



# Clouds of Smoke

Armies 1600-1815

Version 1.6

# Military revolution

1600-1684



# FRANCE

## Units

<b>1x PIKEMEN (main)</b> 9 pts				<b>1x MUSKETEERS (special)</b> 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			
<b>1x GUARD MUSKETEERS (rare)</b> 12 pts				<b>1x REITERS (special)</b> 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			
<b>1x VETERAN REITERS (rare)</b> 14 pts				<b>1x MAISON DU ROI CAVALRY (rare)</b> 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			
<b>1x HEAVY ARTILLERY (rare)</b> 22 pts				<b>1x DRAGOONS (special)</b> 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 completely 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 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

<b>1x PIKEMEN (main)</b> 9 pts				<b>1x VETERAN PIKEMEN (main)</b> 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			
<b>1x MUSKETEERS (special)</b> 10 pts				<b>1x VETERAN MUSKETEERS (rare)</b> 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			
<b>1x REITERS (special)</b> 12 pts				<b>1x VETERAN REITERS (rare)</b> 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			
<b>1x CUIRASSIERS (rare)</b> 20 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 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 completely 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 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

<b>1x PIKEMEN (main)</b> 9 pts				<b>1x VETERAN PIKEMEN (main)</b> 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			
<b>1x TERCIO VIEJO PIKEMEN (rare)</b> 20 pts				<b>1x MUSKETEERS (special)</b> 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			
<b>1x VETERAN MUSKETEERS (special)</b> 12 pts				<b>1x TERCIO VIEJO MUSKETEERS (rare)</b> 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 Musket (short range): 1UW 2d6				Fire Musket (long range): 2UW 1d6 Musket (short range): 1UW 2d6			
Special rules: Infantry, Veteran, Countermarch				Special rules: Infantry, Veteran, Countermarch			
<b>1x DRAGOONS AND MOUNTED ARQUEBUSIERS (special)</b> 12 pts				<b>1x REITERS (special)</b> 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			
<b>1x HEAVY ARTILLERY (rare)</b> 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 completely 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 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

<b>1x PIKEMEN (main)</b> 9 pts				<b>1x MUSKETEERS (special)</b> 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							
<b>1x VETERAN MUSKETEERS (special)</b> 12 pts				<b>1x REITERS (special)</b> 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			
<b>1x VETERAN REITERS (rare)</b> 14 pts				<b>1x CUIRASSIERS (rare)</b> 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				Fire Pistol: 1UW 1d6			
Special rules: Pursuit, Veteran, Cavalry				Special rules: Veteran, Cavalry, Armor			
<b>1x HEAVY ARTILLERY (rare)</b> 22 pts				<b>1x DRAGOONS (special)</b> 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

**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 completely 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

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## Assets

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**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

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

**Spy 10pts, 0-2:** Once per game 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

<b>1x PIKEMEN (main)</b> 9 pts				<b>1x VETERAN PIKEMEN (special)</b> 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			
<b>1x MUSKETEERS (special)</b> 10 pts				<b>1x VETERAN MUSKETEERS (special)</b> 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			
<b>1x REITERS (special)</b> 12 pts				<b>1x VETERAN REITERS (rare)</b> 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			
<b>1x CUIRASSIERS (rare)</b> 20 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 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 completely 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 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

<b>1x PIKEMEN (main)</b> 9 pts				<b>1x MUSKETEERS (special)</b> 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				Special rules: Infantry, Countermarch			
<b>1x VETERAN MUSKETEERS (special)</b> 12 pts				<b>1x REITERS (special)</b> 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			
<b>1x VETERAN REITERS (rare)</b> 14 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x REGIMENTAL ARTILLERY (rare)</b> 15 pts				<b>1x DRAGOONS (special)</b> 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, Infantry				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 completely 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.

