

French LINE INFANTRY

■■■■

LN

French LIGHT INFANTRY

■■■■

LT

French GRENAДИER

■■■■

GR

French YOUNG GUARD

■■■■

YG

French OLD GUARD

■■■■

OG

French MILITIA

■■■■

MI

MOVE

ATTACK

Melee	4/5	3/4	2/3	1/2	
RANGED	Stand	4	3	2	1
	Move	2	2	1	1

RANGE 2

Melee Hits on Sabers

RANGE 2

Melee Hits on Sabers

RANGE 2

IGNORE 1

Melee Hits on Sabers

RANGE 2

IGNORE 1

Melee Hits on Sabers

RANGE 2

IGNORE 2

Melee Hits on Sabers

RANGE 2

Retreat per 3

Melee Hits on Sabers

French LIGHT CAVALRY

■■■■

LC

French LIGHT LANCER CAVALRY

■■■■

LNCr

French HEAVY CAVALRY

■■■■

HC

French CUIRASSIER

■■■■

CU

French GUARD LIGHT CAVALRY

■■■■

GLC

French GUARD HEAVY CAVALRY

■■■■

GHC

MOVE

ATTACK

Melee	4	3	2	1
CAVALRY BREAKTHROUGH (p. 14)				
RETIRE AND REFORM (p. 15)				

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RETIRE AND REFORM (p. 15)

Melee Hits on Sabers

RE-ROLL FLAGS ONCE IF ATTACKING

Melee Hits on Sabers

Melee Hits on Sabers

IGNORE 1

INFA NTRY FIRE HIT

LANCERS MAY NOT RE-ROLL FLAGS

IGNORE 1

Melee Hits on Sabers

IGNORE 2

Melee Hits on Sabers

IGNORE 2

Melee Hits on Sabers

French FOOT ARTILLERY

■■■■

FA

French GUARD FOOT ARTILLERY

■■■■

GFA

French HORSE ARTILLERY

■■■■

HA

French GUARD HORSE ARTILLERY

■■■■

GHA

French LEADER

■■■■

MOVE

ATTACK

Melee	4	4	3		
RANGED	M	3	2	1	1
1 Block	M	2	1	1	-

RANGE 5

Melee Hits on Sabers

RANGE 5

IGNORE 2

Melee Hits on Sabers

RANGE 4

Melee Hits on Sabers

RANGE 4

IGNORE 2

Melee Hits on Sabers

WHEN ALONE

LONE LEADERS

Adds support to adjacent units

Retreat after surviving a melee attack

Can be targeted in range attack

ATTACHED LEADERS

Bolsters morale = ignore 1 flag

Leadership card = +1 battle die

CASUALTY CHECKS

Ranged hit

Melee hit

Retreat Fail

2 DICE

Alone in hex after unit losses

1 DIE

*British*  
**LINE INFANTRY**  
■■■■■

LN

*British*  
**LIGHT INFANTRY**  
■■■■■

LT

*British*  
**GRENADIER**  
■■■■■

GR

*British*  
**RIFLE LIGHT INFANTRY**  
■■■■■

RL

*British*  
**GUARD GRENADIER**  
■■■■■

GG



ATTACK



Melee



ATTACK



Melee



ATTACK



Melee



ATTACK



Melee



ATTACK



Melee



**RANGED**  
Stand  
Move



**RANGED**  
Stand  
Move



**RANGED**  
Stand  
Move



**RANGED**  
Stand  
Move



**RANGED**  
Stand  
Move



*British*  
**LIGHT CAVALRY**  
■■■

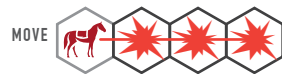
LC

*British*  
**HEAVY CAVALRY**  
■■■

HC

*British*  
**GUARD HEAVY CAVALRY**  
■■■

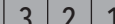
GHC



ATTACK



Melee



ATTACK



Melee



ATTACK



Melee



CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)



*British*  
**FOOT ARTILLERY**  
■■■

FA

*British*  
**HORSE ARTILLERY**  
■■■

HA

*British*  
**ROCKET BATTERY**  
■■■

RB

*British*  
**LEADER**  
■



\*1 Block = No move & battle



ATTACK



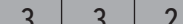
Melee



ATTACK



Melee



ATTACK



Melee



**RANGED**



1 Block



**RANGED**



Stand



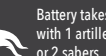
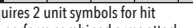
1 Block



**RANGED**



Requires 2 unit symbols for hit  
May not perform combined arms attack



Battery takes hit with 1 artillery symbol or 2 sabers

#### LONE LEADERS

Adds support to adjacent units  
Retreat after surviving a melee attack  
Can be targeted in range attack

