



Clouds of Smoke

Armies 1600-1815

Version 1.7

Military revolution

1600-1684



FRANCE

Units

1x PIKEMEN (main) 9 pts				1x MUSKETEERS (special) 10 pts			
Speed	2-1	Retreat	1	Speed	2-1	Retreat	d3
Strength	2	Morale	2 (-4)	Strength	1	Morale	1 (-2)
Discipline	4+	Close combat	2d6	Discipline	5+	Close combat	1d6
Special rules: Infantry				Fire Musket (long range): 2UW 1d6 Musket (short range): 1UW 2d6			
				Special rules: Infantry, Countermarch			
1x GUARD MUSKETEERS (rare) 12 pts				1x REITERS (special) 12 pts			
Speed	2-1	Retreat	d3	Speed	4-2	Retreat	d6
Strength	2	Morale	2 (-4)	Strength	1	Morale	1 (-2)
Discipline	4+	Close combat	1d6	Discipline	5+	Close combat	2d6
Fire Musket (long range): 2UW 1d6 Musket (short range): 1UW 2d6				Fire Pistol: 1UW 1d6			
Special rules: Infantry, Countermarch				Special rules: Pursuit, Cavalry			
1x VETERAN REITERS (rare) 14 pts				1x MAISON DU ROI CAVALRY (rare) 15 pts			
Speed	4-2	Retreat	d6	Speed	4-2	Retreat	d6
Strength	1	Morale	1 (-2)	Strength	2	Morale	2 (-4)
Discipline	5+	Close combat	2d6	Discipline	4+	Close combat	2d6
Fire pistol: 1UW 1d6				Fire Pistol: 1UW 1d6			
Special rules: Pursuit, Veteran, Cavalry				Special rules: Pursuit, Veteran, Cavalry, Elite			
1x HEAVY ARTILLERY (rare) 22 pts				1x DRAGOONS (special) 12 pts			
Speed	0-1	Retreat	0	Speed	4-3	Retreat	d6
Strength	0	Morale	0 (-0)	Strength	1	Morale	1 (-2)
Discipline	5+	Close combat	1d6	Discipline	5+	Close combat	1d6
Fire Grapeshot: 3UW 2d6				Fire Carbine: 2UW 1d6			
Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy				Special rules: Use cover, Scout, Light, Vanguard			

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Elite: Every time this unit retreats, your army loses 1 morale

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Basque light cavalry 10pts: 4 or less of your special cavalry units gain "Scout", "Light" и "Vanguard" special rules

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Enfants Perdus 10pts: Up to a third of your infantry units with muskets gain "Scout", "Light" и "Use cover" special rules

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Mutiny 5pts: 4 or less of your infantry units gain "Mutiny" special rule (+1 discipline tests, but cannot fall back)

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



FRANCE

ACTIONS

Move

Activate D formations in the command radius

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Cover of Pikes

Passive player

D infantry units in formation with pikemen gain +1d6 close combat and +1 discipline tests

D

Caracole

D of your pistol cavalry units gain +1d6 fire. After resolving hits, if they are within enemy line of fire, they must retreat 1UW without increasing the combat price

D

Vive le Roi

Active player

D infantry units add 1d6 to their close combat against infantry, and an advantage against units within an emplacement or a village

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

Command radius: 3UW

D is the number on the die



EMPIRE AND CATHOLIC PRINCES

Units

1x PIKEMEN (main)				9 pts	
Speed	2-1	Retreat	1		
Strength	2	Morale	2 (-4)		
Discipline	4+	Close combat	2d6		
Special rules: Infantry					
1x MUSKETEERS (special)				10 pts	
Speed	2-1	Retreat	d3		
Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	1d6		
Fire	Musket (long range): 2UW 1d6				
Musket (short range): 1UW 2d6					
Special rules: Infantry, Countermarch					
1x REITERS (special)				12 pts	
Speed	4-2	Retreat	d6		
Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	2d6		
Fire	Pistol: 1UW 1d6				
Special rules: Pursuit, Cavalry					
1x CUIRASSIERS (rare)				20 pts	
Speed	3-2	Retreat	d6-1		
Strength	2	Morale	2 (-4)		
Discipline	4+	Close combat	3d6		
Fire	Pistol: 1UW 1d6				
Special rules: Veteran, Cavalry, Armor					
1x DRAGOONS (special)				12 pts	
Speed	4-3	Retreat	d6		
Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	1d6		
Fire	Carbine: 2UW 1d6				
Special rules: Use cover, Scout, Light, Vanguard					

1x VETERAN PIKEMEN (main)				11 pts	
Speed	2-1	Retreat	1		
Strength	2	Morale	2 (-4)		
Discipline	4+	Close combat	2d6		
Special rules: Infantry, Veteran					
1x VETERAN MUSKETEERS (rare)				12 pts	
Speed	2-1	Retreat	d3		
Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	1d6		
Fire	Musket (long range): 2UW 1d6				
Musket (short range): 1UW 2d6					
Special rules: Infantry, Veteran, Countermarch					
1x VETERAN REITERS (rare)				14 pts	
Speed	4-2	Retreat	d6		
Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	2d6		
Fire	pistol: 1UW 1d6				
Special rules: Pursuit, Veteran, Cavalry					
1x HEAVY ARTILLERY (rare)				22 pts	
Speed	0-1	Retreat	0		
Strength	0	Morale	0 (-0)		
Discipline	5+	Close combat	1d6		
Fire	Grapeshot: 3UW 2d6				
Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy					

Special rules

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermark: Gains +1d6 to fire at long range, if there is another unit with countermark in rear contact

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Balkans light cavalry 10pts, 0-2: 4 or less of your special cavalry units gain "Scout", "Light" и "Vanguard" special rules

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Enfants Perdus 10pts: Up to a third of your infantry units with muskets gain "Scout", "Light" и "Use cover" special rules

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Mutiny 5pts: 4 or less of your infantry units gain "Mutiny" special rule (+1 discipline tests, but cannot fall back)

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



EMPIRE AND CATHOLIC PRINCES

ACTIONS

Move

Activate D formations in the command radius

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Cover of Pikes

Passive player

D infantry units in formation with pikemen gain +1d6 close combat and +1 discipline tests

D

Caracole

D of your pistol cavalry units gain +1d6 fire. After resolving hits, if they are within enemy line of fire, they must retreat 1UW without increasing the combat price

D

Hold the line

Passive player

D units halve their retreat and may turn at the end of it

D

Men of Iron

D cavalry units gain Pursuit or Armor special rules

Command radius: 3UW

D is the number on the die



SPAIN

Units

1x PIKEMEN (main) 9 pts				1x VETERAN PIKEMEN (main) 11 pts			
Speed	2-1	Retreat	1	Speed	2-1	Retreat	1
Strength	2	Morale	2 (-4)	Strength	2	Morale	2 (-4)
Discipline	4+	Close combat	2d6	Discipline	4+	Close combat	2d6
Special rules: Infantry				Special rules: Infantry, Veteran			
1x TERCIO VIEJO PIKEMEN (rare) 20 pts				1x MUSKETEERS (special) 10 pts			
Speed	2-1	Retreat	1	Speed	2-1	Retreat	d3
Strength	3	Morale	3 (-6)	Strength	1	Morale	1 (-2)
Discipline	3+	Close combat	3d6	Discipline	5+	Close combat	1d6
Special rules: Infantry, Veteran, Elite				Fire Musket (long range): 2UW 1d6			
				Musket (short range): 1UW 2d6			
				Special rules: Infantry, Countermarch			
1x VETERAN MUSKETEERS (special) 12 pts				1x TERCIO VIEJO MUSKETEERS (rare) 14 pts			
Speed	2-1	Retreat	d3	Speed	2-1	Retreat	d3
Strength	1	Morale	1 (-2)	Strength	2	Morale	2 (-4)
Discipline	5+	Close combat	1d6	Discipline	4+	Close combat	1d6
Fire Musket (long range): 2UW 1d6				Fire Musket (long range): 2UW 1d6			
Musket (short range): 1UW 2d6				Musket (short range): 1UW 2d6			
Special rules: Infantry, Veteran, Countermarch				Special rules: Infantry, Veteran, Countermarch			
1x DRAGOONS AND MOUNTED ARQUEBUSIERS (special) 12 pts				1x REITERS (special) 12 pts			
Speed	4-3	Retreat	d6	Speed	4-2	Retreat	d6
Strength	1	Morale	1 (-2)	Strength	1	Morale	1 (-2)
Discipline	5+	Close combat	1d6	Discipline	5+	Close combat	2d6
Fire Carbine: 2UW 1d6				Fire Pistol: 1UW 1d6			
Special rules: Use cover, Scout, Light, Vanguard				Special rules: Pursuit, Cavalry			
1x HEAVY ARTILLERY (rare) 22 pts							
Speed	0-1	Retreat	0				
Strength	0	Morale	0 (-0)				
Discipline	5+	Close combat	1d6				
Fire Grapeshot: 3UW 2d6							
Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy							

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Elite: Every time this unit retreats, your army loses 1 morale

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Basque light cavalry 10pts: 4 or less of your special cavalry units gain "Scout", "Light" и "Vanguard" special rules

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Enfants Perdus 10pts: Up to a third of your infantry units with muskets gain "Scout", "Light" и "Use cover" special rules

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Mutiny 5pts: 4 or less of your infantry units gain "Mutiny" special rule (+1 discipline tests, but cannot fall back)

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



SPAIN

ACTIONS

Move

Activate D formations in the command radius

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Cover of Pikes

Passive player

D infantry units in formation with pikemen gain +1d6 close combat and +1 discipline tests

D

Hold the line

Passive player

D units halve their retreat and may turn at the end of it

D

Military tradition

For every 5 points of this combat markers' price, up to D of your engaged units gain +1 strength, up to +3

D

Spanish Fury

Active player

For each of up to D retreating enemy units, the enemy loses 1 morale

Command radius: 3UW

D is the number on the die



UNITED PROVINCES OF THE NETHERLANDS

Units

1x PIKEMEN (main) 9 pts				1x MUSKETEERS (special) 10 pts			
Speed	2-1	Retreat	1	Speed	2-1	Retreat	d3
Strength	2	Morale	2 (-4)	Strength	1	Morale	1 (-2)
Discipline	4+	Close combat	2d6	Discipline	5+	Close combat	1d6
Special rules: Infantry				Fire Musket (long range): 2UW 1d6 Musket (short range): 1UW 2d6 Special rules: Infantry, Countermarch			
1x VETERAN MUSKETEERS (special) 12 pts				1x REITERS (special) 12 pts			
Speed	2-1	Retreat	d3	Speed	4-2	Retreat	d6
Strength	1	Morale	1 (-2)	Strength	1	Morale	1 (-2)
Discipline	5+	Close combat	1d6	Discipline	5+	Close combat	2d6
Fire Musket (long range): 2UW 1d6 Musket (short range): 1UW 2d6 Special rules: Infantry, Veteran, Countermarch				Fire Pistol: 1UW 1d6 Special rules: Pursuit, Cavalry			
1x VETERAN REITERS (rare) 14 pts				1x CUIRASSIERS (rare) 20 pts			
Speed	4-2	Retreat	d6	Speed	3-2	Retreat	d6-1
Strength	1	Morale	1 (-2)	Strength	2	Morale	2 (-4)
Discipline	5+	Close combat	2d6	Discipline	4+	Close combat	3d6
Fire pistol: 1UW 1d6 Special rules: Pursuit, Veteran, Cavalry				Fire Pistol: 1UW 1d6 Special rules: Veteran, Cavalry, Armor			
1x HEAVY ARTILLERY (rare) 22 pts				1x DRAGOONS (special) 12 pts			
Speed	0-1	Retreat	0	Speed	4-3	Retreat	d6
Strength	0	Morale	0 (-0)	Strength	1	Morale	1 (-2)
Discipline	5+	Close combat	1d6	Discipline	5+	Close combat	1d6
Fire Grapeshot: 3UW 2d6 Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy				Fire Carbine: 2UW 1d6 Special rules: Use cover, Scout, Light, Vanguard			

