Using Rebels and Patriots for the Anglo Cherokee War

Rebels and Patriots is specially designed for conflicts in North America and fully describes the fighting abilities of those involved in the Anglo Cherokee War.

British Forces

Unit	Type and Abilities	Points
Regular Infantry	**Line infantry**	4
Highlanders	**Shock Infantry**	6
Carolina Rangers	**Mounted Skirmishers**	4
Militia	**Line infantry that are Poor Shooters** OR **Skirmishers**	3 2
Allied Natives Warriors	**Natives** OR **Aggressive Skirmishers**	4 3

Cherokee Forces

Unit	Type and Abilities	Points
Cherokee Warbands	**Natives** OR **Aggressive Skirmishers**	4 3

Sample Forces

Although my games tend to be scenario driven I have given two sample forces to the value of 24 points as suggested by the rules.

24 point British Force

2 x Line Infantry @ 4 pts
1 x Shock Infantry @ 6 pts
1 x Mounted Skirmishers @ 4 pts
1 x Line infantry that are Poor Shooters @ 3pts
1 x Aggressive Skirmishers @ 3 pts

24 point Cherokee Force

6 x Natives @ 4pts
OR 8 x Aggressive Skirmishers @ 3pts
OR 3 x Natives @ 4pts & 4 x Aggressive Skirmishers @ 3pts