



Soldier Kings

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Player Aid Card
Spain

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

Starting Order of Battle

Leader Alvarez
4 random Armies
2 random Fleet

Manpower (Starts at 22 per year)

Resources (Starts at 37 per year)

Victory Points Needed to Win: 15

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
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)
(per Winter)

Land Combat

Probe 1 R
Assault 2 R
Invasion 4 R

Siege Combat

1 Round FREE
2 Rounds 1 R
Unlimited 2 R



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Player Aid Card

Russia

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

Starting Order of Battle

Leader Apraxin
4 random Armies
1 random Fleet

Manpower (Starts at 25 per year)

Resources (Starts at 14 per year)

Victory Points Needed to Win: 10

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
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
(per Winter)

Land Combat

Probe 1 R
Assault 2 R
Invasion 4 R

Siege Combat

1 Round FREE
2 Rounds 1 R
Unlimited 2 R



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Player Aid Card

Prussia

Country	Bavaria	Crimea	Denmark	Iroquois	Pays d'H	Poland	Portugal	Sardinia	Saxony	Sweden	Venice
Diplomatic Modifiers	-1	-3	-1	#	#	+1	-1	0	-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 Frederick II
 Leader Schwerin
 4-3 Army
 5 random Armies

Manpower (Starts at 17 per year)

Resources (Starts at 14 per year)

Victory Points Needed to Win: 15

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
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
 (per Winter)

Land Combat

Probe 1 R
 Assault 2 R
 Invasion 4 R

Siege Combat

1 Round FREE
 2 Rounds 1 R
 Unlimited 2 R



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Player Aid Card
Holland

Country	Bavaria	Crimea	Denmark	Iroquois	Pays d'H	Poland	Portugal	Sardinia	Saxony	Sweden	Venice
Diplomatic Modifiers	+1	-3	0	#	#	+1	-1	0	0	-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 Orange
2 random Armies
2 random Fleets

Manpower (Starts at 11 per year)

Resources (Starts at 21 per year)

Victory Points Needed to Win: 10

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
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)

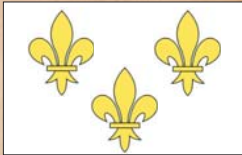
Maintain Unit 1 M, 1 R
Repair (Europe) 1 M, 1 R
Repair (Americas) 1 M, 2 R*
Repair (Any Other) 1 M, 3 R
(per Winter)

Land Combat

Probe 1 R
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Unlimited 2 R



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Player Aid Card

France

Country	Bavaria	Crimea	Denmark	Iroquois	Pays d'H	Poland	Portugal	Sardinia	Saxony	Sweden	Venice
Diplomatic Modifiers	+3	-2	+1	+2	+3	0	-1	+1	+2	+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 D'Estrees
- Leader Galissonniere
- 4-3 Army
- 3 random Armies
- 3 random Fleet

Manpower (Starts at 21 per year)

Resources (Starts at 50 per year)

Victory Points Needed to Win: 10

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20 V
21	22	23 M	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44 R	45	46	47	48	49	50
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
(per Winter)

Land Combat

- Probe 1 R
- Assault 2 R
- Invasion 4 R

Siege Combat

- 1 Round FREE
- 2 Rounds 1 R
- Unlimited 2 R



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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	20 V
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43 R	44	45	46	47	48	49	50
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)
(per Winter)

Land Combat

Probe 1 R
Assault 2 R
Invasion 4 R

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Player Aid Card

Austria

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

Starting Order of Battle

Leader Browne
 4-3 Army
 4 random Armies
 Minor Ally: Saxony
 2 random Armies

Manpower (Starts at 21 per year)

Resources (Starts at 21 per year)

Victory Points Needed to Win: 15

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
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
(per Winter)

Land Combat

Probe 1 R
 Assault 2 R
 Invasion 4 R

Siege Combat

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 2 Rounds 1 R
 Unlimited 2 R



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Player Aid Card
Turkey

Country	Bavaria	Crimea	Denmark	Iroquois	Pays d'H	Poland	Portugal	Sardinia	Saxony	Sweden	Venice
Diplomatic Modifiers	-1	+3	0	#	#	+1	-1	0	0	-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 Muhsinzade Pasha
5 random Armies
1 random Fleet

Manpower (Starts at 25 per year)

Resources (Starts at 13 per year)

Victory Points Needed to Win: 10

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
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
(per Winter)

Land Combat

Probe 1 R
Assault 2 R
Invasion 4 R

Siege Combat

1 Round FREE
2 Rounds 1 R
Unlimited 2 R