#### ATTACHED LEADERS

Bolsters morale = ignore 1 flag  
Leadership card = +1 battle die

#### CASUALTY CHECKS

Ranged hit  
Melee hit  
Retreat Fail  
2 DICE  
Alone in hex after unit losses  
1 DIE

## Russian LINE INFANTRY

Mother Russia

LN

## Russian LIGHT INFANTRY

Mother Russia

LT

## Russian GRENADE

GR

## Russian GUARD LIGHT INFANTRY

GLT

















## Russian GUARD GRENADE

GG

## Russian MILITIA

MI



ATTACK						ATTACK								ATTACK								ATTACK																							
Melee		4	3	2	1	Melee				4	3	2	1	Melee				5	4	3	2	Melee				4	3	2	1	Melee				5	4	3	2	Melee				4	3	2	1
RANGED	Stand	4	3	2	1	RANGED	Stand	5	4	3	2	RANGED	Stand	4	3	2	1	RANGED	Stand	5	4	3	2	RANGED	Stand	4	3	2	1	RANGED	Stand	5	4	3	2	RANGED	Stand	4	3	2	1				
	Move	2	2	1	1		RANGED	Move	3	3	2		2	RANGED	Move	2	2		1	1	RANGED	Move	3		3	2	2	RANGED	Move		3	3	2	2	RANGED		Move	2	2	1	-				



## Russian LIGHT CAVALRY

LC

## Russian LIGHT LANCER CAVALRY

LNCR

## Russian HEAVY CAVALRY

HC

## Russian HEAVY CUIRASSIER

CU





























## Russian GUARD LIGHT CAVALRY

GLC

## Russian GUARD HEAVY CAVALRY

GHC



ATTACK					ATTACK					ATTACK					ATTACK					ATTACK					ATTACK								
Melee	4	3	2	1	Melee	4	3	2	1	Melee	5	4	3	2	Melee	5	4	3	2	Melee	4	3	2	1	Melee	7	6	5	4	3	2		

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

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CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

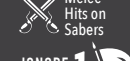
CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)



RE-ROLL  
FLAGS ONCE  
IF ATTACKING  
Except vs. Cuirassier



IGNORE 1  
INFANTRY FIRE HIT  
LANCERS MAY  
NOT RE-ROLL FLAGS



## Russian FOOT ARTILLERY

Mother Russia

FA

## Russian GUARD FOOT ARTILLERY

GFA

## Russian HORSE ARTILLERY

HA

## Russian COSSACK CAVALRY

COS

## Russian MILITIA LIGHT LANCER CAVALRY

MLNCR

## Russian LEADER



ATTACK					ATTACK					ATTACK					ATTACK					ATTACK								
Melee	4	4	4	3	Melee	5	5	4		Melee	3	3	2		Melee	2	1			Melee	4	3	2	1				
RANGED	M	3	2	1	1	RANGED	M	3	2	1	1	RANGED	M	3	2	1	1											
1 Block	M	2	1	1	-	1 Block	M	2	1	1	-	1 Block	M	2	1	1	-											



### LONE LEADERS

Adds support to adjacent units  
Retreat after surviving a melee attack  
Can be targeted in range attack

### ATTACHED LEADERS

Bolsters morale = ignore 1 flag  
Leadership card = +1 battle die

### CASUALTY CHECKS

Ranged hit Melee hit Retreat Fail 2 DICE Alone in hex after unit losses 1 DIE

# Spanish LINE INFANTRY



LN

# Spanish LIGHT INFANTRY



LT

# Spanish GRENADIER



GR

# Spanish MILITIA



MI

MOVE



MOVE



MOVE



MOVE



ATTACK



Melee/Moving 4/3 3/2 2/1 1/-

ATTACK



Melee/Move 5/4 4/3 3/2 2/1 1/-

ATTACK



Melee 5 4 3 2

ATTACK



Melee/Moving 4/3 3/2 2/1 1/-

**RANGED**  
Stand  
Move

4 3 2 1  
1 - - -

**RANGED**  
Stand  
Move

5 4 3 2 1  
2 2 1 1 -

**RANGED**  
Stand  
Move

4 3 2 1  
2 1 1 -

**RANGED**  
Stand  
Move

4 3 2 1  
1 - - -



# Spanish LIGHT CAVALRY



LC

# Spanish HEAVY CAVALRY



HC

# Spanish CUIRASSIER



CU

MOVE



MOVE



MOVE



ATTACK



Melee 3 2 1

ATTACK



Melee 4 3 2

ATTACK

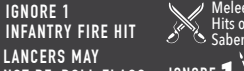


Melee 4 3 2

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)



# Spanish FOOT ARTILLERY

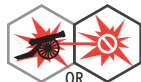


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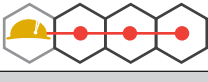
# Spanish LEADER



