

GRAND BATTLES CHART

Unit Type	MP	MR	R3	R2	R1	Close Combat	Charge	VP
Line Infantry	3-4	1			7-9	6-9		1
Elite Infantry	3-4	1			7-9**	6-9**		2
Highlander	2	1			8-9	4-9	5-9	1
Militia	2	1			8-9	8-9		1/2
Irregular	2	1			9	8-9		1/2
Skirmishers	2	2		9*	7-9	7-9		1
Native	2	2			9	6-9		1
Artillery	2	1		9	8-9			1
Seige Artillery	2	0		8-9	8-9			2
Dragoon	2	3			9	8-9	7-9	1
Cavalry	3	3				7-9	5-9	1
Hussar	1-2	4			9*	8-9	8-9	1/2
Leader	0-4	4						1-2***

*Roll 1 die in combat

**Fires 1 extra die in combat

***Equal to Leader's Rating, halved and rounded up. A 0 rated Leader is still worth a 1.

BATTLES CHART

Unit Type	MP	MR	R3	R2	R1	Close Combat	Charge	VP
Line Infantry	3-4	1		9*	7-9	6-9		1
Elite Infantry	3-4	1		9*	7-9**	6-9**		2
Highlander	2	1			8-9	4-9	5-9	1
Militia	2	1			8-9	8-9		1/2
Irregular	2	1		9*	9	8-9		1/2
Skirmishers	2	2		9*	7-9	7-9		1
Native	2	2			9	6-9		1
Artillery	2	1	9*	8-9	8-9			1
Seige Artillery	2	0	9*	8-9	8-9			2
Dragoon	2	3			9	8-9	7-9	1
Cavalry	3	3				7-9	5-9	1
Hussar	1-2	4			9*	8-9	8-9	1/2
Leader	0-4	4						1-2***

*Roll 1 die in combat

**Fires 1 extra die in combat

***Equal to Leader's Rating, halved and rounded up. A 0 rated Leader is still worth a 1.

SMALL BATTLES CHART

Unit Type	MP	MR	R3	R2	R1	Close Combat	Charge	VP
Line Infantry	3-4	1		9	7-9	6-9		1
Elite Infantry	3-4	1		9	7-9**	6-9**		2
Highlander	2	1			8-9	4-9	5-9	1
Militia	2	1			8-9	8-9		1/2
Irregular	2	1	9*	9	9	8-9		1/2
Skirmishers	2	2	9*	9	7-9	7-9		1
Native	2	2		9*	9	6-9		1
Artillery	2	1	9	8-9	8-9			1
Seige Artillery	2	0	9	8-9	8-9			2
Dragoon	2	3		9*	9	8-9	7-9	1
Cavalry	3	3				7-9	5-9	1
Hussar	1-2	4			9	8-9	8-9	1/2
Leader	0-4	4						1-2***

*Roll 1 die in combat

**Fires 1 extra die in combat

***Equal to Leader's Rating, halved and rounded up. A 0 rated Leader is still worth a 1.