**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 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

<b>1x PIKEMEN (main)</b> 9 pts				<b>1x VETERAN PIKEMEN (special)</b> 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			
<b>1x MUSKETEERS (special)</b> 10 pts				<b>1x VETERAN MUSKETEERS (special)</b> 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			
<b>1x REITERS (special)</b> 12 pts				<b>1x VETERAN REITERS (rare)</b> 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			
<b>1x CUIRASSIERS (rare)</b> 20 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 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 completely 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 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

<b>1x PIKEMEN (main)</b> 9 pts				<b>1x MUSKETEERS (special)</b> 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							
<b>1x REITERS (special)</b> 12 pts				<b>1x VETERAN REITERS (rare)</b> 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			
<b>1x GUARD REITERS (rare)</b> 15 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 12 pts				<b>1x HIGHLANDERS (special)</b> 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 completely 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 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

<b>1x PANCERNY (main)</b> 13 pts				<b>1x HAJDUKS (special)</b> 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			Fire	Musket (short range): 1UW 2d6		
				Special rules: Infantry, Untrained, Garrison Troops			
<b>1x GERMAN MERCENARY MUSKETEERS (rare)</b> 10 pts				<b>1x GERMAN MERCENARY PIKEMEN (rare)</b> 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							
<b>1x TARTAR AND COSSACK CAVALRY (special)</b> 12 pts				<b>1x MOUNTED LEVY (special)</b> 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			
<b>1x WINGED HUSSARS (rare)</b> 23 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 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 completely 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 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

<b>1x JANISSARY (main)</b>		<b>16 pts</b>		<b>1x PROVINCIAL INFANTRY (special)</b>		<b>7 pts</b>	
<b>Speed</b>	2-1	<b>Retreat</b>	d3	<b>Speed</b>	2-1	<b>Retreat</b>	d3
<b>Strength</b>	2	<b>Morale</b>	2 (-4)	<b>Strength</b>	1	<b>Morale</b>	1 (-2)
<b>Discipline</b>	4+	<b>Close combat</b>	2d6	<b>Discipline</b>	6+	<b>Close combat</b>	1d6
<b>Fire</b>	Musket (long range): 2UW 1d6			<b>Fire</b>	Musket (long range): 2UW 1d6		
	Musket (short range): 1UW 2d6				Musket (short range): 1UW 2d6		
<b>Special rules:</b> Infantry, Veteran				<b>Special rules:</b> Infantry, Untrained, Garrison Troops			
<b>1x SIPAHI (special)</b>		<b>10 pts</b>		<b>1x TARTAR AND LIGHT CAVALRY (special)</b>		<b>12 pts</b>	
<b>Speed</b>	4-3	<b>Retreat</b>	d6+1	<b>Speed</b>	4-4	<b>Retreat</b>	d6+1
<b>Strength</b>	1	<b>Morale</b>	1 (-2)	<b>Strength</b>	1	<b>Morale</b>	1 (-2)
<b>Discipline</b>	6+	<b>Close combat</b>	1d6	<b>Discipline</b>	6+	<b>Close combat</b>	1d6
<b>Fire</b>	Assorted shooting weapons: 1UW 1d6			<b>Fire</b>	Bow: 1UW 1d6		
<b>Special rules:</b> Cavalry, Irregular, Pursuit				<b>Special rules:</b> Cavalry, Light, Untrained, Irregular, Vanguard, Agile, Pursuit			
<b>1x KAPIKULU CAVALRY (rare)</b>		<b>18 pts</b>		<b>1x HEAVY ARTILLERY (rare)</b>		<b>22 pts</b>	
<b>Speed</b>	4-2	<b>Retreat</b>	d6	<b>Speed</b>	0-1	<b>Retreat</b>	0
<b>Strength</b>	2	<b>Morale</b>	2 (-4)	<b>Strength</b>	0	<b>Morale</b>	0 (-0)
<b>Discipline</b>	4+	<b>Close combat</b>	2d6	<b>Discipline</b>	5+	<b>Close combat</b>	1d6
<b>Fire</b>	Pistol: 1UW 1d6			<b>Fire</b>	Grapeshot: 3UW 2d6		
<b>Special rules:</b> Pursuit, Veteran, Cavalry				<b>Special rules:</b> 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 completely 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 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