Special rules

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Enfants Perdus 10pts: Up to a third of your infantry units with muskets gain "Scout", "Light" и "Use cover" special rules

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



UNITED PROVINCES OF THE NETHERLANDS

ACTIONS

Move

Activate D formations in the command radius

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Tenacity

Any one unit may reroll a discipline test

D

Cover of Pikes

Passive player

D infantry units in formation with pikemen gain +1d6 close combat and +1 discipline tests

D

Caracole

D of your pistol cavalry units gain +1d6 fire. After resolving hits, if they are within enemy line of fire, they must retreat 1UW without increasing the combat price

D

Controlled fire

D infantry units gain an advantage in fire

D

Providence

Passive player

Cancel all enemy tactics on up to D units

D

Drill

D infantry units not in close combat may make a difficult move

Command radius: 3UW

D is the number on the die



DENMARK AND PROTESTANT PRINCES

Units

1x PIKEMEN (main)				9 pts		1x VETERAN PIKEMEN (special)				11 pts					
Speed	2-1	Retreat			1	Speed	2-1	Retreat			1				
Strength	2	Morale			2 (-4)	Strength	2	Morale			2 (-4)				
Discipline	4+	Close combat			2d6	Discipline	4+	Close combat			2d6				
Special rules: Infantry						Special rules: Infantry, Veteran									
1x MUSKETEERS (special)						10 pts		1x VETERAN MUSKETEERS (special)						12 pts	
Speed	2-1	Retreat			d3	Speed	2-1	Retreat			d3				
Strength	1	Morale			1 (-2)	Strength	1	Morale			1 (-2)				
Discipline	5+	Close combat			1d6	Discipline	5+	Close combat			1d6				
Fire	Musket (long range): 2UW 1d6					Fire	Musket (long range): 2UW 1d6								
Musket (short range): 1UW 2d6						Musket (short range): 1UW 2d6									
Special rules: Infantry, Countermarch						Special rules: Infantry, Veteran, Countermarch									
1x REITERS (special)						12 pts		1x VETERAN REITERS (rare)						14 pts	
Speed	4-2	Retreat			d6	Speed	4-2	Retreat			d6				
Strength	1	Morale			1 (-2)	Strength	1	Morale			1 (-2)				
Discipline	5+	Close combat			2d6	Discipline	5+	Close combat			2d6				
Fire	Pistol: 1UW 1d6					Fire	pistol: 1UW 1d6								
Special rules: Pursuit, Cavalry						Special rules: Pursuit, Veteran, Cavalry									
1x CUIRASSIERS (rare)						20 pts		1x HEAVY ARTILLERY (rare)						22 pts	
Speed	3-2	Retreat			d6-1	Speed	0-1	Retreat			0				
Strength	2	Morale			2 (-4)	Strength	0	Morale			0 (-0)				
Discipline	4+	Close combat			3d6	Discipline	5+	Close combat			1d6				
Fire	Pistol: 1UW 1d6					Fire	Grapeshot: 3UW 2d6								
Special rules: Veteran, Cavalry, Armor						Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy									
1x DRAGOONS (special)						12 pts									
Speed	4-3	Retreat			d6										
Strength	1	Morale			1 (-2)										
Discipline	5+	Close combat			1d6										
Fire	Carbine: 2UW 1d6														
Special rules: Use cover, Scout, Light, Vanguard															

Special rules

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermark: Gains +1d6 to fire at long range, if there is another unit with countermark in rear contact

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Enfants Perdus 10pts: Up to a third of your infantry units with muskets gain "Scout", "Light" и "Use cover" special rules

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Mutiny 5pts: 4 or less of your infantry units gain "Mutiny" special rule (+1 discipline tests, but cannot fall back)

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



DENMARK AND PROTESTANT PRINCES

ACTIONS

Move

Activate D formations in the command radius

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Cover of Pikes

Passive player

D infantry units in formation with pikemen gain +1d6 close combat and +1 discipline tests

D

Caracole

D of your pistol cavalry units gain +1d6 fire. After resolving hits, if they are within enemy line of fire, they must retreat 1UW without increasing the combat price

D

Providence

Passive player

Cancel all enemy tactics on up to D units

D

Drill

D infantry units not in close combat may make a difficult move

Command radius: 3UW

D is the number on the die



SWEDEN

Units

1x PIKEMEN (main) 9 pts				1x MUSKETEERS (special) 10 pts			
Speed	2-1	Retreat	1	Speed	2-1	Retreat	d3
Strength	2	Morale	2 (-4)	Strength	1	Morale	1 (-2)
Discipline	4+	Close combat	2d6	Discipline	5+	Close combat	1d6
Special rules: Infantry				Fire Musket (long range): 2UW 1d6 Musket (short range): 1UW 2d6			
				Special rules: Infantry, Countermarch			
1x VETERAN MUSKETEERS (special) 12 pts				1x REITERS (special) 12 pts			
Speed	2-1	Retreat	d3	Speed	4-2	Retreat	d6
Strength	1	Morale	1 (-2)	Strength	1	Morale	1 (-2)
Discipline	5+	Close combat	1d6	Discipline	5+	Close combat	2d6
Fire Musket (long range): 2UW 1d6 Musket (short range): 1UW 2d6				Fire Pistol: 1UW 1d6			
Special rules: Infantry, Veteran, Countermarch				Special rules: Pursuit, Cavalry			
1x VETERAN REITERS (rare) 14 pts				1x HEAVY ARTILLERY (rare) 22 pts			
Speed	4-2	Retreat	d6	Speed	0-1	Retreat	0
Strength	1	Morale	1 (-2)	Strength	0	Morale	0 (-0)
Discipline	5+	Close combat	2d6	Discipline	5+	Close combat	1d6
Fire pistol: 1UW 1d6				Fire Grapeshot: 3UW 2d6			
Special rules: Pursuit, Veteran, Cavalry				Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy			
1x REGIMENTAL ARTILLERY (rare) 15 pts				1x DRAGOONS (special) 12 pts			
Speed	0-2	Retreat	0	Speed	4-3	Retreat	d6
Strength	0	Morale	0 (-0)	Strength	1	Morale	1 (-2)
Discipline	5+	Close combat	1d6	Discipline	5+	Close combat	1d6
Fire Grapeshot: 3UW 2d6				Fire Carbine: 2UW 1d6			
Special rules: Bombardment 5UW - 1d6, No retreat, Artillery, Regimental gun				Special rules: Use cover, Scout, Light, Vanguard			

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 5UW - 1d6: Regimental artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Regimental gun: The unit can use Cover of Pikes tactic as if it was infantry

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Enfants Perdus 10pts: Up to a third of your infantry units with muskets gain "Scout", "Light" и "Use cover" special rules

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Finnish light cavalry 10pts, 0-2: 4 or less of your special cavalry units gain "Scout", "Light" и "Vanguard" special rules

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



SWEDEN

ACTIONS

Move

Activate D formations in the command radius

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Tenacity

Any one unit may reroll a discipline test

D

Cover of Pikes

Passive player

D infantry units in formation with pikemen gain +1d6 close combat and +1 discipline tests

D

Caracole

D of your pistol cavalry units gain +1d6 fire. After resolving hits, if they are within enemy line of fire, they must retreat 1UW without increasing the combat price

D

Controlled fire

D infantry units gain an advantage in fire

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

D

Drill

D infantry units not in close combat may make a difficult move

Command radius: 3UW

D is the number on the die



ENGLAND: PARLIAMENTARIANS AND AFTER THE CIVIL WAR

Units

1x PIKEMEN (main)				9 pts	1x VETERAN PIKEMEN (special)				11 pts
Speed	2-1	Retreat	1		Speed	2-1	Retreat	1	
Strength	2	Morale	2 (-4)		Strength	2	Morale	2 (-4)	
Discipline	4+	Close combat	2d6		Discipline	4+	Close combat	2d6	
Special rules: Infantry					Special rules: Infantry, Veteran				
1x MUSKETEERS (special)				10 pts	1x VETERAN MUSKETEERS (special)				12 pts
Speed	2-1	Retreat	d3		Speed	2-1	Retreat	d3	
Strength	1	Morale	1 (-2)		Strength	1	Morale	1 (-2)	
Discipline	5+	Close combat	1d6		Discipline	5+	Close combat	1d6	
Fire	Musket (long range): 2UW 1d6				Fire	Musket (long range): 2UW 1d6			
Musket (short range): 1UW 2d6					Musket (short range): 1UW 2d6				
Special rules: Infantry, Countermarch					Special rules: Infantry, Veteran, Countermarch				
1x REITERS (special)				12 pts	1x VETERAN REITERS (rare)				14 pts
Speed	4-2	Retreat	d6		Speed	4-2	Retreat	d6	
Strength	1	Morale	1 (-2)		Strength	1	Morale	1 (-2)	
Discipline	5+	Close combat	2d6		Discipline	5+	Close combat	2d6	
Fire	Pistol: 1UW 1d6				Fire	pistol: 1UW 1d6			
Special rules: Pursuit, Cavalry					Special rules: Pursuit, Veteran, Cavalry				
1x CUIRASSIERS (rare)				20 pts	1x HEAVY ARTILLERY (rare)				22 pts
Speed	3-2	Retreat	d6-1		Speed	0-1	Retreat	0	
Strength	2	Morale	2 (-4)		Strength	0	Morale	0 (-0)	
Discipline	4+	Close combat	3d6		Discipline	5+	Close combat	1d6	
Fire	Pistol: 1UW 1d6				Fire	Grapeshot: 3UW 2d6			
Special rules: Veteran, Cavalry, Armor					Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy				
1x DRAGOONS (special)				12 pts					
Speed	4-3	Retreat	d6						
Strength	1	Morale	1 (-2)						
Discipline	5+	Close combat	1d6						
Fire	Carbine: 2UW 1d6								
Special rules: Use cover, Scout, Light, Vanguard									

Special rules

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Enfants Perdus 10pts: Up to a third of your infantry units with muskets gain "Scout", "Light" и "Use cover" special rules

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



ENGLAND: PARLIAMENTARIANS AND AFTER

THE CIVIL WAR

ACTIONS

Move

Activate D formations in the command radius

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Tenacity

Any one unit may reroll a discipline test

D

Cover of Pikes

Passive player

D infantry units in formation with pikemen gain +1d6 close combat and +1 discipline tests

D

Caracole

D of your pistol cavalry units gain +1d6 fire. After resolving hits, if they are within enemy line of fire, they must retreat 1UW without increasing the combat price

