

US cavalry force

This force is designed for gamers playing WESTERN by RFCM.

There are enough figures in this boxed pack to create a full force of cavalry.

- Each leader base will only have 1 figure upon it. A coin is suggested so that leader bases look different to ordinary fighting bases. 2p coins are recommended. You will need to base 1 extra leader figure to command the reinforcement group/unit.
- Normal fighting bases will have 2 figures upon them. If there are spare figures then increase to 3 figures per base. The effect of a base is not effected by the number of model figures upon it.
- Foot fighting bases are 3x3 cm
- Mounted fighting bases are 3x4(depth) cm.
- Wounded figures are based 1 per base. 1p coins are recommended. Wounded figures are generic and do not represent any particular fighting base.
- There is 1 commander base. It is 4x4 cm and has a single figure on it.
- When mounted fighting bases dismount they are not "swapped" for foot bases. Instead a single base with some empty horses (3x4cm bases) is placed with the unit/group.
- When in defence a force will usually have a liability. This is a base with something precious on it. In this case it will be a supply wagon. The base should be 6x4 cm.

Composition of Cavalry force				Packs
Group 1	Veteran troopers on horse with carbines	5 bases + leader base	80	54(x6) 55
Group 2	Veteran troopers on horse with carbines	5 bases + leader base	80	56(x2) 63
Group 3	Average troopers on horse with carbines	7 bases + leader	76	
Group 4	Raw troopers on foot with carbines	9 bases + leader	65	57 58 59
1 commander			61	
1 extra leader for the reinforcement group.				
1 liability base (wagon)			65 wagon	
16 wounded bases			104(x2)	
3 empty horse bases			49(x2)	ACW pack
18 packs + wagon+ 20(3x4 bases)+9(3x3 bases) +1(4x4 base) Please supply your own coins (leaders and wounded) and 4x6 liability base.				
£70				