### List Three
- Irregular Light Cavalry Group
- Wallah Group

### List Four
- Militia or Conscript & Volunteer Group (Muskets)
- Tribal Group (Muskets)

### List Five
- Regular Infantry Group (Muskets)
- Clan Group (Muskets)
- Irregular Skirmish Group (Muskets)
- Scouting Cavalry Group
- Light gun with five crew

### List Six
- Militia or Conscript & Volunteer Group (Rifles)
- Tribal Group (Rifles)
- Elite Infantry Group (Muskets)
- Skirmisher Group (Muskets)
- Medium gun with five crew

### List Seven
- Light Infantry Group (Muskets)
- Irregular Skirmish Group (Rifles)
- Regular Infantry Group (Rifles)
- Clan Group (Rifles)
- Tribal Group (Rifled Muskets)
- Militia or Conscript & Volunteer Group (Rifled Muskets)
- Dragoon Group (Smooth Bore Carbines)
- Impact Cavalry Group

### List Eight
- Irregular Skirmisher Group (Rifled Muskets)
- Regular Infantry Group (Rifled Muskets)
- Clan Group (Rifled Muskets)
- Heavy gun with five crew

### List Nine
- Elite Infantry Group (Rifles)
- Skirmisher Group (Rifles)
- Dragoon Group (Rifled Carbine)
- Status III Leader

### List Ten
- Elite Infantry Group (Rifled Muskets)
- Light Infantry Group (Rifles)
- Skirmisher Group (Rifled Muskets)
The above are the basic unit values. Next work out the variation factor using the following table.

<table>
<thead>
<tr>
<th>Formation</th>
<th>First Fire</th>
<th>Contr. Vol</th>
<th>Crash Vol.</th>
<th>Step Out</th>
<th>Drill</th>
</tr>
</thead>
<tbody>
<tr>
<td>Always</td>
<td>Yes</td>
<td>Yes</td>
<td>2 3</td>
<td>0 3</td>
<td>0 3</td>
</tr>
<tr>
<td>No Shock</td>
<td>No</td>
<td>No</td>
<td>1 2 1</td>
<td>2 1 2</td>
<td>1 2</td>
</tr>
<tr>
<td>Never</td>
<td>No</td>
<td>Yes</td>
<td>0 1 2</td>
<td>1 2 1</td>
<td>1 2</td>
</tr>
</tbody>
</table>

Positive Characteristics: First +2, subsequent +1
Negative Characteristics: Each -1
Neutral Characteristics: No change

Positive Characteristics:
- Aggressive
- Good Shots
- In Hand
- Moveable Deployment Point
- Stubborn
- Sharp Practice
- Tactical
- Tally Ho!
- Thin Red Line
- Tomahawks
- Fighting Cocks
- Pas de Charge
- Cuirass
- Sam Colt’s Equalizer
- Buck & Ball
- Rebel Yell
- Big Choppers
- Tally Ho!
- Hearth and Home

Neutral Characteristics:
- Heart & home
Prominent Leader

Negative Characteristics:
- Poor Shots
- Weedy Coves
- No Bayonets
- Surly

**Line Troops adjust their basic unit value as follows:**

- 10+ = +2
- 7-9 = +1
- 4-6 = No change
- 1-3 = -1
- 0 or less = -2

**Skirmish Troops, Mass Troops and Artillery adjust their basic unit value as follows:**

- 10+ = +3
- 7-10 = +2
- 4-6 = +1
- 1-3 = No change
- 0 or less = -1

For example, a British Napoleonic Line Group of Regular quality, armed with a Musket, begins as List Five. We now need to check the variation factors.

It can always for a Formation: 2 points
It Gets First Fire: 1 point
It can always fire controlled volleys: 2 points
A Crashing Volley is achieved with 2 cards: 1 point
It Steps out on 3 cards: No Points
Its Drill is 2 cards: 1 point.
Sharp Practice: 2 points (first positive Characteristic)
Thin Red Line: 1 Point (second positive Characteristic)

This is a total of 10 points which adjusts List 5 to List 7.