

EXPEDITION OF THE THOUSAND



Battle of Calatafimi (Remigio Legat)

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Special thanks to Luigi Casali for assistance in compiling the lists.

This set includes lists and additional rules that allow you to play The Expedition of the Thousand using Smooth&Rifled. You can purchase Smooth&Rifled at <http://www.dadie-piombo.com/smooth.html>. Follow the updates on Smooth&Rifled at <http://smooth-and-rifled.blogspot.com>

ADDITIONAL RULES

Bayonets. Re-loading a Muzzleloading musket takes longer if bayonet is fixed.

Add 1 to re-loading time when bayonet is fixed.

Miniatures are supposed to start the game with unfixed bayonets.

Bayonets can be fixed with one action, it can be also a Group Action.

Lance. Lance is a melee weapon.

It gives one re-roll in melee if charged but up to 2 re-rolls if on charge.



ARMY LISTS



GARIBALDI AND THE THOUSAND

Garibaldini elite

AV=1/2/3; C=5, **Impetus**

0-1 Officier (leader), sword, 25pts

0-1 Standard-bearer, flag, 18pts

0-1 Trumpet (Musician), smoothbore musket (20/2), bayonet, 22pts

1 NCO (leader), smoothbore musket (20/2), bayonet, 25pts

6-20 Garibaldini, smoothbore musket (20/2), bayonet, 20pts

Notes&Upgrades.

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

You can upgrade one man to Marksman for +5pts.

You can give the officer a pistol (10/2), +2pts or a revolver (10/0) +3pts.

Genoese Carabinieri

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

0-1 Officier (leader), sword 26pts

0-1 Standard-bearer, flag, 19pts

0-1 Trumpet (Musician), rifled musket (30/2), bayonet, 27 pts

1 NCO (leader), rifled musket (30/2), bayonet, 30 pts

6-20 Carabinieri, rifled musket (30/2), bayonet, 25 pts

Notes&Upgrades.

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

You can upgrade one man to Marksman for +5pts.

You can give the officer a pistol (10/2), +2 pts or revolver (10/0) +3 pts.

Other Garibaldini

AV=2/2/3; C=4, **Impetus**

0-1 Officier (leader), sword, 21pts

0-1 Standard-bearer, flag, 14pts

0-1 Trumpet (Musician), smoothbore musket (20/2), 17 pts

1 NCO (leader), smoothbore musket (20/2), 20 pts

6-20 Garibaldini,
smoothbore musket
(20/2), bayonet, 16 pts

Notes&Upgrades.

You can upgrade one man
per squad to Marksman
for +5pts.

You can give the officer
a pistol (10/2), +2pts or
revolver (10/0) +3 pts.

You can give bayonet to
the Unit at +1 pt for each
miniature.

**Guide a cavallo
(Mounted Guides)**

AV=1/2/2; C=4,

Mounted, Veteran

0-1 Officer (leader), sabre,
revolver (10/0), 31 pts

0-1 Standard-bearer, flag,
(sabre), revolver (10/0), 23 pts

0-1 Trumpet (Musician), sabre, revolver (10/0), rifled carbine (20/2), 29 pts

1 NCO (leader), sabre, revolver (10/0), rifled carbine (20/2), 32 pts

4-12 Guides, sabre, rifled carbine (20/2), 24 pts

Notes&Upgrades.

You can give to one or more guide a revolver (10/0) +3 pts per miniature.

If mounted they cannot move and aim in the same turn.



KINGDOM OF NAPLES

Royal Guard Hussars and Chasseurs

AV=2/2/3; C=4, **Mounted**

0-1 Officer (leader), sabre and pistol (10/2), 25 pts

0-1 Standard-bearer, (sabre), flag and pistol (10/2), 18 pts

0-1 Trumpet (Musician), sabre and pistol (10/2), 17 pts

1 NCO (leader), sabre and pistol (10/2), 20 pts

4-12 Cavalry, sabre, rifled carabine (20/2), 19 pts

Notes&Upgrades.

You can upgrade the Unit to Veterans at +3 pts for each miniature.
Hussars can be upgraded to Guard, +5 pts per each miniature.
You can give the Hussars a second pistol +2 pts per each miniature
You can give the NCO a rifled carbine (20/2) +6 pts
Chasseurs from the 1st Squadron were equipped as Lancers, +1 per each miniature.

