

# Rank and File Points System

This points system is designed so that players can field evenly matched forces, for scenario design or simply so that you can get an idea of the balance of any particular game or battle.

The points system is centred around the cost per stand and starts with the morale class as the basic points cost, this is then modified by weapons and abilities. A stand will never cost less than the basic points cost of that morale class and the unit cost is simply the number of stands within the unit multiplied by the cost per stand.

Any optional, advanced or period specific rules are included in this system, if you don't play any of these rules then simply leave them out of the points calculations (Elite troops for example).

## Basic points cost per stand

These are the starting points for each stand, to these costs you add the small arms, artillery pieces, cavalry and skills.

Green	10
Regular	15
Veteran	20
Elite troops	Basic cost the same as veteran but for each re-roll they cost +3 points.

## Small arms weapon costs

The basic weapon cost is the same as the long range distance, so a smoothbore musket is 12 points while thrown weapons are 4 points.

Machine guns are the range times 2  
Breechloaders are the range times 1.5

### Artillery piece cost

The cost of an artillery piece is determined by the range that it may fire and the amount of dice that it can roll to hit. Add the maximum range in inches it may fire to the total D6 it can fire – and then double the total.

As an example take a medium smoothbore – its maximum range is 32 inches and at the three range bands it has 4D6, 2D6 and 1D6 for a total of 7. Add the two together for a total cost of 39 which is then doubled to 78 points.

## Mounted Troops cost

Cavalry	+6
Camels	+8
Elephants	+12

### Generals point cost

The basic cost for a general of any level is 20 points. For each modification point and for each re-roll that a general has they cost 10 points more. This means that a general with +1 bonus and 1 re-roll would cost 40 points.

## Unit abilities cost

Shock infantry	+5
Shock cavalry	+8
Fixed skirmish	No change
optional skirmish	+3
fixed mounted	No change
optional mounted	+3
Battalion guns	+ same as small arms weapon cost that the unit is armed with
Artillery with extra hit points	+4/+5/+6 for Green/Regular/Veteran class.

All of the above modifiers are cumulative. For example an ACW cavalry regiment that could be in skirmish or formed and could mount or dismount would cost +6 points.

## Period specific adjustments

Should two forces meet and they use rules from different period specific rules such as interpenetration, formations and abilities then the total points available are modified.

The three specific periods are Age of Reason (A of R), Horse and Musket (H&M) , Industrial Age (IA). The side that is using the lower period specific rules will gain a points bonus depending on the level that they are below.

If their opponent is one level higher then they will gain +10% more points, if they are fighting against a force two levels higher they will gain a +20% bonus. While I cant think of many instances where there is going to be a two level difference the rules are there for the sake of completeness.

As an example a Russo-Turkish battle in 1808 has 1000 points per side as its starting point. The Russians use the H&M rules while the Turkish are still in A of R, when working out their army list the Turkish player would have 1100 points to use instead of 1000.

## Points Cost Example

This is an example of the points cost of one of the sample formations taken from the rulebook.

JOHNSON'S DIVISION (2 artillery stands, 31 infantry stands)		1293pts
Johnson +1 General		30pts
Steuart's Brigade (10)	Regular, Rifled Musket	310pts
Stonewall Brigade (7)	Veteran, Rifled Musket, Shock	287pts
Nicholls Brigade (6)	Regular, Rifled Musket	186pts
Jones' Brigade (8)	Regular, Rifled Musket	248pts
1st Maryland/ Alleghany Battery – 1 stand Heavy smoothbore	Regular	109pts
Chesapeake/ Lynchburg Battery – 1 stand medium rifled	Regular	123pts