<b>1x STRELTSY (main)</b> 8 pts				<b>1x PIKEMEN (special)</b> 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			<b>Special rules:</b> Infantry			
	Musket (short range): 1UW 2d6						
<b>Special rules:</b> Infantry, Garrison Troops							
<b>1x GERMAN MERCENARY MUSKETEERS (rare)</b> 10 pts				<b>1x GERMAN MERCENARY PIKEMEN (rare)</b> 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			<b>Special rules:</b> Infantry, Untrained, Cover of pikes			
	Musket (short range): 1UW 2d6						
<b>Special rules:</b> Infantry, Countermarch, Untrained							
<b>1x DRAGOONS AND COSSACKS (special)</b> 12 pts				<b>1x TARTAR CAVALRY (rare)</b> 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		
<b>Special rules:</b> Use cover, Scout, Light, Vanguard				<b>Special rules:</b> Cavalry, Light, Untrained, Irregular, Vanguard, Agile, Pursuit			
<b>1x SOLDIER MUSKETEERS (special)</b> 10 pts				<b>1x FEUDAL CAVALRY (special)</b> 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			<b>Special rules:</b> Cavalry, Irregular, Pursuit			
<b>Special rules:</b> Infantry, Countermarch							
<b>1x REITER CAVALRY (rare)</b> 15 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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		
<b>Special rules:</b> Pursuit, Cavalry				<b>Special rules:</b> Bombardment 8UW - 3d6, No retreat, Irregular, Immobile, Artillery, Heavy			

<b>1x FORTIFIED WAGONS (special)</b>		<b>5 pts</b>	
<b>Speed</b>	2-1	<b>Retreat</b>	0
<b>Strength</b>	0	<b>Morale</b>	0 (-0)
<b>Discipline</b>	4+	<b>Close combat</b>	0d6
<b>Special rules:</b> 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 completely 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 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

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

**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 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 units gain +1 strength for each type of your unit in combat: 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

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

**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 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

<b>1x LINE INFANTRY (main)</b> 15 pts				<b>1x VETERAN LINE INFANTRY (rare)</b> 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			
<b>1x FOOT GUARD (rare)</b> 20 pts				<b>1x CAVALRY (special)</b> 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			
<b>1x VETERAN CAVALRY (rare)</b> 14 pts				<b>1x FIELD ARTILLERY (rare)</b> 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			
<b>1x HEAVY ARTILLERY (rare)</b> 20 pts				<b>1x DRAGOONS (special)</b> 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 completely 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

**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 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

<b>1x LINE INFANTRY (main)</b> 15 pts				<b>1x VETERAN LINE INFANTRY (rare)</b> 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			
<b>1x CAVALRY (special)</b> 12 pts				<b>1x VETERAN CAVALRY (rare)</b> 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			
<b>1x FIELD ARTILLERY (rare)</b> 15 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 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 completely 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

**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 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

<b>1x LINE INFANTRY (main)</b> 15 pts				<b>1x VETERAN LINE INFANTRY (rare)</b> 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			
<b>1x CAVALRY (special)</b> 12 pts				<b>1x VETERAN CAVALRY (rare)</b> 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			
<b>1x FIELD ARTILLERY (rare)</b> 15 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 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 completely 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

**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 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

<b>1x LINE INFANTRY (main)</b> 15 pts				<b>1x CONSCRIPTS (special)</b> 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			
<b>1x FOOT GUARD (rare)</b> 20 pts				<b>1x CAVALRY (special)</b> 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			
<b>1x FIELD ARTILLERY (rare)</b> 15 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 16 pts				<b>1x COSSACKS (special)</b> 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 completely 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.