D

Controlled fire

D infantry units gain an advantage in fire

D

Providence

Passive player

Cancel all enemy tactics on up to D units

D

Men of Iron

D cavalry units gain Pursuit or Armor special rules

Command radius: 3UW

D is the number on the die



ENGLAND: ROYALISTS AND BEFORE THE CIVIL WAR

Units

1x PIKEMEN (main) 9 pts				1x MUSKETEERS (special) 10 pts			
Speed	2-1	Retreat	1	Speed	2-1	Retreat	d3
Strength	2	Morale	2 (-4)	Strength	1	Morale	1 (-2)
Discipline	4+	Close combat	2d6	Discipline	5+	Close combat	1d6
Special rules: Infantry				Fire Musket (long range): 2UW 1d6 Musket (short range): 1UW 2d6			
				Special rules: Infantry, Countermarch			
1x REITERS (special) 12 pts				1x VETERAN REITERS (rare) 14 pts			
Speed	4-2	Retreat	d6	Speed	4-2	Retreat	d6
Strength	1	Morale	1 (-2)	Strength	1	Morale	1 (-2)
Discipline	5+	Close combat	2d6	Discipline	5+	Close combat	2d6
Fire Pistol: 1UW 1d6				Fire pistol: 1UW 1d6			
Special rules: Pursuit, Cavalry				Special rules: Pursuit, Veteran, Cavalry			
1x GUARD REITERS (rare) 15 pts				1x HEAVY ARTILLERY (rare) 22 pts			
Speed	4-2	Retreat	d6	Speed	0-1	Retreat	0
Strength	2	Morale	2 (-4)	Strength	0	Morale	0 (-0)
Discipline	4+	Close combat	2d6	Discipline	5+	Close combat	1d6
Fire Pistol: 1UW 1d6				Fire Grapeshot: 3UW 2d6			
Special rules: Pursuit, Cavalry				Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy			
1x DRAGOONS (special) 12 pts				1x HIGHLANDERS (special) 6 pts			
Speed	4-3	Retreat	d6	Speed	2-1	Retreat	d3
Strength	1	Morale	1 (-2)	Strength	1	Morale	1 (-2)
Discipline	5+	Close combat	1d6	Discipline	6+	Close combat	2d6
Fire Carbine: 2UW 1d6				Special rules: Infantry, Untrained			
Special rules: Use cover, Scout, Light, Vanguard							

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Enfants Perdus 10pts: Up to a third of your infantry units with muskets gain "Scout", "Light" и "Use cover" special rules

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Mutiny 5pts: 4 or less of your infantry units gain "Mutiny" special rule (+1 discipline tests, but cannot fall back)

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



ENGLAND: ROYALISTS AND BEFORE THE CIVIL WAR

ACTIONS

Move

Activate D formations in the command radius

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Cover of Pikes

Passive player

D infantry units in formation with pikemen gain +1d6 close combat and +1 discipline tests

D

Caracole

D of your pistol cavalry units gain +1d6 fire. After resolving hits, if they are within enemy line of fire, they must retreat 1UW without increasing the combat price

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

D

Mounted skill

D cavalry units in close combat with a formation of 1 unit gain +2d6 close combat

Command radius: 3UW

D is the number on the die



POLISH-LITHUANIAN COMMONWEALTH

Units

1x PANCERNY (main)				13 pts		1x HAJDUKS (special)				7 pts					
Speed		4-2	Retreat		d6	Speed		2-1	Retreat		d3				
Strength		1	Morale		1 (-2)	Strength		1	Morale		1 (-2)				
Discipline		6+	Close combat		2d6	Discipline		6+	Close combat		1d6				
Fire		Assorted shooting weapons: 1UW 1d6						Fire		Musket (long range): 2UW 1d6					
Special rules: Pursuit, Cavalry, Irregular						Musket (short range): 1UW 2d6									
						Special rules: Infantry, Untrained, Garrison Troops									
1x GERMAN MERCENARY MUSKETEERS (rare)						10 pts		1x GERMAN MERCENARY PIKEMEN (rare)						10 pts	
Speed		2-1	Retreat		d3	Speed		2-1	Retreat		1				
Strength		1	Morale		0 (-0)	Strength		2	Morale		1 (-2)				
Discipline		5+	Close combat		1d6	Discipline		4+	Close combat		2d6				
Fire		Musket (long range): 2UW 1d6						Special rules: Infantry, Untrained, Cover of pikes							
Musket (short range): 1UW 2d6															
						Special rules: Infantry, Countermarch, Untrained									
1x TARTAR AND COSSACK CAVALRY (special)						12 pts		1x MOUNTED LEVY (special)						9 pts	
Speed		4-4	Retreat		d6+1	Speed		4-3	Retreat		d6+1				
Strength		1	Morale		1 (-2)	Strength		1	Morale		1 (-2)				
Discipline		6+	Close combat		1d6	Discipline		6+	Close combat		1d6				
Fire		Bow: 1UW 1d6						Fire		Assorted shooting weapons: 1UW 1d6					
Special rules: Cavalry, Light, Untrained, Irregular, Vanguard, Agile, Pursuit						Special rules: Cavalry, Irregular, Pursuit, Untrained									
1x WINGED HUSSARS (rare)						23 pts		1x HEAVY ARTILLERY (rare)						22 pts	
Speed		4-2	Retreat		d6	Speed		0-1	Retreat		0				
Strength		2	Morale		2 (-4)	Strength		0	Morale		0 (-0)				
Discipline		5+	Close combat		3d6	Discipline		5+	Close combat		1d6				
Special rules: Veteran, Cavalry, Armor, Pursuit						Fire		Grapeshot: 3UW 2d6							
						Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy									
1x DRAGOONS (special)						12 pts									
Speed		4-3	Retreat		d6										
Strength		1	Morale		1 (-2)										
Discipline		5+	Close combat		1d6										
Fire		Carbine: 2UW 1d6													
Special rules: Use cover, Scout, Light, Vanguard															

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Cover of pikes: Mercenary musketeers in formation with this unit gain +1d6 to close combat in passive turn

Garrison Troops: While it is in a village, this unit has +1d6 close combat and an additional +1 to its discipline tests

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reiters 5pts: 4 or less of your Pancerny units lose their "Irregular" special rule and gain discipline 5+

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



POLISH-LITHUANIAN COMMONWEALTH

ACTIONS

Move

Activate D formations in the command radius

Raid

Activate all irregular cavalry units within the command radius. Their simple speed is increased to D for this activation, if it is smaller

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Mounted counterattack

Passive player

D cavalry units not in close combat may make a simple move no longer than 2UW

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

D

Feigned Flight

D engaged cavalry units make a simple move and can not move closer to any engaged enemy unit. Reduce combat price for 1 for each unit that ends the move not in combat, to the minimum of 1

D

Personal skill

D units in close combat with a formation of 1 unit gain +2d6 close combat

D

Chase

D units in the flank or rear of the enemy gain +1d6 close combat, and +1d6 more if their simple speed is higher

Command radius: 3UW

D is the number on the die



OTTOMAN EMPIRE

Units

1x JANISSARY (main)				16 pts				1x PROVINCIAL INFANTRY (special)				7 pts					
Speed		2-1	Retreat		d3				Speed		2-1	Retreat		d3			
Strength		2	Morale		2 (-4)				Strength		1	Morale		1 (-2)			
Discipline		4+	Close combat		2d6				Discipline		6+	Close combat		1d6			
Fire		Musket (long range): 2UW 1d6								Fire		Musket (long range): 2UW 1d6					
		Musket (short range): 1UW 2d6										Musket (short range): 1UW 2d6					
Special rules: Infantry, Veteran								Special rules: Infantry, Untrained, Garrison Troops									
1x SIPAHI (special)				10 pts				1x TARTAR AND LIGHT CAVALRY (special)				12 pts					
Speed		4-3	Retreat		d6+1				Speed		4-4	Retreat		d6+1			
Strength		1	Morale		1 (-2)				Strength		1	Morale		1 (-2)			
Discipline		6+	Close combat		1d6				Discipline		6+	Close combat		1d6			
Fire		Assorted shooting weapons: 1UW 1d6								Fire		Bow: 1UW 1d6					
Special rules: Cavalry, Irregular, Pursuit								Special rules: Cavalry, Light, Untrained, Irregular, Vanguard, Agile, Pursuit									
1x KAPIKULU CAVALRY (rare)				18 pts				1x HEAVY ARTILLERY (rare)				22 pts					
Speed		4-2	Retreat		d6				Speed		0-1	Retreat		0			
Strength		2	Morale		2 (-4)				Strength		0	Morale		0 (-0)			
Discipline		4+	Close combat		2d6				Discipline		5+	Close combat		1d6			
Fire		Pistol: 1UW 1d6								Fire		Grapeshot: 3UW 2d6					
Special rules: Pursuit, Veteran, Cavalry								Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy									

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Garrison Troops: While it is in a village, this unit has +1d6 close combat and an additional +1 to its discipline tests

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Untrained: Cannot gain effects of tactics

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Deli 10pts: 4 or less of your Sipahi units set their Close Combat to 2d6 , but lose fire capabilities

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Seimeni 15pts: 4 or less of your Sipahi units gain +1UW fire range

Sekban 10pts: Up to a third of your provincial infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



OTTOMAN EMPIRE

ACTIONS

Move

Activate D formations in the command radius

Raid

Activate all irregular cavalry units within the command radius. Their simple speed is increased to D for this activation, if it is smaller

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

D

Feigned Flight

D engaged cavalry units make a simple move and can not move closer to any engaged enemy unit. Reduce combat price for 1 for each unit that ends the move not in combat, to the minimum of 1

D

Personal skill

D units in close combat with a formation of 1 unit gain +2d6 close combat

D

Chase

D units in the flank or rear of the enemy gain +1d6 close combat, and +1d6 more if their simple speed is higher

Command radius: 3UW

D is the number on the die



RUSSIAN TSARDOM

Units

1x STRELTSY (main)				8 pts		1x PIKEMEN (special)				9 pts	
Speed	2-1	Retreat	d3			Speed	2-1	Retreat	1		
Strength	1	Morale	1 (-2)			Strength	2	Morale	2 (-4)		
Discipline	6+	Close combat	1d6			Discipline	4+	Close combat	2d6		
Fire			Musket (long range): 2UW 1d6			Special rules: Infantry					
					Musket (short range): 1UW 2d6						
Special rules: Infantry, Garrison Troops											
1x GERMAN MERCENARY MUSKETEERS (rare)				10 pts		1x GERMAN MERCENARY PIKEMEN (rare)				10 pts	
Speed	2-1	Retreat	d3			Speed	2-1	Retreat	1		
Strength	1	Morale	0 (-0)			Strength	2	Morale	1 (-2)		
Discipline	5+	Close combat	1d6			Discipline	4+	Close combat	2d6		
Fire			Musket (long range): 2UW 1d6			Special rules: Infantry, Untrained, Cover of pikes					
					Musket (short range): 1UW 2d6						
Special rules: Infantry, Countermarch, Untrained											
1x DRAGOONS AND COSSACKS (special)				12 pts		1x TARTAR CAVALRY (rare)				12 pts	
Speed	4-3	Retreat	d6			Speed	4-4	Retreat	d6+1		
Strength	1	Morale	1 (-2)			Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	1d6			Discipline	6+	Close combat	1d6		
Fire			Carbine: 2UW 1d6			Fire			Bow: 1UW 1d6		
Special rules: Use cover, Scout, Light, Vanguard						Special rules: Cavalry, Light, Untrained, Irregular, Vanguard, Agile, Pursuit					
1x SOLDIER MUSKETEERS (special)				10 pts		1x FEUDAL CAVALRY (special)				10 pts	
Speed	2-1	Retreat	d3			Speed	4-3	Retreat	d6+1		
Strength	1	Morale	1 (-2)			Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	1d6			Discipline	6+	Close combat	1d6		
Fire			Musket (long range): 2UW 1d6			Fire			Assorted shooting weapons: 1UW 1d6		
					Musket (short range): 1UW 2d6						
Special rules: Infantry, Countermarch					Special rules: Cavalry, Irregular, Pursuit						
1x REITER CAVALRY (rare)				15 pts		1x HEAVY ARTILLERY (rare)				22 pts	
Speed	4-2	Retreat	d6			Speed	0-1	Retreat	0		
Strength	2	Morale	2 (-4)			Strength	0	Morale	0 (-0)		
Discipline	4+	Close combat	2d6			Discipline	5+	Close combat	1d6		
Fire			Pistol: 1UW 1d6			Fire			Grapeshot: 3UW 2d6		
Special rules: Pursuit, Cavalry						Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy					

1x FORTIFIED WAGONS (special)		5 pts	
Speed	2-1	Retreat	0
Strength	0	Morale	0 (-0)
Discipline	4+	Close combat	0d6
Special rules: No retreat, Armor, Does not block LoF, Untrained, Immobile			

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Cover of pikes: Mercenary musketeers in formation with this unit gain +1d6 to close combat in passive turn

Does not block LoF: Does not block LoF and increases infantry units in rear contact fire range by the depth of its base.

