



# Soldier Kings

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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	V	16	R	M	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  
*(per Winter)*

Repair (Europe) 1 M, 1 R  
 Repair (Americas) 1 M, 2 R\*  
 Repair (Any Other) 1 M, 3 R

### 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 <span style="background-color: yellow;">V</span>
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  
*(per Winter)*

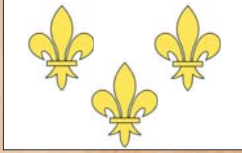
- Repair (Europe) 1 M, 1 R
- Repair (Americas) 1 M, 2 R\*
- Repair (Any Other) 1 M, 3 R
- (\*: Provincial Army, -1R)

## 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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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 Galissoniere  
 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 <span style="background-color: yellow;">V</span>
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  
*(per Winter)*

Repair (Europe) 1 M, 1 R  
 Repair (Americas) 1 M, 2 R\*  
 Repair (Any Other) 1 M, 3 R

### 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  
*(per Winter)*

Repair (Europe) 1 M, 1 R  
Repair (Americas) 1 M, 2 R\*  
Repair (Any Other) 1 M, 3 R

## 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

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  
*(per Winter)*

Repair (Europe) 1 M, 1 R  
 Repair (Americas) 1 M, 2 R\*  
 Repair (Any Other) 1 M, 3 R

### 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  
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  
*(per Winter)*

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

### 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  
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 (per Winter) 1 M, 1 R

Repair (Europe) 1 M, 1 R  
Repair (Americas) 1 M, 2 R\*  
Repair (Any Other) 1 M, 3 R

### Land Combat

Probe 1 R  
Assault 2 R  
Invasion 4 R

### Siege Combat

1 Round FREE  
2 Rounds 1 R  
Unlimited 2 R





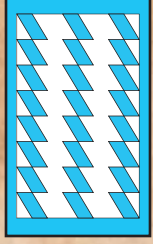
Starting Forces:  
Two Armies  
One Fleet

SWEDEN

MINOR ALLY

Britain	+1
France	+1
Prussia	+1
Austria	+1
Russia	-1
Spain	0
Turkey	0
Holland	-1

Recovery/Build  
1 Per Year



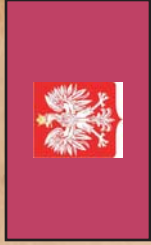
Starting Forces:  
Two Armies

Recovery/Build  
1 Per Year

BAVARIA

MINOR ALLY

Britain	0
France	+3
Prussia	-1
Austria	+1
Russia	-1
Spain	0
Turkey	-1
Holland	+1



Starting Forces:  
Two Armies

POLAND

MINOR ALLY

Britain	0
France	0
Prussia	+1
Austria	+1
Russia	+1
Spain	-1
Turkey	0
Holland	+1

Recovery/Build  
1 Per Year



Starting Forces:  
One Army  
One Fleet

Recovery/Build  
1 Per Year

DENMARK

MINOR ALLY

Britain	+1
France	+1
Prussia	-1
Austria	+1
Russia	0
Spain	-1
Turkey	0
Holland	0



Starting Forces:  
Two Armies

SAXONY

MINOR ALLY

Britain	+1
France	+2
Prussia	-1
Austria	+2
Russia	0
Spain	0
Turkey	0
Holland	0

Recovery/Build  
1 Per Year



Starting Forces:  
Three Armies

Recovery/Build  
1 Per Year

CRIMEA

MINOR ALLY

Britain	-3
France	-2
Prussia	-3
Austria	-3
Russia	No
Spain	-3
Turkey	+3
Holland	-3



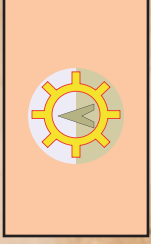
Starting Forces:  
One Army  
One Fleet

PORTUGAL

MINOR ALLY

Britain	+3
France	-1
Prussia	-1
Austria	-1
Russia	-1
Spain	-1
Turkey	0
Holland	-1

Recovery/Build  
1 Per Year



Starting Forces:  
Two Armies

Recovery/Build  
1 Per Year

IROQUOIS

MINOR ALLY

Britain	-2
France	+2
Prussia	#
Austria	#
Russia	#
Spain	#
Turkey	#
Holland	#



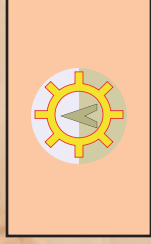
Starting Forces:  
One Army  
One Fleet

SARDINIA

MINOR ALLY

Britain	-1
France	+1
Prussia	0
Austria	+1
Russia	0
Spain	+1
Turkey	0
Holland	0

Recovery/Build  
1 Per Year



Starting Forces:  
Two Armies

Recovery/Build  
1 Per Year

PAYS d'HAUT

MINOR ALLY

Britain	-3
France	+3
Prussia	#
Austria	#
Russia	#
Spain	#
Turkey	#
Holland	#



Starting Forces:  
Two Armies

SWITZERLAND

MINOR ALLY

Britain	@
France	@
Prussia	@
Austria	@
Russia	@
Spain	@
Turkey	@
Holland	@

Recovery/Build  
1 Per Year



Starting Forces:  
1 Leader  
1 Army, 1 Fleet

Recovery/Build  
1 Per Year

VENICE

MINOR ALLY

Britain	-1
France	+1
Prussia	-1
Austria	+2
Russia	0
Spain	+1
Turkey	-2
Holland	-1