MOVE



WHEN ALONE



ATTACK



Melee 4 4 3

**RANGED**

M 3 2 1 1

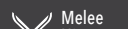
1 Block

M 2 1 1 -

**ATTACHED LEADERS**

Bolsters morale = ignore 1 flag  
Leadership card = +1 battle die

RANGE 5



CASUALTY CHECKS  
Ranged hit  
Melee hit  
Retreat Fail 2 DICE

Alone in hex after unit losses 1 DIE



## Austrian LINE INFANTRY



LN



Move 1 max for  
Force March &  
Bayonet Charge  
May form  
Battalion Mass



Melee 5 4 3 2 1

RANGED Stand 5 4 3 2 1

Move 2 2 1 1 -

RANGE 2 RETREAT 2



## Austrian LIGHT INFANTRY



LT



Melee 4 3 2 1

RANGED Stand 5 4 3 2

Move 3 3 2 2

RANGE 2 RETREAT 2



## Austrian GRENZER INFANTRY



GRZ



Melee 4 3 2 1

RANGED Stand 5 4 3 2

Move 3 3 2 2

RANGE 2 RETREAT 2



## Austrian GRENADIER



GRZ



Melee 5 4 3 2

RANGED Stand 5 4 3 2

Move 3 3 2 2

RANGE 2 IGNORE/RETREAT 1



GG

## Austrian MILITIA



MI



Melee 4 3 2 1

RANGED Stand 4 3 2 1

Move 2 1 1 -

RANGE 2 RETREAT 3 PER



## Austrian LIGHT CAVALRY



LC



Melee 4 3 2 1

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

## Austrian LIGHT LANCER CAVALRY



LNCR



Melee 4 3 2 1

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

## Austrian HEAVY CAVALRY



HC



Melee 5 4 3 2

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

## Austrian HEAVY CUIRASSIER



CU



Melee 5 4 3 2

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)



RE-ROLL  
FLAGS ONCE  
IF ATTACKING  
Except vs. Cuirassier



IGNORE 1  
INFANTRY FIRE HIT  
LANCERS MAY  
NOT RE-ROLL FLAGS



## Austrian FOOT ARTILLERY



FA



Melee 4 4 3

RANGED M 3 2 1 1

1 Block M 2 1 1 -

RANGE 5



## Austrian HORSE ARTILLERY



HA



\*1 Block = No move & battle

Melee 3 3 2

RANGED Stand M 2 1 1

1 Block M 1 1 -

Move M 2 1 -



## Austrian LEADER



LONE LEADERS

Adds support to adjacent units  
Retreat after surviving a melee attack  
Can be targeted in range attack

ATTACHED LEADERS

Bolsters morale = ignore 1 flag  
Leadership card = +1 battle die

CASUALTY CHECKS

Ranged hit Alone in  
Melee hit hex after  
Retreat Fail 2 DICE unit losses 1 DIE

*Prussian*  
**LINE INFANTRY**  
■■■■

LN

*Prussian*  
**LIGHT INFANTRY**  
■■■■

LT

*Prussian*  
**GRENADE**  
■■■■

GR

*Prussian*  
**GUARD GRENADE**  
■■■■

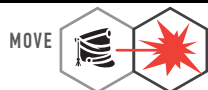
GG

*Prussian*  
**MILITIA**  
■■■■

MI

*Prussian*  
**RESERVE INFANTRY**  
■■■■

RI



ATTACK	Melee/No move	4/5	3/4	2/3	1/2
RANGED	Stand	4	3	2	1
	Move	2	1	1	-

RANGE 2 1<sup>st</sup> FLAG RETREAT EACH ADD'L FLAG RETREAT 2 Melee Hits on Sabers

*Prussian*  
**LIGHT CAVALRY**  
■■■

LC

*Prussian*  
**LIGHT LANCER CAVALRY**  
■■■

LNCR

*Prussian*  
**HEAVY CAVALRY**  
■■■

HC

*Prussian*  
**HEAVY CUIRASSIER**  
■■■

CU

*Prussian*  
**MILITIA LANCER CAVALRY**  
■■■

MLNCR



ATTACK	Melee	3	2	1
CAVALRY BREAKTHROUGH (p. 14)				
RETIRE AND REFORM (p. 15)				

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

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CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)

CAVALRY BREAKTHROUGH (p. 14)  
RETIRE AND REFORM (p. 15)



