

Start with the basic unit value listed below. Points are calculated on a per-Group basis.

List Three:

- Irregular Cavalry
- Wallahs
- Status I Leader

List Four:

- Militia (Muskets)
- Conscripts & Volunteers (Muskets)
- Tribal (Muskets)

List Five:

- Regular Infantry (Muskets)
- Clan (Muskets)
- Irregular Skirmishers (Muskets)
- Scouting Cavalry
- Light Gun w/ Five Crew

List Six:

- Militia (Rifles)
- Conscripts & Volunteers (Rifles)
- Tribal (Rifles)
- Elite Infantry (Muskets)
- Skirmishers (Muskets)
- Medium Gun w/ Five Crew
- Status II Leader

List Seven:

- Light Infantry (Muskets)
- Irregular Skirmishers (Rifles)
- Regular Infantry (Rifles)
- Clan (Rifles)
- Tribal (Rifled Muskets)
- Militia (Rifled Muskets)
- Conscripts & Volunteers (Rifled Muskets)
- Dragoons (Smoothbore Carbines)
- Impact Cavalry

List Eight:

- Irregular Skirmishers (Rifled Muskets)
- Regular Infantry (Rifled Muskets)
- Clan (Rifled Muskets)
- Heavy Gun w/ Five Crew

List Nine:

- Elite Infantry (Rifles)
- Skirmishers (Rifles)
- Dragoons (Rifled Carbines)
- Status III Leader

List Ten:

- Elite Infantry (Rifled Muskets)
- Light Infantry (Rifles)
- Skirmishers (Rifled Muskets)

List Eleven:

- Light Infantry (Rifled Muskets)

List Twelve:

- Status IV Leader

List Fourteen:

- Dragoons (Breech Loading Carbines)

Next, work out the variation factor using the following table.

First Fire		Formation		Controlled Vol.		Crashing Vol.		Step Out		Drill	
Yes	1	Always	2	Yes	2	1	2	1	2	1	2
No	0	No Shock	1	First	1	2	1	2	1	2	1
		Never	0	No	0	3	0	3	0	3	0
						No	0	No	0	No	0

Add characteristics:

Positive Characteristics: First +2, subsequent +1.

Negative Characteristics: Each -1

Neutral Characteristics: No Change

Positive Characteristics:

- Aggressive
- Good Shots
- In Hand
- Moveable DP
- 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

Neutral Characteristics:

- Hearth & Home

Negative Characteristics:

- Poor Shots
- Weedy Coves
- No Bayonets
- Surly
- Prominent Leader¹

¹ In the original Sharpulator, Prominent Leader was considered a Neutral Characteristic. Because it offers nothing positive to a unit, and considering other Characteristic typos in the original Sharpulator, it has been moved to the Negative Characteristics column. This is purely a reflection of my preferences (as is this entire document).

Lastly, use the total variation factor to adjust the basic unit value up or down the appropriate number of points.

Line Troops adjust as follows:

0 or less = -2

1 – 3 = -1

4 – 6 = No Change

7 – 9 = +1

10 – 12 = +2

13 – 15 = +3

(etc., in bands of 3 variation factors)²

Skirmish Troops, Mass Troops, and Artillery

adjust as follows:

0 or less = -1

1 – 3 = No Change

4 – 6 = +1

7 – 9 = +2

10 – 12 = +3

(etc.)

Example:

A British Napoleonic Line Group of Regular quality and armed with Muskets begins on List Five. We now need to check the variation factors.

It can always form a Formation: +2

It gets the First Fire bonus: +1

It can always fire Controlled Volleys: +2

A Crashing Volley is achieved with 2 command cards: +1

It Steps Out with 3 command cards: No change

Its Drill rating is 2 command cards: +1

Sharp Practice: +2 (first Positive Characteristic)

Then Red Line: +1 (second Positive Characteristic)

Aggressive: +1 (third positive Characteristic)

Adding all these up gives us a total variation factor of 11. A variation factor of 10 - 12 moves Line Troops +2 lists. Therefore, the British Line which started on List Five get pushed up to List Seven, which is their final points value.

² The original Sharpulator only went up to "10 or more = +2" on the adjustments table. However, it has since been suggested in the Sharp Practice forum of the TFL website that extending the adjustments in "bands of 3" is more consistent, and allows for units with many characteristics to be more accurately assigned a points value.

