

Quick Reference Card

Numbers in color coded boxes 5 4 3 2 represent the number of dice to roll for the unit in melee or ranged fire.
 Halving (rounded up or down) and +1 or -1 die for unit types, where applicable, have already been figured into the number shown.
 Dice reductions for terrain and additions for specific Command cards must still be made.

BRITISH	Code	Blocks	Movement	Range	May Ignore	Notes	Standing Ranged Fire					Moving Ranged Fire					Melee				
							BLOCKS					BLOCKS					BLOCKS				
							5	4	3	2	1	5	4	3	2	1	5	4	3	2	1
Line Infantry	LN	4	1 & B	2	-	-															
Light Infantry	LT	5	1 & B or 2 & NB	2	-	-															
Rifle Light Inf	RL	3	1 & B or 2 & NB	3	-	-															
Grenadier	GR	4	1 & B	2	1 Flag	-															
Gd Grenadier	GG	5	1 & B	2	2 Flags	-															
Light Cavalry	LC	3	1-3 & B	-	-	-															
Heavy Cavalry	HC	3	1-2 & B	-	-	-															
Gd Hvy Cav	GHC	3	1-2 & B	-	2 Flags	-															

SPANISH	Code	Blocks	Movement	Range	May Ignore	Notes	Standing Ranged Fire					Moving Ranged Fire					Melee				
							BLOCKS					BLOCKS					BLOCKS				
							5	4	3	2	1	5	4	3	2	1	5	4	3	2	1
Line Infantry	LN	4	1 & B	2	-	Retreat 2 hexes per flag															
Light Infantry	LT	5	1 & B or 2 & NB	2	-	Retreat 2 hexes per flag															
Grenadier	GR	4	1 & B	2	1 Flag	Retreat 2 hexes per flag															
Militia	MI	3	1 & B	2	-	Retreat 3 hexes per flag															
Light Cavalry	LC	3	1-3 & B	-	-	Retreat 2 hexes per flag															
Heavy Cavalry	HC	3	1-2 & B	-	-	Retreat 2 hexes per flag															
Cuirassier	CU	3	1-2 & B	-	1 Flag	Ignore 1 Inf Fire Hit, No LNCr Flag re-roll, Retreat 2 per flag															

5/4 = Standing Melee / Moving Melee

PORTUGUESE	Code	Blocks	Movement	Range	May Ignore	Notes	Standing Ranged Fire					Moving Ranged Fire					Melee				
							BLOCKS					BLOCKS					BLOCKS				
							4	3	2	1	4	3	2	1	4	3	2	1			
Line Infantry	LN	4	1 & B	2	-	-															
Light Infantry	LT	3	1 & B or 2 & NB	2	-	-															
Militia	MI	4	1 & B	2	-	Retreat 3 hexes per flag															
Light Cavalry	LC	3	1-3 & B	-	-	-															
Heavy Cavalry	HC	3	1-2 & B	-	-	-															

ARTILLERY	Code	Blocks	Movement	Range	May Ignore	Notes	Standing Ranged Fire					Moving Ranged Fire				Melee				
							RANGE					RANGE				BLOCKS				
							1	2	3	4	5	1	2	3	4	3	2	1		
Foot Artillery	FA	3	1 or B	5	-	-														
							M	3	2	1	1	FA <i>May not move and fire</i>	-	-	-	-	FA Sabers Hit	4	4	3
							1 Block =	2	1	1	-		-	-	-	-				
Guard Foot Arty	GFA	3	1 or B	5	2 Flags	-														
							M	3	2	1	1	GFA <i>May not move and fire</i>	-	-	-	-	GFA Sabers Hit	5	5	4
							1 Block =	2	1	1	-		-	-	-	-				
Horse Arty	HA	3	1 & B or 2 & NB	4	-	If only 1 block = No move and Battle														
							M	2	1	1	-	HA	M	2	1	-	HA Sabers Hit	3	3	2
							1 Block =	1	1	-	-	1 Block =	No	-	-	-				

M = melee

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 Dice reductions for terrain and additions for specific Command cards must still be made.

FRENCH	Code	Blocks	Movement	Range	May Ignore	Notes	Standing Ranged Fire				Moving Ranged Fire				Melee					
							BLOCKS				BLOCKS				BLOCKS					
							4	3	2	1	4	3	2	1	4	3	2	1		
Line Infantry	LN	4	1 & B	2	-	-	4	3	2	1	LN	2	2	1	1	LN +1 vs Inf only	5/4	4/3	3/2	2/1
Light Infantry	LT	4	1 & B or 2 & NB	2	-	-	5	4	3	2	LT	3	3	2	2	LT	4	3	2	1
Grenadier	GR	4	1 & B	2	1 Flag	-	4	3	2	1	GR	2	2	1	1	GR	5	4	3	2
Young Guard	YG	4	1 & B or 2 & NB	2	1 Flag	-	5	4	3	2	YG	3	3	2	2	YG	5	4	3	2
Old Guard	OG	4	1 & B	2	2 Flags	-	5	4	3	2	OG	3	3	2	2	OG	6	5	4	3
Militia	MI	4	1 & B	2	-	Retreat 3 hexes per Flag	4	3	2	1	MI	2	2	1	1	MI No Saber Hits	4	3	2	1
Light Cavalry	LC	4	1-3 & B	-	-	-	-	-	-	-	LC	-	-	-	-	LC	4	3	2	1
Lt Lancer Cav	LNCR	4	1-3 & B	-	-	Re-roll Flags once if attacking except against Cuirassier	-	-	-	-	LNCR	-	-	-	-	LNCR	4	3	2	1
Heavy Cavalry	HC	4	1-2 & B	-	-	-	-	-	-	-	HC	-	-	-	-	HC	5	4	3	2
Cuirassier	CU	4	1-2 & B	-	1 Flag	Ignore 1 Inf Fire Hit No Lancer flag re-rolls	-	-	-	-	CU	-	-	-	-	CU	5	4	3	2
Gd Light Cav	GLC	4	1-3 & B	-	2 Flags	-	-	-	-	-	GLC	-	-	-	-	GLC	4	3	2	1
Gd Heavy Cav	GHC	4	1-2 & B	-	2 Flags	-	-	-	-	-	GHC	-	-	-	-	GHC	5	4	3	2

ARTILLERY	Code	Blocks	Movement	Range	May Ignore	Notes	Standing Ranged Fire					Moving Ranged Fire				Melee					
							RANGE					RANGE				BLOCKS					
							1	2	3	4	5	1	2	3	4	3	2	1			
Foot Artillery	FA	3	1 or B	5	-	-	FA 1 Block =	M	3	2	1	1	FA May not move and fire	-	-	-	-	FA Sabers Hit	4	4	3
Guard Foot Arty	GFA	3	1 or B	5	2 Flags	-	GFA 1 Block =	M	3	2	1	1	GFA May not move and fire	-	-	-	-	GFA Sabers Hit	5	5	4
Horse Arty	HA	3	1 & B or 2 & NB	4	-	If only 1 block = No move and Battle	HA 1 Block =	M	2	1	1	-	HA 1 Block =	M	2	1	-	HA Sabers Hit	3	3	2

M = melee