Garrison Troops: While it is in a village, this unit has +1d6 close combat and an additional +1 to its discipline tests

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Lancers 10pts: 4 or less of your Reiter Cavalry units set their Close Combat to 3d6, but lose fire capabilities

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.

Volunteer Army 5pts: Streltsy become special unit, Feudal Cavalry become main unit



RUSSIAN TSARDOM

ACTIONS

Move

Activate D formations in the command radius

Raid

Activate all irregular cavalry units within the command radius. Their simple speed is increased to D for this activation, if it is smaller

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Caracole

D of your pistol cavalry units gain +1d6 fire. After resolving hits, if they are within enemy line of fire, they must retreat 1UW without increasing the combat price

D

Hold the line

Passive player

D units halve their retreat and may turn at the end of it

D

Feigned Flight

D engaged cavalry units make a simple move and can not move closer to any engaged enemy unit. Reduce combat price for 1 for each unit that ends the move not in combat, to the minimum of 1

D

Chase

D units in the flank or rear of the enemy gain +1d6 close combat, and +1d6 more if their simple speed is higher

Command radius: 3UW

D is the number on the die



ZAPOROZHIAN HOST AND COSSACK REBELLIONS

Units

1x COSSACK INFANTRY (main)				8 pts		1x REGISTERED COSSACKS (rare)				12 pts		
Speed	2-1	Retreat	d3			Speed	2-1	Retreat	d3			
Strength	1	Morale	1 (-2)			Strength	1	Morale	1 (-2)			
Discipline	6+	Close combat	1d6			Discipline	5+	Close combat	1d6			
Fire			Musket (long range): 2UW 1d6			Fire			Musket (long range): 2UW 1d6			
											Musket (short range): 1UW 2d6	
Special rules: Infantry, Irregular						Special rules: Infantry, Veteran, Countermarch						
1x GERMAN MERCENARY MUSKETEERS (rare)				10 pts		1x GERMAN MERCENARY PIKEMEN (rare)				10 pts		
Speed	2-1	Retreat	d3			Speed	2-1	Retreat	1			
Strength	1	Morale	0 (-0)			Strength	2	Morale	1 (-2)			
Discipline	5+	Close combat	1d6			Discipline	4+	Close combat	2d6			
Fire			Musket (long range): 2UW 1d6			Special rules: Infantry, Untrained, Cover of pikes						
					Musket (short range): 1UW 2d6							
Special rules: Infantry, Countermarch, Untrained												
1x COSSACK NOBILITY (rare)				13 pts		1x REGIMENTAL ARTILLERY (rare)				15 pts		
Speed	4-2	Retreat	d6			Speed	0-2	Retreat	0			
Strength	1	Morale	1 (-2)			Strength	0	Morale	0 (-0)			
Discipline	6+	Close combat	2d6			Discipline	5+	Close combat	1d6			
Fire			Assorted shooting weapons: 1UW 1d6			Fire			Grapeshot: 3UW 2d6			
Special rules: Pursuit, Cavalry, Irregular						Special rules: Bombardment 5UW - 1d6, No retreat, Artillery, Regimental gun						
1x TARTAR AND LIGHT CAVALRY (special)				12 pts		1x FORTIFIED WAGONS (special)				5 pts		
Speed	4-4	Retreat	d6+1			Speed	2-1	Retreat	0			
Strength	1	Morale	1 (-2)			Strength	0	Morale	0 (-0)			
Discipline	6+	Close combat	1d6			Discipline	4+	Close combat	0d6			
Fire			Bow: 1UW 1d6			Special rules: No retreat, Armor, Does not block LoF, Untrained, Immobile						
Special rules: Cavalry, Light, Untrained, Irregular, Vanguard, Agile, Pursuit												

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 5UW - 1d6: Regimental artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Countermarch: Gains +1d6 to fire at long range, if there is another unit with countermarch in rear contact

Cover of pikes: Mercenary musketeers in formation with this unit gain +1d6 to close combat in passive turn

Does not block LoF: Does not block LoF and increases infantry units in rear contact fire range by the depth of its base.

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Regimental gun: The unit can use Cover of Pikes tactic as if it was infantry

Untrained: Cannot gain effects of tactics

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



ZAPORIZHIAN COSSACKS

ACTIONS

Move

Activate D formations in the command radius

Inroad

Activate all irregular units within D UW from the commander

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+3 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Military duty

D of your engaged units gain +1 strength for each type of your engaged: untrained, irregular, veteran.

D

Treaty

Passive player

D of your units and all enemy units in close combat with them can not fight in close combat or fire

D

Feigned Flight

D engaged cavalry units make a simple move and can not move closer to any engaged enemy unit. Reduce combat price for 1 for each unit that ends the move not in combat, to the minimum of 1

D

Personal skill

D units in close combat with a formation of 1 unit gain +2d6 close combat

Command radius: 2UW

D is the number on the die

Age of Reason

1685-1788



FRANCE

Use this list to represent the Spanish and Bavarian (allied) army.

Units

1x LINE INFANTRY (main)				15 pts	1x VETERAN LINE INFANTRY (rare)				17 pts
Speed	2-1	Retreat	d3		Speed	2-1	Retreat	d3	
Strength	1	Morale	2 (-4)		Strength	1	Morale	2 (-4)	
Discipline	4+	Close combat	2d6		Discipline	4+	Close combat	2d6	
Fire				Musket: 2UW 2d6	Fire				Musket: 2UW 2d6
Special rules: Infantry					Special rules: Infantry, Veteran				
1x CAVALRY (special)				12 pts	1x GUARD CAVALRY (rare)				16 pts
Speed	4-2	Retreat	d6		Speed	4-2	Retreat	d6	
Strength	1	Morale	1 (-2)		Strength	2	Morale	2 (-4)	
Discipline	5+	Close combat	2d6		Discipline	4+	Close combat	2d6	
Fire				Pistol: 1UW 1d6	Fire				Pistol: 1UW 1d6
Special rules: Cavalry, Pursuit					Special rules: Cavalry, Pursuit, Veteran				
1x FIELD ARTILLERY (rare)				15 pts	1x HEAVY ARTILLERY (rare)				20 pts
Speed	0-2	Retreat	0		Speed	0-1	Retreat	0	
Strength	0	Morale	0 (-0)		Strength	0	Morale	0 (-0)	
Discipline	4+	Close combat	1d6		Discipline	4+	Close combat	1d6	
Fire				Grapeshot: 3UW 2d6	Fire				Grapeshot: 3UW 2d6
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy				
1x DRAGOONS (special)				16 pts					
Speed	4-3	Retreat	d6						
Strength	1	Morale	1 (-2)						
Discipline	5+	Close combat	1d6						
Fire				Carbine (long range): 2UW 1d6					
				Carbine (short range): 1UW 2d6					
Special rules: Scout, Use cover, Light, Vanguard									

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn.

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Hussars 8pts: 4 or less of your cavalry units lose their fire capabilities and gain "Light", "Agile" and "Vanguard" special rules

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Pike companies 0pts: Any number of your infantry units gain advantage in close combat and disadvantage in fire

Regimental artillery 6pts, 0-4: One of your infantry units gains an advantage in fire

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Scouts 10pts, 0-2: Three or less of your veteran infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



FRANCE

ACTIONS

Move

Activate D formations in the command radius

Move in columns

One formation makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Counterattack

Passive player

D units not in close combat may make a simple move at half speed

D

Reserve fire

Passive player

D infantry units within 1UW from the enemy add 1d6 to their fire

D

Vive le Roi

Active player

D infantry units add 1d6 to their close combat against infantry, and an advantage against units within an emplacement or a village

Command radius: 3UW

D is the number on the die



GREAT BRITAIN

Use this list to represent the German allies of Britain in the first half of the 18th century.

Units

1x LINE INFANTRY (main)				15 pts		1x VETERAN LINE INFANTRY (rare)				17 pts	
Speed	2-1	Retreat	d3			Speed	2-1	Retreat	d3		
Strength	1	Morale	2 (-4)			Strength	1	Morale	2 (-4)		
Discipline	4+	Close combat	2d6			Discipline	4+	Close combat	2d6		
Fire					Musket: 2UW 2d6	Fire					Musket: 2UW 2d6
Special rules: Infantry						Special rules: Infantry, Veteran					
1x FOOT GUARD (rare)				20 pts		1x CAVALRY (special)				12 pts	
Speed	2-1	Retreat	d3			Speed	4-2	Retreat	d6		
Strength	2	Morale	3 (-6)			Strength	1	Morale	1 (-2)		
Discipline	3+	Close combat	2d6			Discipline	5+	Close combat	2d6		
Fire					Musket: 2UW 2d6	Fire					Pistol: 1UW 1d6
Special rules: Infantry, Veteran, Elite						Special rules: Cavalry, Pursuit					
1x VETERAN CAVALRY (rare)				14 pts		1x FIELD ARTILLERY (rare)				15 pts	
Speed	4-2	Retreat	d6			Speed	0-2	Retreat	0		
Strength	1	Morale	1 (-2)			Strength	0	Morale	0 (-0)		
Discipline	5+	Close combat	2d6			Discipline	4+	Close combat	1d6		
Fire					Pistol: 1UW 1d6	Fire					Grapeshot: 3UW 2d6
Special rules: Cavalry, Pursuit, Veteran						Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					
1x HEAVY ARTILLERY (rare)				20 pts		1x DRAGOONS (special)				16 pts	
Speed	0-1	Retreat	0			Speed	4-3	Retreat	d6		
Strength	0	Morale	0 (-0)			Strength	1	Morale	1 (-2)		
Discipline	4+	Close combat	1d6			Discipline	5+	Close combat	1d6		
Fire					Grapeshot: 3UW 2d6	Fire					Carbine (long range): 2UW 1d6
Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy						Carbine (short range): 1UW 2d6					
						Special rules: Scout, Use cover, Light, Vanguard					

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Elite: Every time this unit retreats, your army loses 1 morale

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn.