Dragoons

AV=2/2/3; C=4, Mounted

0-1 Officer (leader), sabre and pistol (10/2), 25 pts
0-1 Standard-bearer, (sabre), flag and pistol (10/2), 18 pts
0-1 Trumpet (Musician), sabre and pistol (10/2), 17 pts
1 NCO (leader), sabre and pistol (10/2), 20 pts
4-12 Dragoons, sabre, rifled musket (30/2), 23 pts

Notes&Upgrades.

You can upgrade the Unit to Veterans at +3 pts for each miniature.
You can give the NCO a rifled musket (30/2) +10pts.
Troops had an infantry rifle musket so use 30cm as effective range just if firing stationary, otherwise the range is 20cm. Cannot move and aim in the same turn.

Lancers

AV=2/2/3; C=4, Mounted

0-1 Officer (leader), sabre and pistol (10/2), 25 pts
0-1 Standard-bearer, (sabre), flag and 2 pistols, 20 pts
0-1 Trumpet (Musician), sabre and 2 pistols, 19 pts
1 NCO (leader), (sabre), lance and 2 pistols, 23 pts
4-12 Lancers, (sabre), lance and 2 pistols, 18 pts

Notes&Upgrades.

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

Carabinieri a Cavallo (Mounted Carabineers)

AV=2/2/3; C=4, Mounted

0-1 Officer (leader), sabre and pistol (10/2), 25 pts
0-1 Standard-bearer, (sabre), flag and 2 pistols (10/2), 20 pts
0-1 Trumpet (Musician), sabre and 2 pistols (10/2), 19 pts
1 NCO (leader), sabre and 2 pistols (10/2), 22 pts
4-12 Carabinieri, sabre and rifled musket (30/2), 23pts

Notes&Upgrades.

You can upgrade the Unit to Veterans at +3 pts for each miniature Troops had an infantry rifle musket, so use 30cm as range just if firing stationary, otherwise the range is 20cm. Cannot move and aim in the same turn.

Neapolitan Cacciatori, Tiragliatori della Guardia and Rgt Real Marina (Marines)

AV=1/2/3; C=5

0-1 Officer (leader), sword, 22 pts

0-1 Standard-bearer flag, 15 pts

0-1 Trumpet (Musician), rifled musket (30/2), bayonet, 23 pts

1 NCO (leader),
rifled musket (30/2),
bayonet, 26 pts

6-20 Privates, rifled
musket (30/2), bayo-
net, 21 pts

Notes&Upgrades.

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

You can upgrade one man to Marksman for +5pts.

You can give the officer a pistol (10/2), +2pts or revolver (10/0) +3 pts.



Neapolitan troops (Erregrafica)

von Mechel's Foreign Carabinieri

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

0-1 Officer (leader), sabre, 26 pts

0-1 Standard-bearer, flag, 19 pts

0-1 Trumpet (Musician), rifled musket (30/2), bayonet, 27 pts

1 NCO (leader), rifled musket (30/2), bayonet, 30 pts

6-20 Carabinieri, rifled musket (30/2), bayonet, 25 pts

Notes&Upgrades.

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

You can upgrade one man to Marksman for +5pts.

You can give the officer a pistol (10/2), +2 pts or revolver (10/0) +3 pts.

Line Infantry

AV=2/2/3; C=4

0-1 Officer (leader), sword, 18 pts

0-1 Standard-bearer, flag, 11 pts

0-1 Trumpet (Musician), rifled musket (30/2), bayonet, 19 pts

1 NCO (leader), rifled musket (30/2), bayonet, 22pts

6-20 Privates, rifled musket (30/2), bayonet, 17 pts

Notes&Upgrades.

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

You can upgrade one man per squad to

Marksman for +5pts.

You can give the officer a pistol (10/2), +2pts or

revolver (10/0) +3 pts.

Borbonic Guard

AV=2/2/3; C=5

0-1 Officer (leader),

sabre, 20 pts

0-1 Standard-bearer,

flag, 13 pts

0-1 Trumpet (Musician),

rifled musket

(30/2), bayonet, 21 pts

1 NCO (leader), rifled musket (30/2), bayonet, 24 pts

6-20 Privates, rifled musket (30/2), bayonet 19 pts

Notes&Upgrades.

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

You can upgrade one man per squad to Marksman for +5pts.

You can give the officer a pistol (10/2), +2pts or revolver (10/0) +3 pts.

