

**POINTS MASTER LIST**

(All Points are per base)

**Version 2.0 (Trial)**

<b>FOOT</b>	Points	<b>MORALE</b>	Points	<b>COMBAT FEATURE</b>	Points
Skirmishers (inc Lt Inf)	3	Levy	-2	Fast Manoeuvre	2
Generic Foot including Shot	5	Average	0	Disciplined	2
Halbardiers	5	Élite	3	Last Man Standing	2
Pike	5	Fanatic	4	Ferocious	4
Loose (Swordsmen, tribals etc)	4	Civilian Contractors	-3	Grenadier	3
				Reiter	2
				Woodsman	2
<b>HORSE</b>	Points	<b>ARMOUR BENEFIT</b>	Points	<b>QUALITY of Person</b>	Points
Skirmishers (inc Lt Cav)	5	None	0	Poor (See Exp Notes)	-2
Gendarmes	10	Medium	3	Normal	0
Dragoons (Deploy as Skirmish)	5	Heavy	5	Good (See Exp Notes)	3
Hv Dragoons (Deploy as 'Shot')	5	Extra- Heavy	8		
Cavalry	7				
<b>ARTILLERY</b>	Points	<b>GENERALS</b>	Points	<b>WEAPONS</b>	Points
Gallopers etc.	30	Poor	15	Bow / Matchlock Musket	3
Light	20	Normal	25	Shooting Weapon (Javelin etc.)	2
Medium	30	Good	35	Arquebus	2
Heavy	40	Accompanying Nobles (Av)	15	Good Musket (Firelock, Snaaphaunce)	5
Siege	NA	Artillery General	20	Poor Musket (Dragoon etc)	2
Battillion Gun	10			Pistol (Each)	2
<b>FIELD WORKS (per base)</b>	Points	<b>LOGISTICS</b>	Points	Jezail	4
Abbatis / Cheveaux de Fris	3	Artillery Re-supply Wagon	5	Couched Lance	6
Trench	5	Re-supply Couched lances	2	Lance / Spear	2
Fortification	15	Re-supply of a Petard	5	Socket Bayonet	3
Embankment / War Wagon	10			Plug Bayonet	2
Petards / mines etc.	50	<b>SPECIALISTS</b>	Points	Good Sword	3
		Master Engineer	10	Other Melee Weapon	1