



Soldier Kings

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Player Aid Card
Great Britain

Country	Bavaria	Crimea	Denmark	Iroquois	Pays d'H	Poland	Portugal	Sardinia	Saxony	Sweden	Venice
Diplomatic Modifiers	0	-3	+1	-2	-3	0	+3	-1	+1	+1	-1
Forces	2A	3A	1A 1F	2A	2A	2A	1A 1F	1A 1F	2A	2A 1F	1L 1A 1F

Starting Order of Battle

Leader Cumberland
 Leader Hawke
 4-3 Army
 3 random Armies
 1 British Provincial Army*
 5 random Fleets
 (*: Must start in Virginia)

Victory Points (Needed to Win: 20)

1	2	3	4	5	6	7	8	9	+10
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Manpower (Starts 21, add 20 per year)

10	20	30	40	50	60	70	80	90	100
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Cost Summary

Army 5 M, 2 R (2 turns)
 Fleet 3 M, 5 R (4 turns)

Maintain Unit 1 M, 1 R
 Repair (Europe) 1 M, 1 R
 Repair (Americas) 1 M, 2 R*
 Repair (Any Other) 1 M, 3 R
 (*: Provincial Army: -1 R)

Land Combat
 Probe 1 R
 Assault 2 R
 Invasion 4 R

Siege Combat
 1 Round FREE
 2 Rounds 1 R
 Unlimited 2 R

0	1	2	3	4	5	6	7	8	9
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Resources (Starts 43, add 44 per year)

10	20	30	40	50	60	70	80	90	100
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0	1	2	3	4	5	6	7	8	9
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