

Name	Figs	Pts	Mv	Fight	Shoot	Disc	Rules	Upgrades	
Line Infantry	12	4	6"	6+	18"	5+	0	First Fire Close Order +1 on first shot/fight. Can form up.	Green -1 Disc ⇒ -1 Veteran 1 Disc ⇒ +1 Poor Shots -1 Shoot ⇒ 6 Good Shots 2 Shoot ⇒ 4+ Timid -1 Fight at half dice. Aggressive 1 Fight ⇒ 5+ Small Unit -1 Figs ⇒ 6 Large Unit 1 Figs ⇒ 18
Light Infantry	12	6	8"	6+	18"	5+	0	Open Ground is Cover Close Order May Evade May Skirmish If not in Close Order. Can form up. If not in Close Order If not in Close Order..	Veteran 2 Disc ⇒ +1 Aggressive 1 Fight ⇒ 4+ Small Unit -1 Figs ⇒ 6 Good Shots 2 Shoot ⇒ 4+
Shock Infantry	12	6	6"	5+	12"	5+	+1	First Fire Close Order Follow Up +1 on first shot/fight. Can form up. Against Infantry.	Veteran 2 Disc ⇒ +1 Aggressive 1 Fight ⇒ 4+ Small Unit -1 Figs ⇒ 6 Large Unit 1 Figs ⇒ 18 Good Shots 2 Shoot ⇒ 4+
Skirmishers	6	2	8"	6+	12"	5+	0	Open Order is Cover Ignore Diff. Ground May Evade May Skirmish Fight With Half Dice Always. Unless Mounted . Always. Always. Always.	Green -1 Disc ⇒ -1 Veteran 2 Disc ⇒ +1 Aggressive 1 Fight ⇒ 5+ Good Shots 1 Shoot ⇒ 4+ Sharpshooters 4 Shoot ⇒ 4+ / 24" Mounted 2 Mv ⇒ 12"
Natives	12	4	8"	5+	12"	5+	0	Ignore Diff. Ground May Counter-Attack May Follow-Up May Skirmish May NOT "Fire" Always. Against Infantry. Against Infantry. Always. Must use "Skirmish"	Green -1 Disc ⇒ -1 Veteran 2 Disc ⇒ +1 Aggressive 1 Fight ⇒ 5+ Poor Shots -1 Shoot ⇒ 6 Small Unit -1 Figs ⇒ 6 Large Unit 1 Figs ⇒ 18
Lt Artillery	4 + Gun	4	4"	6+	24"	5+	0	Target Hard Cover ⇒ Cover Only Shoot Front Close Order Target Shoot +1 Open Ground is Cover May Ignore Target Priority When shooting. 90 degree fire arc. Heavy Artillery only.	Green -1 Disc ⇒ -1 Veteran 2 Disc ⇒ +1 Limber 2 Mv x2, Figs ⇒ 6
Med Artillery		6	2"		36"	4+	0		
Heavy Artillery		8	0"		48"	4+	0		
Light Cavalry	6	4	12"	6+	12"	5+	0	May Evade May Counter-Attack May Skirmish May NOT "Fire" Hard Cover ⇒ Cover Must use "Skirmish" Because they're mounted.	Green -1 Disc ⇒ -1 Veteran 2 Disc ⇒ +1 Aggressive 1 Fight ⇒ 5+ Timid -1 Fight at half dice. Poor Shots -1 Shoot ⇒ 6 Good Shots 1 Shoot ⇒ 4+
Shock Cavalry	12	6	10"	5+	-	-	0	May Counter-Attack May Follow-Up Close Order Hard Cover ⇒ Cover May form up. Because they're mounted.	Green -1 Disc ⇒ -1 Veteran 2 Disc ⇒ +1 Aggressive 1 Fight ⇒ 4+ Small Unit -1 Figs ⇒ 6