

Grenadier Company

d10 Shoot
Muskets: 9" / 18" Reload

d10 Close Combat
Bayonets

5" Move

Deadeyes: +1 to shoot rolls
Coolheaded: +1 Rally Rolls

Line Company

d10 Shoot
Muskets: 9" / 18" Reload

d10 Close Combat
Bayonets

5" Move

Deadeyes: +1 to shoot rolls

Line Company

d10 Shoot
Muskets: 9" / 18" Reload

d10 Close Combat
Bayonets

5" Move

Deadeyes: +1 to shoot rolls

Line Company

d10 Shoot
Muskets: 9" / 18" Reload

d10 Close Combat
Bayonets

5" Move

Deadeyes: +1 to shoot rolls

Light Company

d10 Shoot
Muskets: 9" / 18" Reload

d10 Close Combat
Bayonets

5" Move

Deadeyes: +1 to shoot rolls
Steady: Ignore shock for shooting

Rifle Company

d10 Shoot
Rifles: 12" / 24" Reload

d10 Close Combat
Bayonets

5" Move

Deadeyes: +1 to shoot rolls
Snipers: Re-roll missed shoot dice