



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)

Manpower (Starts at 20 per year)

Resources (Starts at 44 per year)

Victory Points Needed to Win: 20

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	^V 20
21	22	23	24	25	26	27	28	29	30
_M									
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
		_R							
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70

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