

# The Sharpulator

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)

<b>List Eleven</b>
Light Infantry Group (Rifled Muskets)
<b>List Fourteen</b>
Dragoon Group (Breech Loading Carbines)

The above are the basic unit values. Next work out the variation factor using the following table.

Formation		First Fire		Contr. Vol		Crash Vol.		Step Out		Drill	
<b>Always</b>	2	<b>Yes</b>	1	<b>Yes</b>	2	<b>3</b>	0	<b>3</b>	0	3	0
<b>No Shock</b>	1	<b>No</b>	0	<b>1<sup>st</sup></b>	1	<b>2</b>	1	<b>2</b>	1	2	1
<b>Never</b>	0			<b>No</b>	0	<b>1</b>	2	<b>1</b>	2	1	2
						<b>No</b>	0	<b>No</b>	0	No	0

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.