**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 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



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

## Units

<b>1x CAROLEAN INFANTRY (main)</b> 20 pts				<b>1x CAVALRY (special)</b> 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			
<b>1x DRABANT (rare)</b> 16 pts				<b>1x FIELD ARTILLERY (rare)</b> 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			
<b>1x DRAGOONS (special)</b> 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 completely 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

**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 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

<b>1x JANISSARY (main)</b> 13 pts				<b>1x PROVINCIAL INFANTRY (special)</b> 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: 1UW 2d6				Musket (short range): 1UW 2d6	
Special rules: Infantry				Special rules: Infantry, Untrained, Garrison Troops			
<b>1x TARTAR AND LIGHT CAVALRY (special)</b> 12 pts				<b>1x SIPAHI (special)</b> 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			
<b>1x KAPIKULU CAVALRY (rare)</b> 18 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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 completely 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.

**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 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



## Units

<b>1x CONSCRIPTS (special)</b> <span style="float: right;">12 pts</span>				<b>1x MILITIA (special)</b> <span style="float: right;">15 pts</span>			
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		
<b>Special rules:</b> Infantry, Untrained				<b>Special rules:</b> Infantry, Untrained, Scout, Irregular, Vanguard, Use cover, Light			
<b>1x LINE INFANTRY (main)</b> <span style="float: right;">15 pts</span>				<b>1x CAVALRY (rare)</b> <span style="float: right;">12 pts</span>			
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		
<b>Special rules:</b> Infantry				<b>Special rules:</b> Cavalry, Pursuit			
<b>1x FIELD ARTILLERY (rare)</b> <span style="float: right;">15 pts</span>				<b>1x DRAGOONS (rare)</b> <span style="float: right;">16 pts</span>			
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		
<b>Special rules:</b> Bombardment 6UW - 2d6, No retreat, Artillery, Immobile				<b>Special rules:</b> Carbine (short range): 1UW 2d6			
				<b>Special rules:</b> 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 completely 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

**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 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

1788-1815



**Units**

<b>1x LINE INFANTRY (main)</b> 16 pts				<b>1x LIGHT INFANTRY (special)</b> 17 pts			
Speed	2-1	Retreat	d3	Speed	2-2	Retreat	d3+1
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			
<b>1x CONSCRIPTS (special)</b> 12 pts				<b>1x OLD GUARD (rare)</b> 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			
<b>1x YOUNG AND MIDDLE GUARD (rare)</b> 20 pts				<b>1x HUSSARS AND CHASSEURS À CHEVAL (special)</b> 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							
<b>1x DRAGOONS (special)</b> 16 pts				<b>1x LANCERS (special)</b> 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			
<b>1x CUIRASSIERS AND CARABINERS (rare)</b> 24 pts				<b>1x GUARD CAVALRY (rare)</b> 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			
<b>1x LIGHT ARTILLERY (rare)</b> 15 pts				<b>1x HEAVY ARTILLERY (rare)</b> 20 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			

<b>1x HORSE ARTILLERY (rare)</b>		<b>23 pts</b>	
<b>Speed</b>	2-2	<b>Retreat</b>	d3
<b>Strength</b>	0	<b>Morale</b>	0 (-0)
<b>Discipline</b>	4+	<b>Close combat</b>	1d6
<b>Fire</b>	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 completely 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. While he is on the field, you roll 1 more action die each turn.

**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 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 of your engaged units, an artillery unit not in combat that can draw LoF to this combat's marker adds +2d6 to your combat result

Command radius: 3UW

D is the number on the die



# RUSSIAN EMPIRE

## Units

<b>1x LINE INFANTRY (main)</b> 16 pts	<b>1x FOOT GUARD (rare)</b> 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
<b>1x JAEGERS (rare)</b> 17 pts	<b>1x GRENADIERS (rare)</b> 20 pts
Speed 2-2 Retreat d3+1	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
<b>1x COSSACKS (special)</b> 8 pts	<b>1x HUSSARS (special)</b> 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
<b>1x DRAGOONS (special)</b> 16 pts	<b>1x LANCERS (special)</b> 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
<b>1x GUARD CAVALRY AND CUIRASSIERS (rare)</b> 24 pts	<b>1x LIGHT ARTILLERY (rare)</b> 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)				1x HORSE ARTILLERY (rare)			
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		
<b>Special rules:</b> Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy				<b>Special rules:</b> 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 completely 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. While he is on the field, you roll 1 more action die each turn.