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Regimental artillery 6pts, 0-4: One of your infantry units gains an advantage in fire

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Scouts 10pts, 0-2: Three or less of your veteran infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



GREAT BRITAIN

ACTIONS

Move

Activate D formations in the command radius

Move in columns

One formation makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Mounted counterattack

Passive player

D cavalry units not in close combat may make a simple move no longer than 2UW

D

Controlled fire

D infantry units gain an advantage in fire

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

Command radius: 3UW

D is the number on the die



AUSTRIA AND HOLY ROMAN EMPIRE

Units

1x LINE INFANTRY (main)				15 pts	1x VETERAN LINE INFANTRY (rare)				17 pts
Speed	2-1	Retreat	d3		Speed	2-1	Retreat	d3	
Strength	1	Morale	2 (-4)		Strength	1	Morale	2 (-4)	
Discipline	4+	Close combat	2d6		Discipline	4+	Close combat	2d6	
Fire				Musket: 2UW 2d6	Fire				Musket: 2UW 2d6
Special rules: Infantry					Special rules: Infantry, Veteran				
1x CAVALRY (special)				12 pts	1x VETERAN CAVALRY (rare)				14 pts
Speed	4-2	Retreat	d6		Speed	4-2	Retreat	d6	
Strength	1	Morale	1 (-2)		Strength	1	Morale	1 (-2)	
Discipline	5+	Close combat	2d6		Discipline	5+	Close combat	2d6	
Fire				Pistol: 1UW 1d6	Fire				Pistol: 1UW 1d6
Special rules: Cavalry, Pursuit					Special rules: Cavalry, Pursuit, Veteran				
1x FIELD ARTILLERY (rare)				15 pts	1x HEAVY ARTILLERY (rare)				20 pts
Speed	0-2	Retreat	0		Speed	0-1	Retreat	0	
Strength	0	Morale	0 (-0)		Strength	0	Morale	0 (-0)	
Discipline	4+	Close combat	1d6		Discipline	4+	Close combat	1d6	
Fire				Grapeshot: 3UW 2d6	Fire				Grapeshot: 3UW 2d6
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy				
1x DRAGOONS (special)				16 pts					
Speed	4-3	Retreat	d6						
Strength	1	Morale	1 (-2)						
Discipline	5+	Close combat	1d6						
Fire				Carbine (long range): 2UW 1d6					
				Carbine (short range): 1UW 2d6					
Special rules: Scout, Use cover, Light, Vanguard									

Special rules

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn.

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Hussars 8pts: 4 or less of your cavalry units lose their fire capabilities and gain "Light", "Agile" and "Vanguard" special rules

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Pike companies 0pts: Any number of your infantry units gain advantage in close combat and disadvantage in fire

Regimental artillery 6pts, 0-4: One of your infantry units gains an advantage in fire

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Scouts 10pts, 0-2: Three or less of your veteran infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



AUSTRIA AND HOLY ROMAN EMPIRE

ACTIONS

Move

Activate D formations in the command radius

Move in columns

One formation makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Mounted counterattack

Passive player

D cavalry units not in close combat may make a simple move no longer than 2UW

D

Hold the line

Passive player

D units halve their retreat and may turn at the end of it

D

Men of Iron

D cavalry units gain Armor special rule

Command radius: 3UW

D is the number on the die



PRUSSIA

Units

1x LINE INFANTRY (main)				15 pts		1x VETERAN LINE INFANTRY (rare)				17 pts	
Speed	2-1	Retreat			d3	Speed	2-1	Retreat			d3
Strength	1	Morale			2 (-4)	Strength	1	Morale			2 (-4)
Discipline	4+	Close combat			2d6	Discipline	4+	Close combat			2d6
Fire					Musket: 2UW 2d6	Fire					Musket: 2UW 2d6
Special rules: Infantry						Special rules: Infantry, Veteran					
1x CAVALRY (special)				12 pts		1x VETERAN CAVALRY (rare)				14 pts	
Speed	4-2	Retreat			d6	Speed	4-2	Retreat			d6
Strength	1	Morale			1 (-2)	Strength	1	Morale			1 (-2)
Discipline	5+	Close combat			2d6	Discipline	5+	Close combat			2d6
Fire					Pistol: 1UW 1d6	Fire					Pistol: 1UW 1d6
Special rules: Cavalry, Pursuit						Special rules: Cavalry, Pursuit, Veteran					
1x FIELD ARTILLERY (rare)				15 pts		1x HEAVY ARTILLERY (rare)				20 pts	
Speed	0-2	Retreat			0	Speed	0-1	Retreat			0
Strength	0	Morale			0 (-0)	Strength	0	Morale			0 (-0)
Discipline	4+	Close combat			1d6	Discipline	4+	Close combat			1d6
Fire					Grapeshot: 3UW 2d6	Fire					Grapeshot: 3UW 2d6
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile						Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy					
1x DRAGOONS (special)				16 pts							
Speed	4-3	Retreat			d6						
Strength	1	Morale			1 (-2)						
Discipline	5+	Close combat			1d6						
Fire					Carbine (long range): 2UW 1d6						
					Carbine (short range): 1UW 2d6						
Special rules: Scout, Use cover, Light, Vanguard											

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn.

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Hussars 8pts: 4 or less of your cavalry units lose their fire capabilities and gain "Light", "Agile" and "Vanguard" special rules

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Regimental artillery 6pts, 0-4: One of your infantry units gains an advantage in fire

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Scouts 10pts, 0-2: Three or less of your veteran infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



PRUSSIA

ACTIONS

Move

Activate D formations in the command radius

Oblique march

D infantry units in command radius make a difficult move with +1 speed

Move in columns

One formation makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Tenacity

Any one unit may reroll a discipline test

D

Mounted counterattack

Passive player

D cavalry units not in close combat may make a simple move no longer than 2UW

D

Controlled fire

D infantry units gain an advantage in fire

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

D

Drill

D infantry units not in close combat may make a difficult move

Command radius: 3UW

D is the number on the die



RUSSIAN EMPIRE

Units

1x LINE INFANTRY (main)				15 pts	1x CONSCRIPTS (special)				12 pts
Speed	2-1	Retreat		d3	Speed	2-1	Retreat		d3
Strength	1	Morale		2 (-4)	Strength	1	Morale		2 (-4)
Discipline	4+	Close combat		2d6	Discipline	5+	Close combat		2d6
Fire				Musket: 2UW 2d6	Fire				Musket: 2UW 2d6
Special rules: Infantry					Special rules: Infantry, Untrained				
1x FOOT GUARD (rare)				20 pts	1x CAVALRY (special)				12 pts
Speed	2-1	Retreat		d3	Speed	4-2	Retreat		d6
Strength	2	Morale		3 (-6)	Strength	1	Morale		1 (-2)
Discipline	3+	Close combat		2d6	Discipline	5+	Close combat		2d6
Fire				Musket: 2UW 2d6	Fire				Pistol: 1UW 1d6
Special rules: Infantry, Veteran, Elite					Special rules: Cavalry, Pursuit				
1x FIELD ARTILLERY (rare)				15 pts	1x HEAVY ARTILLERY (rare)				20 pts
Speed	0-2	Retreat		0	Speed	0-1	Retreat		0
Strength	0	Morale		0 (-0)	Strength	0	Morale		0 (-0)
Discipline	4+	Close combat		1d6	Discipline	4+	Close combat		1d6
Fire				Grapeshot: 3UW 2d6	Fire				Grapeshot: 3UW 2d6
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy				
1x DRAGOONS (special)				16 pts	1x COSSACKS (special)				10 pts
Speed	4-3	Retreat		d6	Speed	4-3	Retreat		d6+1
Strength	1	Morale		1 (-2)	Strength	1	Morale		1 (-2)
Discipline	5+	Close combat		1d6	Discipline	6+	Close combat		1d6
Fire				Carbine (long range): 2UW 1d6	Fire				Assorted shooting weapons: 1UW 1d6
				Carbine (short range): 1UW 2d6	Special rules: Cavalry, Irregular, Pursuit				
Special rules: Scout, Use cover, Light, Vanguard									

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Elite: Every time this unit retreats, your army loses 1 morale

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn.

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Pike companies 0pts: Any number of your infantry units gain advantage in close combat and disadvantage in fire

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Regimental artillery 6pts, 0-4: One of your infantry units gains an advantage in fire

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Scouts 10pts, 0-2: Three or less of your veteran infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



RUSSIAN EMPIRE

ACTIONS

Move

Activate D formations in the command radius

Raid

Activate all irregular cavalry units within the command radius. Their simple speed is increased to D for this activation, if it is smaller

Move in columns

One formation makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Brave is safe

Reroll D discipline tests. At the start of your turn remove the die from this tactic

D

Mounted counterattack

Passive player

D cavalry units not in close combat may make a simple move no longer than 2UW

D

Hold the line

Passive player

D units halve their retreat and may turn at the end of it

Command radius: 3UW

D is the number on the die



SWEDEN

Swedish army before the battle of Poltava 1709. To represent later Swedish army use the Holy Roman Empire list.

Units

1x CAROLEAN INFANTRY (main)				20 pts		1x CAVALRY (special)				12 pts	
Speed	2-1	Retreat	d3			Speed	4-2	Retreat	d6		
Strength	1	Morale	2 (-4)			Strength	1	Morale	1 (-2)		
Discipline	4+	Close combat	3d6			Discipline	5+	Close combat	2d6		
Fire	Musket: 2UW 2d6					Fire	Pistol: 1UW 1d6				
Special rules: Infantry, Veteran						Special rules: Cavalry, Pursuit					
1x DRABANT (rare)				16 pts		1x FIELD ARTILLERY (rare)				15 pts	
Speed	4-2	Retreat	d6			Speed	0-2	Retreat	0		
Strength	2	Morale	2 (-4)			Strength	0	Morale	0 (-0)		
Discipline	4+	Close combat	2d6			Discipline	4+	Close combat	1d6		
Fire	Pistol: 1UW 1d6					Fire	Grapeshot: 3UW 2d6				
Special rules: Cavalry, Pursuit, Veteran						Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					
1x DRAGOONS (special)				16 pts							
Speed	4-3	Retreat	d6								
Strength	1	Morale	1 (-2)								
Discipline	5+	Close combat	1d6								
Fire	Carbine (long range): 2UW 1d6										
	Carbine (short range): 1UW 2d6										
Special rules: Scout, Use cover, Light, Vanguard											

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn.

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Pike companies 0pts: Any number of your infantry units gain advantage in close combat and disadvantage in fire

Regimental artillery 6pts, 0-4: One of your infantry units gains an advantage in fire

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Scouts 10pts, 0-2: Three or less of your veteran infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



SWEDEN

ACTIONS

Move

Activate D formations in the command radius

Move in columns

One formation makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Counterattack

Passive player

D units not in close combat may make a simple move at half speed

D

Gå-På

Active player

D infantry units within 1UW from the enemy add 1d6 to their fire

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

Command radius: 3UW

D is the number on the die



OTTOMAN EMPIRE

Units

1x JANISSARY (main)				13 pts		1x PROVINCIAL INFANTRY (special)				7 pts			
Speed	2-1	Retreat			d3	Speed	2-1	Retreat			d3		
Strength	2	Morale			2 (-4)	Strength	1	Morale			1 (-2)		
Discipline	5+	Close combat			2d6	Discipline	6+	Close combat			1d6		
Fire			Musket: 2UW 1d6			Fire			Musket (long range): 2UW 1d6				
						Musket (short range): 1UW 2d6							
Special rules: Infantry						Special rules: Infantry, Untrained, Garrison Troops							
1x TARTAR AND LIGHT CAVALRY (special)					12 pts		1x SIPAHI (special)					10 pts	
Speed	4-4	Retreat			d6+1	Speed	4-3	Retreat			d6+1		
Strength	1	Morale			1 (-2)	Strength	1	Morale			1 (-2)		
Discipline	6+	Close combat			1d6	Discipline	6+	Close combat			1d6		
Fire			Bow: 1UW 1d6			Fire			Assorted shooting weapons: 1UW 1d6				
Special rules: Cavalry, Light, Untrained, Irregular, Vanguard, Agile, Pursuit						Special rules: Cavalry, Irregular, Pursuit							
1x KAPIKULU CAVALRY (rare)					18 pts		1x HEAVY ARTILLERY (rare)					22 pts	
Speed	4-2	Retreat			d6	Speed	0-1	Retreat			0		
Strength	2	Morale			2 (-4)	Strength	0	Morale			0 (-0)		
Discipline	4+	Close combat			2d6	Discipline	5+	Close combat			1d6		
Fire			Pistol: 1UW 1d6			Fire			Grapeshot: 3UW 2d6				
Special rules: Pursuit, Veteran, Cavalry						Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy							

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Garrison Troops: While it is in a village, this unit has +1d6 close combat and an additional +1 to its discipline tests

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Untrained: Cannot gain effects of tactics

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn.

