

<b>Points</b>	<b>Unit</b>	<b>Strength</b>	<b>Figures</b>	<b>Courage</b>
<b>Type</b>	<input type="checkbox"/> First Fire <input type="checkbox"/> Close Ord <input type="checkbox"/> Diff OK <input type="checkbox"/> Open=cover <input type="checkbox"/> Evade <input type="checkbox"/> Skirmish	<input type="checkbox"/> Fight @ 1/2 <input type="checkbox"/> No fire <input type="checkbox"/> Ign hard cov <input type="checkbox"/> Front arc <input type="checkbox"/> +1 targ close <input type="checkbox"/> Any target	<input type="checkbox"/> C/Attack <input type="checkbox"/> inf <input type="checkbox"/> cav <input type="checkbox"/> Followup <input type="checkbox"/> inf <input type="checkbox"/> cav	
<b>MOVE</b>	<b>ATTACK</b>	<b>DEFEND</b>	<b>SHOOT</b>	
<i>On At</i>	<i>On At</i>	<i>At Arm</i>	<i>On At</i>	

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