale determinant** D5+3 **Fieldcraft** 2  
**Morale triggers** *Indians! Charged Casualties*

Clear Difficult Severe

**Formations & movement**

Line	D5+2	D5-2	NA
CO Line	D5+1	D5-3	NA
Column	D5+4	D5-1	NA
Skirmish	D6+2	D6	D6-3
Indian file	D5+4	D5+1	D5-2

**Firing** Close (to hit) Long  
 Volley 6" (3+) 12" (6)

First volley +1  
 Can volley & charge  
 Cannot hit on more than 6

Individual 6" (5+) 12" (6)

**Hand to hand**

Bayonets,

**Manoeuvres**

Formation change half turn.  
 Backstep, sidestep, oblique.  
 Wheel in column at full speed, in line at half

### Regular Infantry

**Morale determinant** D5+3 **Fieldcraft** 1  
**Morale triggers** *Indians! Charged Casualties*  
 Clear Difficult Severe

**Formations & movement**

Line	D5+2	D5-2	NA
CO Line	D5+1	D5-3	NA
Column	D5+4	D5-1	NA
Indian file	D5+4	D5+1	D5-2

**Firing** Close (to hit) Long (to hit)  
 Volley 6" (3+) 12" (6)

First volley +1  
 Can volley & charge  
 Cannot hit on more than 6  
 Individual fire if disordered, halve figures

**Hand to hand**

Bayonets

**Manoeuvres**

Formation change half turn.  
 Backstep, sidestep, oblique.  
 Wheel in column at full speed, in line at half.

### Rangers

**Morale determinant** D6+2  
**Fieldcraft** 3  
**Morale triggers** *Casualties Charge Charged*

Clear Difficult Severe

**Formations & movement**

Line	D5+2	D5-2	NA
Column	D5+4	D5-1	NA
Indian file	D5+4	D5+1	D5-2
Skirmish	D6+2	D6	D6-3

**Firing** Close Long  
 Individual 6"(5) 12"(6)

**Hand to hand**

No bayonets

**Manoeuvres**

Formation change half turn to/from  
 skirmish, otherwise full turn.  
 Wheel column at full speed