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Deli 10pts: 4 or less of your Sipahi units set their Close Combat to 2d6 , but lose fire capabilities

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Regimental artillery 6pts, 0-4: One of your infantry units gains an advantage in fire

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Scouts 10pts, 0-2: Three or less of your veteran infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



OTTOMAN EMPIRE

ACTIONS

Move

Activate D formations in the command radius

Raid

Activate all irregular cavalry units within the command radius. Their simple speed is increased to D for this activation, if it is smaller

March

One formation within the command radius makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

D

Feigned Flight

D engaged cavalry units make a simple move and can not move closer to any engaged enemy unit. Reduce combat price for 1 for each unit that ends the move not in combat, to the minimum of 1

D

Mounted skill

D cavalry units in close combat with a formation of 1 unit gain +2d6 close combat

D

Chase

D units in the flank or rear of the enemy gain +1d6 close combat, and +1d6 more if their simple speed is higher

Command radius: 2UW

D is the number on the die



USA

Units

1x CONSCRIPTS (special)				12 pts	1x MILITIA (special)				15 pts
Speed	2-1	Retreat		d3	Speed	2-2	Retreat		d3
Strength	1	Morale		2 (-4)	Strength	1	Morale		1 (-2)
Discipline	5+	Close combat		2d6	Discipline	6+	Close combat		1d6
Fire				Musket: 2UW 2d6	Fire				Musket: 2UW 2d6
Special rules: Infantry, Untrained					Special rules: Infantry, Untrained, Scout, Irregular, Vanguard, Use cover, Light				

1x LINE INFANTRY (main)				15 pts	1x CAVALRY (rare)				12 pts
Speed	2-1	Retreat		d3	Speed	4-2	Retreat		d6
Strength	1	Morale		2 (-4)	Strength	1	Morale		1 (-2)
Discipline	4+	Close combat		2d6	Discipline	5+	Close combat		2d6
Fire				Musket: 2UW 2d6	Fire				Pistol: 1UW 1d6
Special rules: Infantry					Special rules: Cavalry, Pursuit				

1x FIELD ARTILLERY (rare)				15 pts	1x DRAGOONS (rare)				16 pts
Speed	0-2	Retreat		0	Speed	4-3	Retreat		d6
Strength	0	Morale		0 (-0)	Strength	1	Morale		1 (-2)
Discipline	4+	Close combat		1d6	Discipline	5+	Close combat		1d6
Fire				Grapeshot: 3UW 2d6	Fire				Carbine (long range): 2UW 1d6
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					Carbine (short range): 1UW 2d6				
					Special rules: Scout, Use cover, Light, Vanguard				

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Scout: When deploying armies this unit can be set up as usual, or anywhere on the field, more than 3UW away from enemy units, columns or deployment zone

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn.

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Double pay 10pts: You may reroll first two failed discipline tests

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Regimental artillery 6pts, 0-4: One of your infantry units gains an advantage in fire

Reputation 10pts: Enemies have 1 less column during deployment

Rich baggage 10pts, 0-2: Once per game, when your unit is broken on your half of the table while in close combat with enemy units, these units must pass a discipline test or be broken.

Scouts 10pts, 0-2: Three or less of your veteran infantry units gain "Scout", "Light" и "Use cover" special rules

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.

Traitor 20pts: Once per game, at the beginning of his action phase, select a formation. It cannot activate this turn.



USA

ACTIONS

Move

Activate D formations in the command radius

Inroad

Activate all irregular units within D UW from the commander

Move in columns

One formation makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+3 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Controlled fire

D infantry units gain an advantage in fire

D

Diversion

Up to D engaged enemy units get -1 to their discipline tests and +1 to retreat distance

D

Our land

D units within broken or very broken terrain gain an advantage and +1 to discipline tests

D

Providence

Passive player

Cancel all enemy tactics on up to D units

Command radius: 2UW

D is the number on the die

Age of Empires

1789-1815



FRANCE

Units

1x LINE INFANTRY (main)				16 pts	1x LIGHT INFANTRY (special)				16 pts
Speed	2-1	Retreat	d3		Speed	2-2	Retreat	d3	
Strength	1	Morale	2 (-3)		Strength	1	Morale	2 (-4)	
Discipline	4+	Close combat	2d6		Discipline	5+	Close combat	1d6	
Fire	Musket: 2UW 2d6				Fire	Musket: 2UW 2d6			
Special rules: Infantry, Ready for casualties					Special rules: Infantry, Light, Veteran, Use cover				
1x CONSCRIPTS (special)				12 pts	1x OLD GUARD (rare)				26 pts
Speed	2-1	Retreat	d3		Speed	2-1	Retreat	1	
Strength	1	Morale	2 (-3)		Strength	3	Morale	3 (-6)	
Discipline	5+	Close combat	2d6		Discipline	3+	Close combat	3d6	
Fire	Musket: 2UW 2d6				Fire	Musket: 2UW 2d6			
Special rules: Infantry, Untrained, Ready for casualties					Special rules: Infantry, Veteran, Elite				
1x YOUNG AND MIDDLE GUARD (rare)				20 pts	1x HUSSARS AND CHASSEURS À CHEVAL (special)				16 pts
Speed	2-1	Retreat	d3		Speed	4-3	Retreat	d6	
Strength	1	Morale	2 (-4)		Strength	1	Morale	1 (-2)	
Discipline	4+	Close combat	3d6		Discipline	5+	Close combat	2d6	
Fire	Musket: 2UW 2d6				Special rules: Cavalry, Pursuit, Gallop, Light, Vanguard, Agile				
Special rules: Infantry, Veteran									
1x DRAGOONS (special)				16 pts	1x LANCERS (special)				16 pts
Speed	4-2	Retreat	d6		Speed	4-2	Retreat	d6	
Strength	1	Morale	1 (-2)		Strength	1	Morale	1 (-2)	
Discipline	4+	Close combat	2d6		Discipline	5+	Close combat	2d6	
Special rules: Cavalry, Pursuit, Gallop, Veteran					Special rules: Cavalry, Pursuit, Lancer, Gallop, Light, Vanguard				
1x CUIRASSIERS AND CARABINERS (rare)				24 pts	1x GUARD CAVALRY (rare)				24 pts
Speed	4-2	Retreat	d6		Speed	4-2	Retreat	d6	
Strength	1	Morale	1 (-2)		Strength	2	Morale	2 (-4)	
Discipline	4+	Close combat	3d6		Discipline	4+	Close combat	3d6	
Special rules: Pursuit, Veteran, Cavalry, Armor, Gallop					Special rules: Pursuit, Veteran, Cavalry, Gallop				
1x FIELD ARTILLERY (rare)				15 pts	1x HEAVY ARTILLERY (rare)				22 pts
Speed	2-2	Retreat	0		Speed	1-1	Retreat	0	
Strength	0	Morale	0 (-0)		Strength	0	Morale	0 (-0)	
Discipline	4+	Close combat	1d6		Discipline	4+	Close combat	1d6	
Fire	Grapeshot: 3UW 2d6				Fire	Grapeshot: 3UW 2d6			
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy				

1x HORSE ARTILLERY (rare)		24 pts	
Speed	2-2	Retreat	d3
Strength	0	Morale	0 (-0)
Discipline	4+	Close combat	1d6
Fire	Grapeshot: 3UW 2d6		

Special rules: Bombardment 6UW - 2d6, Artillery

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Elite: Every time this unit retreats, your army loses 1 morale

Gallop: During your active turn the unit gains +1d6 in close combat against cavalry

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Lancer: +1d6 to close combat against formations of 1 unit

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Ready for casualties: When the unit is destroyed, your army loses 1 less morale (already included in the unit's profile)

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Corps commander 60pts, 0-2: You get a sub-commander. You roll 1 more action die each turn, if there are friendly engaged units in his command radius.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn. This turn, your opponent cannot use "intercept orders" asset

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Cavalry reconnaissance 10pts, 0-2: 4 or less of your light cavalry units gain "Scout"

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Infantry reconnaissance 15pts: 4 or less of your light infantry units gain "Scout"

Intercept orders 5pts: Once per game, when your opponent uses "Move reserves" action, deny it

Levée en Masse 10pts: Your untrained infantry may use "Inspire" and "Vive la France" tactics

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Pas de Charge 10pts, 0-2: Once per game add +1 to your infantry units' speed

Reputation 10pts: Enemies have 1 less column during deployment

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.



FRANCE

ACTIONS

Move

Activate D formations in the command radius

Move reserves

One formation makes a difficult move with a speed bonus +D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Square formation

Passive player

D infantry units cancel flank bonuses for enemies in close combat with them; and gain +1 to discipline tests if they are in close combat with cavalry

D

Cavalry onslaught

D cavalry units not in close combat may make a simple move of up to 1UW

D

Tenacity

Any one unit may reroll a discipline test

D

Skirmishers

D infantry units in combat, but not aged with the enemy, gain +1d6 strength

D

Vive la France

Active player

D infantry units add 1d6 to their close combat against infantry and an advantage in close combat if they have a friendly infantry unit in rear contact

D

Artillery support

For each of up to D artillery units not in combat that can draw LoF to this combat's marker add +2d6 to your combat result; the chosen number can not be greater than the number of your engaged units

Command radius: 3UW

D is the number on the die



RUSSIAN EMPIRE

Units

1x LINE INFANTRY (main)				16 pts		1x FOOT GUARD (rare)				20 pts	
Speed	2-1	Retreat			d3	Speed	2-1	Retreat			d3
Strength	1	Morale			2 (-3)	Strength	2	Morale			3 (-6)
Discipline	4+	Close combat			2d6	Discipline	3+	Close combat			2d6
Fire		Musket: 2UW 2d6				Fire		Musket: 2UW 2d6			
Special rules: Infantry, Ready for casualties						Special rules: Infantry, Veteran, Elite					
1x JAEGERS (rare)				16 pts		1x GRENADIERS (rare)				20 pts	
Speed	2-2	Retreat			d3	Speed	2-1	Retreat			d3
Strength	1	Morale			2 (-4)	Strength	1	Morale			2 (-4)
Discipline	5+	Close combat			1d6	Discipline	4+	Close combat			3d6
Fire		Musket: 2UW 2d6				Fire		Musket: 2UW 2d6			
Special rules: Infantry, Light, Veteran, Use cover						Special rules: Infantry, Veteran					
1x COSSACKS (special)				8 pts		1x HUSSARS (special)				16 pts	
Speed	4-3	Retreat			d6	Speed	4-3	Retreat			d6
Strength	1	Morale			0 (-0)	Strength	1	Morale			1 (-2)
Discipline	6+	Close combat			1d6	Discipline	5+	Close combat			2d6
Special rules: Cavalry, Pursuit, Light, Untrained, Irregular, Lancer, Agile						Special rules: Cavalry, Pursuit, Gallop, Light, Vanguard, Agile					
1x DRAGOONS (special)				16 pts		1x LANCERS (special)				16 pts	
Speed	4-2	Retreat			d6	Speed	4-2	Retreat			d6
Strength	1	Morale			1 (-2)	Strength	1	Morale			1 (-2)
Discipline	4+	Close combat			2d6	Discipline	5+	Close combat			2d6
Special rules: Cavalry, Pursuit, Gallop, Veteran						Special rules: Cavalry, Pursuit, Lancer, Gallop, Light, Vanguard					
1x GUARD CAVALRY AND CUIRASSIERS (rare)				24 pts		1x FIELD ARTILLERY (rare)				15 pts	
Speed	4-2	Retreat			d6	Speed	2-2	Retreat			0
Strength	2	Morale			2 (-4)	Strength	0	Morale			0 (-0)
Discipline	4+	Close combat			3d6	Discipline	4+	Close combat			1d6
Special rules: Pursuit, Veteran, Cavalry, Gallop						Fire		Grapeshot: 3UW 2d6			
						Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					