RE-ROLL  
FLAGS ONCE  
IF ATTACKING  
Except vs. Cuirassier



IGNORE 1  
INFANTRY FIRE HIT  
LANCERS MAY  
NOT RE-ROLL FLAGS



RE-ROLL  
FLAGS ONCE  
IF ATTACKING  
Except vs. Cuirassier



*Prussian*  
**FOOT ARTILLERY**  
■■■

FA

*Prussian*  
**HORSE ARTILLERY**  
■■■

HA

*Prussian*  
**LEADER**  
■



ATTACK	Melee	4	4	3
RANGED	M	3	2	1
1 Block	M	2	1	1

\*1 Block = No move & battle

LONE LEADERS

Adds support to adjacent units  
Retreat after surviving a melee attack  
Can be targeted in range attack

ATTACHED LEADERS

Bolsters morale = ignore 1 flag  
Leadership card = +1 battle die



CASUALTY CHECKS  
Ranged hit  
Melee hit  
Retreat Fail



Alone in  
hex after  
unit losses



## FOREST



- Must stop when **entering** hex
- Units may not battle **the turn** it **moves onto** forest hex (exception: Lt. Infantry, Rifle Lt, Young Guard and other Light Infantry)



## HILL



- No movement penalties
- Infantry firing ranged from **hill to hill** receive a -1 penalty
- See line-of-sight rules for exceptions



## CLEAR WITH FIELD WORKS



- Must stop when **entering** or **exiting** through a field works hexside
- Infantry & Artillery **may ignore 1 flag**
- Reductions are through **field work hexsides** only

Exception: May square if attacked via **non-field work** hexside



## ORCHARD/VINEYARD



- No movement penalties



## WALLED GARDEN



- Must stop when **entering** hex
- Units may not battle **the turn** it **moves onto** the Walled Garden hex (exception: Lt. Infantry, Rifle Lt, Young Guard and other Light Infantry)
- **Units may ignore 1 flag**



## HILL WITH FIELD WORKS



- Must stop when **entering** or **exiting** through a field works hexside
- Infantry & Arty **may ignore 1 flag**
- Reductions are through **field work hexsides** (standard hill reductions apply on **non-field work hexsides**)
- Infantry firing ranged from **hill to hill** receive a -1 penalty

Exception: May square if attacked via **non-field work** hexside



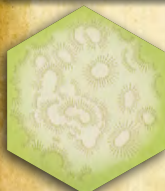
## RUGGED HILL



- Impassable
- Movement prohibited



## SANDY QUARRY



- Must stop when **entering** hex
- Sandy quarry is **impassable** for artillery
- Penalties for **infantry** and **cavalry** apply only to **melee**—no effect on **ranged fire**



## FOREST WITH FIELD WORKS



- Must stop when **entering** or **exiting** through a field works hexside
- Infantry & Arty **may ignore 1 flag**
- Reductions are same as standard Forest hex
- Units may not battle the turn it **moves onto** forest hex (exception: LT, RL, YG and other Light Infantry)

Exception: May square if attacked via **non-field work** hexside





## BRIDGE



- Cancels movement and battle effects of river hex



## LAKE



- Impassable
- Movement prohibited



## FROZEN LAKE



- Must stop when **entering** hex
- Reductions for **infantry** & **artillery** apply only to **melee**—no effect on **ranged fire**



## FORDABLE RIVER



- Must stop when **entering** hex
- Reductions for **infantry** & **artillery** apply only to **melee**—no effect on **ranged fire**



## MARSH



- Must stop when **entering** hex
- Reductions for **infantry** & **artillery** apply only to **melee**—no effect on **ranged fire**



## TOWN, TOWER & WINDMILL



- Must stop when **entering** hex
- A unit **may not battle** the turn it moves onto a Town-type hex
- A cavalry unit ordered by "Cavalry Charge" command card battling into or out of a town-type hex will **not receive additional battle dice**
- Infantry & Arty **may ignore 1 flag**



## RIVER



- Impassable
- Movement prohibited



## CASTLE



- Must stop when **entering** hex
- A unit **may not battle** the turn it moves onto a Castle hex
- A cavalry unit ordered by "Cavalry Charge" command card battling into or out of a town-type hex will **not receive additional battle dice**
- All units in hex may **ignore 2 flags**



## TOWN WITH FIELD WORKS



- Must stop when **entering** or **exiting** through a field works hexside
- When attacked through field work hexside Infantry & Artillery **may ignore 1 flag**
- Units may not battle the turn it **moves onto** town-type hex
- A cavalry unit ordered by "Cavalry Charge" command card battling into or out of a town-type hex will **not receive additional battle dice**



## CHURCH & WALLED FARM



- Must stop when **entering** hex
- A unit **may not battle** the turn it moves onto a Town-type hex
- A cavalry unit ordered by "Cavalry Charge" command card battling into or out of a town-type hex will **not receive additional battle dice**
- All units in hex may **ignore one flag**