**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 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

<b>1x LINE INFANTRY (main)</b> 16 pts				<b>1x GRENZER (special)</b> 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			
<b>1x LANDWEHR (special)</b> 12 pts				<b>1x GRENADIERS (rare)</b> 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			
<b>1x HUSSARS AND CHEVAULÉGERS (special)</b> 16 pts				<b>1x DRAGOONS (special)</b> 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			
<b>1x LANCERS (special)</b> 16 pts				<b>1x CUIRASSIERS (rare)</b> 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			
<b>1x LIGHT ARTILLERY (rare)</b> 15 pts				<b>1x HEAVY ARTILLERY (rare)</b> 20 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			

<b>1x HORSE ARTILLERY (rare)</b>		<b>23 pts</b>	
<b>Speed</b>	2-2	<b>Retreat</b>	d3
<b>Strength</b>	0	<b>Morale</b>	0 (-0)
<b>Discipline</b>	4+	<b>Close combat</b>	1d6
<b>Fire</b>	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 completely 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 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

<b>1x LINE INFANTRY (main)</b> 17 pts				<b>1x ALLIED INFANTRY (special)</b> 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			
<b>1x SPANISH ALLIES (special)</b> 12 pts				<b>1x HIGHLANDERS (rare)</b> 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			
<b>1x FOOT GUARD (rare)</b> 20 pts				<b>1x LIGHT INFANTRY (special)</b> 17 pts			
Speed	2-1	Retreat	d3	Speed	2-2	Retreat	d3+1
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			
<b>1x HUSSAR AND LIGHT DRAGOONS (special)</b> 16 pts				<b>1x HEAVY DRAGOONS (special)</b> 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			
<b>1x GUARD CAVALRY (rare)</b> 24 pts				<b>1x LIGHT ARTILLERY (rare)</b> 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)				1x HORSE ARTILLERY (rare)			
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		
<b>Special rules:</b> Bombardment 8UW - 3d6, No retreat, Artillery, Immobile, Heavy				<b>Special rules:</b> 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 completely 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 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



The list represents the prussian army after 1806-09 reforms. To represent Prussia before reforms, use the Age of Reason list.

## Units

<b>1x LINE AND RESERVE INFANTRY (main)</b> 16 pts				<b>1x JAEGERs (rare)</b> 17 pts			
Speed	2-1	Retreat	d3	Speed	2-2	Retreat	d3+1
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			
<b>1x GRENADIERS (rare)</b> 20 pts				<b>1x LANDWEHR (special)</b> 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			
<b>1x LANDWEHR CAVALRY (special)</b> 10 pts				<b>1x HUSSARS (special)</b> 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			
<b>1x DRAGOONS AND CUIRASSIERS (special)</b> 16 pts				<b>1x LANCERS (special)</b> 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			
<b>1x LIGHT ARTILLERY (rare)</b> 15 pts				<b>1x HEAVY ARTILLERY (rare)</b> 20 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)		23 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 completely 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. While he is on the field, you roll 1 more action die each turn.

**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 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

<b>1x JANISSARY (main)</b> 15 pts				<b>1x PROVINCIAL INFANTRY (special)</b> 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			
<b>1x SIPAHI AND MAMLUKS (special)</b> 9 pts				<b>1x HEAVY ARTILLERY (rare)</b> 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			
<b>1x LIGHT ARTILLERY (rare)</b> 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 completely 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 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