1x HEAVY ARTILLERY (rare)				22 pts	1x HORSE ARTILLERY (rare)				24 pts
Speed	1-1	Retreat		0	Speed	2-2	Retreat		d3
Strength	0	Morale		0 (-0)	Strength	0	Morale		0 (-0)
Discipline	4+	Close combat		1d6	Discipline	4+	Close combat		1d6
Fire				Grapeshot: 3UW 2d6	Fire				Grapeshot: 3UW 2d6
Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy					Special rules: Bombardment 6UW - 2d6, Artillery				

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Elite: Every time this unit retreats, your army loses 1 morale

Gallop: During your active turn the unit gains +1d6 in close combat against cavalry

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Lancer: +1d6 to close combat against formations of 1 unit

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Ready for casualties: When the unit is destroyed, your army loses 1 less morale (already included in the unit's profile)

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Corps commander 60pts, 0-2: You get a sub-commander. You roll 1 more action die each turn, if there are friendly engaged units in his command radius.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn. This turn, your opponent cannot use "intercept orders" asset

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Cavalry reconnaissance 10pts, 0-2: 4 or less of your light cavalry units gain "Scout"

Cossack patrols 5pts: 6 or less of your cossack units gain "Scout"

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Infantry reconnaissance 15pts: 4 or less of your light infantry units gain "Scout"

Intercept orders 5pts: Once per game, when your opponent uses "Move reserves" action, deny it

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.



RUSSIAN EMPIRE

ACTIONS

Move

Activate D formations in the command radius

Raid

Activate all irregular cavalry units within the command radius. Their simple speed is increased to D for this activation, if it is smaller

Move reserves

One formation makes a difficult move with a speed bonus +D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Square formation

Passive player

D infantry units cancel flank bonuses for enemies in close combat with them; and gain +1 to discipline tests if they are in close combat with cavalry

D

Cavalry onslaught

D cavalry units not in close combat may make a simple move of up to 1UW

D

Tenacity

Any one unit may reroll a discipline test

D

Brave is safe

Reroll D discipline tests. At the start of your turn remove the die from this tactic

D

Give them steel

D infantry units add 1d6 to their close combat against infantry; OR Armor special rule if they are not in close combat and have another infantry unit in rear contact

D

Hold the line

Passive player

D units halve their retreat and may turn at the end of it

Command radius: 3UW

D is the number on the die



AUSTRIA

Units

1x LINE INFANTRY (main)				16 pts		1x GRENZER (special)				13 pts	
Speed	2-1	Retreat	d3			Speed	2-2	Retreat	d3		
Strength	1	Morale	2 (-3)			Strength	1	Morale	1 (-2)		
Discipline	4+	Close combat	2d6			Discipline	5+	Close combat	1d6		
Fire					Musket: 2UW 2d6	Fire					Musket: 2UW 2d6
Special rules: Infantry, Ready for casualties						Special rules: Infantry, Light, Use cover, Vanguard					
1x LANDWEHR (special)				12 pts		1x GRENADIERS (rare)				20 pts	
Speed	2-1	Retreat	d3			Speed	2-1	Retreat	d3		
Strength	1	Morale	2 (-3)			Strength	1	Morale	2 (-4)		
Discipline	5+	Close combat	2d6			Discipline	4+	Close combat	3d6		
Fire					Musket: 2UW 2d6	Fire					Musket: 2UW 2d6
Special rules: Infantry, Untrained, Ready for casualties						Special rules: Infantry, Veteran					
1x HUSSARS AND CHEVAULÉGERS (special)				16 pts		1x DRAGOONS (special)				16 pts	
Speed	4-3	Retreat	d6			Speed	4-2	Retreat	d6		
Strength	1	Morale	1 (-2)			Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	2d6			Discipline	4+	Close combat	2d6		
Special rules: Cavalry, Pursuit, Gallop, Light, Vanguard, Agile						Special rules: Cavalry, Pursuit, Gallop, Veteran					
1x LANCERS (special)				16 pts		1x CUIRASSIERS (rare)				24 pts	
Speed	4-2	Retreat	d6			Speed	4-2	Retreat	d6		
Strength	1	Morale	1 (-2)			Strength	2	Morale	2 (-4)		
Discipline	5+	Close combat	2d6			Discipline	4+	Close combat	3d6		
Special rules: Cavalry, Pursuit, Lancer, Gallop, Light, Vanguard						Special rules: Pursuit, Veteran, Cavalry, Gallop					
1x FIELD ARTILLERY (rare)				15 pts		1x HEAVY ARTILLERY (rare)				22 pts	
Speed	2-2	Retreat	0			Speed	1-1	Retreat	0		
Strength	0	Morale	0 (-0)			Strength	0	Morale	0 (-0)		
Discipline	4+	Close combat	1d6			Discipline	4+	Close combat	1d6		
Fire					Grapeshot: 3UW 2d6	Fire					Grapeshot: 3UW 2d6
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile						Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy					

1x HORSE ARTILLERY (rare)		24 pts	
Speed	2-2	Retreat	d3
Strength	0	Morale	0 (-0)
Discipline	4+	Close combat	1d6
Fire	Grapeshot: 3UW 2d6		

Special rules: Bombardment 6UW - 2d6, Artillery

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Armor: Enemy gains a disadvantage for each of your units with armor in the line of fire

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Gallop: During your active turn the unit gains +1d6 in close combat against cavalry

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Lancer: +1d6 to close combat against formations of 1 unit

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Ready for casualties: When the unit is destroyed, your army loses 1 less morale (already included in the unit's profile)

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn. This turn, your opponent cannot use "intercept orders" asset

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Cavalry reconnaissance 10pts, 0-2: 4 or less of your light cavalry units gain "Scout"

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Infantry reconnaissance 15pts: 4 or less of your light infantry units gain "Scout"

Intercept orders 5pts: Once per game, when your opponent uses "Move reserves" action, deny it

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Reputation 10pts: Enemies have 1 less column during deployment

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.



AUSTRIA

ACTIONS

Move

Activate D formations in the command radius

Move reserves

One formation makes a difficult move with a speed bonus +D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Square formation

Passive player

D infantry units cancel flank bonuses for enemies in close combat with them; and gain +1 to discipline tests if they are in close combat with cavalry

D

Cavalry onslaught

D cavalry units not in close combat may make a simple move of up to 1UW

D

Tenacity

Any one unit may reroll a discipline test

D

Hold the line

Passive player

D units halve their retreat and may turn at the end of it

D

Military tradition

For every 5 points of this combat markers' price, up to D of your engaged units gain +1 strength, up to +4

D

Men of Iron

D cavalry units gain Armor special rule

Command radius: 3UW

D is the number on the die



GREAT BRITAIN

Units

1x LINE INFANTRY (main)				17 pts		1x ALLIED INFANTRY (special)				16 pts	
Speed	2-1	Retreat	d3			Speed	2-1	Retreat	d3		
Strength	1	Morale	2 (-4)			Strength	1	Morale	2 (-3)		
Discipline	4+	Close combat	2d6			Discipline	4+	Close combat	2d6		
Fire	Musket: 2UW 2d6					Fire	Musket: 2UW 2d6				
Special rules: Infantry, Veteran						Special rules: Infantry, Ready for casualties					
1x SPANISH ALLIES (special)				12 pts		1x HIGHLANDERS (rare)				20 pts	
Speed	2-1	Retreat	d3			Speed	2-1	Retreat	d3		
Strength	1	Morale	2 (-3)			Strength	1	Morale	2 (-4)		
Discipline	5+	Close combat	2d6			Discipline	4+	Close combat	3d6		
Fire	Musket: 2UW 2d6					Fire	Musket: 2UW 2d6				
Special rules: Infantry, Untrained, Ready for casualties						Special rules: Infantry, Veteran					
1x FOOT GUARD (rare)				20 pts		1x LIGHT INFANTRY (special)				16 pts	
Speed	2-1	Retreat	d3			Speed	2-2	Retreat	d3		
Strength	2	Morale	3 (-6)			Strength	1	Morale	2 (-4)		
Discipline	3+	Close combat	2d6			Discipline	5+	Close combat	1d6		
Fire	Musket: 2UW 2d6					Fire	Musket: 2UW 2d6				
Special rules: Infantry, Veteran, Elite						Special rules: Infantry, Light, Veteran, Use cover					
1x HUSSAR AND LIGHT DRAGOONS (special)				16 pts		1x HEAVY DRAGOONS (special)				16 pts	
Speed	4-3	Retreat	d6			Speed	4-2	Retreat	d6		
Strength	1	Morale	1 (-2)			Strength	1	Morale	1 (-2)		
Discipline	5+	Close combat	2d6			Discipline	4+	Close combat	2d6		
Special rules: Cavalry, Pursuit, Gallop, Light, Vanguard, Agile						Special rules: Cavalry, Pursuit, Gallop, Veteran					
1x GUARD CAVALRY (rare)				24 pts		1x FIELD ARTILLERY (rare)				15 pts	
Speed	4-2	Retreat	d6			Speed	2-2	Retreat	0		
Strength	2	Morale	2 (-4)			Strength	0	Morale	0 (-0)		
Discipline	4+	Close combat	3d6			Discipline	4+	Close combat	1d6		
Special rules: Pursuit, Veteran, Cavalry, Gallop						Fire	Grapeshot: 3UW 2d6				
						Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile					

1x HEAVY ARTILLERY (rare)				22 pts	1x HORSE ARTILLERY (rare)				24 pts
Speed	1-1	Retreat		0	Speed	2-2	Retreat		d3
Strength	0	Morale		0 (-0)	Strength	0	Morale		0 (-0)
Discipline	4+	Close combat		1d6	Discipline	4+	Close combat		1d6
Fire				Grapeshot: 3UW 2d6	Fire				Grapeshot: 3UW 2d6
Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy					Special rules: Bombardment 6UW - 2d6, Artillery				

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Elite: Every time this unit retreats, your army loses 1 morale

Gallop: During your active turn the unit gains +1d6 in close combat against cavalry

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves.

Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Ready for casualties: When the unit is destroyed, your army loses 1 less morale (already included in the unit's profile)

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn. This turn, your opponent cannot use "intercept orders" asset

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Cavalry reconnaissance 10pts, 0-2: 4 or less of your light cavalry units gain "Scout"

Congreve rockets 5pts: One of your light artillery units loses grapeshot fire capabilities, but gains +2 UW bombardment range and +3d6 additional bonus against units even partly inside a village

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Infantry reconnaissance 15pts: 4 or less of your light infantry units gain "Scout"

Intercept orders 5pts: Once per game, when your opponent uses "Move reserves" action, deny it

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Reputation 10pts: Enemies have 1 less column during deployment

Shrapnel 15pts: Grapeshot fire range +1

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.



GREAT BRITAIN

ACTIONS

Move

Activate D formations in the command radius

Move reserves

One formation makes a difficult move with a speed bonus +D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Square formation

Passive player

D infantry units cancel flank bonuses for enemies in close combat with them; and gain +1 to discipline tests if they are in close combat with cavalry

D

Cavalry onslaught

D cavalry units not in close combat may make a simple move of up to 1UW

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Reserve fire

Passive player

D infantry units within 1UW from the enemy add 1d6 to their fire

D

Controlled fire

D infantry units gain an advantage in fire

D

Thin Red Line

Passive player

D of your engaged units gain +1d6 strength. For each of your units in combat, but not in fire contact, gain a disadvantage

Command radius: 3UW

D is the number on the die



PRUSSIA

The list represents the prussian army after 1806-09 reforms. To represent Prussia before reforms, use the Age of Reason list.

Units

1x LINE AND RESERVE INFANTRY (main) 16 pts	1x JAEGERs (rare) 16 pts
Speed 2-1 Retreat d3	Speed 2-2 Retreat d3
Strength 1 Morale 2 (-3)	Strength 1 Morale 2 (-4)
Discipline 4+ Close combat 2d6	Discipline 5+ Close combat 1d6
Fire Musket: 2UW 2d6	Fire Musket: 2UW 2d6
Special rules: Infantry, Ready for casualties	Special rules: Infantry, Light, Veteran, Use cover
1x GRENADIERS (rare) 20 pts	1x LANDWEHR (special) 12 pts
Speed 2-1 Retreat d3	Speed 2-1 Retreat d3
Strength 1 Morale 2 (-4)	Strength 1 Morale 2 (-3)
Discipline 4+ Close combat 3d6	Discipline 5+ Close combat 2d6
Fire Musket: 2UW 2d6	Fire Musket: 2UW 2d6
Special rules: Infantry, Veteran	Special rules: Infantry, Untrained, Ready for casualties
1x LANDWEHR CAVALRY (special) 10 pts	1x HUSSARS (special) 16 pts
Speed 4-2 Retreat d6	Speed 4-3 Retreat d6
Strength 1 Morale 1 (-2)	Strength 1 Morale 1 (-2)
Discipline 6+ Close combat 1d6	Discipline 5+ Close combat 2d6
Special rules: Cavalry, Pursuit, Gallop, Lancer, Untrained	Special rules: Cavalry, Pursuit, Gallop, Light, Vanguard, Agile
1x DRAGOONS AND CUIRASSIERS (special) 16 pts	1x LANCERS (special) 16 pts
Speed 4-2 Retreat d6	Speed 4-2 Retreat d6
Strength 1 Morale 1 (-2)	Strength 1 Morale 1 (-2)
Discipline 4+ Close combat 2d6	Discipline 5+ Close combat 2d6
Special rules: Cavalry, Pursuit, Gallop, Veteran	Special rules: Cavalry, Pursuit, Lancer, Gallop, Light, Vanguard
1x FIELD ARTILLERY (rare) 15 pts	1x HEAVY ARTILLERY (rare) 22 pts
Speed 2-2 Retreat 0	Speed 1-1 Retreat 0
Strength 0 Morale 0 (-0)	Strength 0 Morale 0 (-0)
Discipline 4+ Close combat 1d6	Discipline 4+ Close combat 1d6
Fire Grapeshot: 3UW 2d6	Fire Grapeshot: 3UW 2d6
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile	Special rules: Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy

1x HORSE ARTILLERY (rare)		24 pts	
Speed	2-2	Retreat	d3
Strength	0	Morale	0 (-0)
Discipline	4+	Close combat	1d6
Fire	Grapeshot: 3UW 2d6		

Special rules: Bombardment 6UW - 2d6, Artillery

Special rules

Agile: Gains an additional +1d6 to close combat when attacking flank or rear

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Gallop: During your active turn the unit gains +1d6 in close combat against cavalry

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Lancer: +1d6 to close combat against formations of 1 unit

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Ready for casualties: When the unit is destroyed, your army loses 1 less morale (already included in the unit's profile)

Untrained: Cannot gain effects of tactics

Use cover: While within broken or very broken terrain, the unit gains +1d6 close combat

Vanguard: When determining distance from the commander, count the formation consisting only of units with Vanguard as being at half range, as well as all units within them

Veteran: Does not count towards the unit limit of your tactics and always receives your tactic's effect

Assets

Corps commander 60pts, 0-2: You get a sub-commander. You roll 1 more action die each turn, if there are friendly engaged units in his command radius.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn. This turn, your opponent cannot use "intercept orders" asset

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Cavalry reconnaissance 10pts, 0-2: 4 or less of your light cavalry units gain "Scout"

Congreve rockets 5pts: One of your light artillery units loses grapeshot fire capabilities, but gains +2 UW bombardment range and +3d6 additional bonus against units even partly inside a village

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

Freikorps 15pts: 4 or less of your untrained units gain "Scout", "Vanguard" and "Agile"

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Infantry reconnaissance 15pts: 4 or less of your light infantry units gain "Scout"

Intercept orders 5pts: Once per game, when your opponent uses "Move reserves" action, deny it

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Reputation 10pts: Enemies have 1 less column during deployment

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.



PRUSSIA

ACTIONS

Move

Activate D formations in the command radius

Move reserves

One formation makes a difficult move with a speed bonus +D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+2 UW

TACTICS

D

Grenadiers, attack!

1 infantry cancels the effect of an emplacement in contact with it, and gains advantage in close combat against units within broken or very broken terrain

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Square formation

Passive player

D infantry units cancel flank bonuses for enemies in close combat with them; and gain +1 to discipline tests if they are in close combat with cavalry

D

Cavalry onslaught

D cavalry units not in close combat may make a simple move of up to 1UW

D

Tenacity

Any one unit may reroll a discipline test

D

Skirmishers

D infantry units in combat, but not aged with the enemy, gain +1d6 strength

D

Nation in Arms

D units gain +1 strength for each your unit type engaged: infantry, cavalry, artillery, untrained

D

Drill

D infantry units not in close combat may make a difficult move

Command radius: 3UW

D is the number on the die



OTTOMAN EMPIRE

Units

1x JANISSARY (main)				15 pts		1x PROVINCIAL INFANTRY (special)				12 pts			
Speed	2-1	Retreat			d3	Speed	2-1	Retreat			d3		
Strength	1	Morale			2 (-4)	Strength	1	Morale			1 (-2)		
Discipline	4+	Close combat			2d6	Discipline	5+	Close combat			1d6		
Fire					Musket: 2UW 2d6	Fire					Musket: 2UW 2d6		
Special rules: Infantry						Special rules: Infantry							
1x SIPAHI AND MAMLUKS (special)					9 pts		1x HEAVY ARTILLERY (rare)					22 pts	
Speed	4-3	Retreat			d6	Speed	0-1	Retreat			0		
Strength	1	Morale			1 (-2)	Strength	0	Morale			0 (-0)		
Discipline	6+	Close combat			1d6	Discipline	5+	Close combat			1d6		
Fire					Assorted shooting weapons: 1UW 1d6	Fire					Grapeshot: 3UW 2d6		
Special rules: Cavalry, Pursuit, Light, Irregular						Special rules: Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy							
1x FIELD ARTILLERY (rare)					15 pts								
Speed	2-2	Retreat			0								
Strength	0	Morale			0 (-0)								
Discipline	4+	Close combat			1d6								
Fire					Grapeshot: 3UW 2d6								
Special rules: Bombardment 6UW - 2d6, No retreat, Artillery, Immobile													

Special rules

Artillery: -1 die when bombarding formations consisting only of artillery units.

Bombardment 6UW - 2d6: Light artillery

Bombardment 8UW - 3d6: Heavy artillery

Cavalry: Disadvantage while engaged within broken and very broken terrain. Units gain -1 die when bombarding formations consisting only of cavalry units.

Heavy: Counts as 2 artillery units when calculating the army's strategic rating

Immobile: The unit cannot move in the turn it bombarded. The unit loses fire and bombardment capabilities in the turn in which it moves. Slows down to 1UW when moving through broken terrain. Cannot move through very broken terrain.

Infantry: +1 discipline when within a village

Irregular: Never counts in formation with other units. Army does not lose morale when irregular units make failed retreat

Light: Does not increase combat price on retreat. Does not suffer disadvantage while within very broken terrain.

No retreat: Cannot retreat

Pursuit: Infantry units in contact with this unit cannot retreat if this unit is not within broken or very broken terrain

Assets

Wing commander 40pts, 0-2: You get a sub-commander.

Aide-de-Camp 5pts, 0-3: Once per game double your command radius until the end of turn. This turn, your opponent cannot use "intercept orders" asset

Artillery academy 20pts: You may reroll ones when making a bombardment roll

Bodyguard 10pts: Ignore the first failed commander risk

Cavalry reconnaissance 10pts, 0-2: 4 or less of your light cavalry units gain "Scout"

Deli 10pts: 4 or less of your Sipahi units set their Close Combat to 2d6 , but lose fire capabilities

Excellent horses 40pts: Your cavalry units gain advantage in close combat against enemy cavalry in your active turn.

Excellent logistics 10pts, 0-2: You have 1 more column during deployment

Experienced staff 10pts: +1 command radius for your commander (does not work for sub-commanders)

Extra gunners 5pts, 0-2: Once per game, when the enemy artillery unit is broken while in contact with you units, take control of it instead.

Field hospital 15pts: +15% starting army morale

High quality powder 5pts, 0-2: Once per game you may reroll all dice in your combat roll

Holy banner 5pts: After deploying your army, select one main unit. It gains +3 strength. When it retreats, your army loses 2 morale.

Howitzers 15pts: Ignore the penalty for bombarding cavalry. Count target formations as 1 unit bigger when bombarding.

Infantry reconnaissance 15pts: 4 or less of your light infantry units gain "Scout"

Intercept orders 5pts: Once per game, when your opponent uses "Move reserves" action, deny it

Master reconnaissance 15pts: One of your columns of choice may set up after the enemy has deployed his entire army

Military priests 15pts: Once per game add +1 to your infantry units speed

Mobile staff 15pts: Each turn, you can move your commander up to 2UW once in the action phase

Redoubt 10pts, 0-2: Before the deployment of armies, set up an emplacement on your half of the table. You may immediately deploy one unit inside it.

Reputation 10pts: Enemies have 1 less column during deployment

Snipers 10pts: Enemy's commander risk roll fails on 1 or 2

Spy 10pts, 0-2: Once per game, during any players start combat phase, remove a die from your enemy's tactic

Strategy 15pts, 0-2: +1 strategic rating

Tactical expertise 15pts: An extra action die that you can use only for tactics (use a die of another color). If it is already on the board, you cannot roll it.



OTTOMAN EMPIRE

ACTIONS

Move

Activate D formations in the command radius

Raid

Activate all irregular cavalry units within the command radius. Their simple speed is increased to D for this activation, if it is smaller

Move in columns

One formation makes a simple move with a speed of D. At no point it may move within 3UW of an enemy unit

Move commanders

Move all your commanders up to D+3 UW

TACTICS

D

Inspire

D engaged units double their strength and gain +1 to discipline tests

D

Tenacity

Any one unit may reroll a discipline test

D

Gallop

Active player

D cavalry units gain +1d6 close combat against cavalry

D

Feigned Flight

D engaged cavalry units make a simple move and can not move closer to any engaged enemy unit. Reduce combat price for 1 for each unit that ends the move not in combat, to the minimum of 1

D

Mounted skill

D cavalry units in close combat with a formation of 1 unit gain +2d6 close combat

D

Chase

D units in the flank or rear of the enemy gain +1d6 close combat, and +1d6 more if their simple speed is higher

Command radius: 3UW

D is the number on the die