

German Minor States

Nine Years War

Command Ratings

Army Commander	Command Rate 8	40 Points
	Command Rate 7	20 Points
Battalia Commander	Command Rate 8 (0-1 per Army)	40 Points
	Command Rate 7 (0-4 per Army)	20 Points
	Command Rate 6	10 Points

The Horse

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Guard Cavalry	Heavy Horse	Swords, Pistols	7	1	3+	3	Heavy Cavalry +1, Elite 4+	53

-0-2 Units per Army

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Cuirassiers	Heavy Horse	Swords, Pistols	6	1	3+	3	Heavy Cavalry +1	45

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Line Cavalry	Horse	Swords, Pistols	6	1	4+	3		37

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Dragoons	Horse	Flintlocks	4	2	4+	3	Fire & Evade, Marauders	43

The Foot

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Guard Infantry	Battle Line	Matchlocks	4(6)	3	3+	4	Plug Bayonet, First Fire, Crack	49

-Replace Matchlocks with Flintlocks @ 1 Point per Unit

-Add a Grenadier Company. Gains 'Grenades' rule @ 1 Point per Unit

-Add a Pike Company. Gains 'Pike Company' rule @ 5 Points per Unit

-0-2 Units per Army

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Line Infantry	Battle Line	Matchlocks	4(6)	3	4+	3	Plug Bayonet, First Fire	37

-Replace Matchlocks with Flintlocks @ 1 Point per Unit

-Add a Grenadier Company. Gains 'Grenades' rule @ 1 Point per Unit

-Add a Pike Company. Gains 'Pike Company' rule @ 5 Points per Unit

The Ordnance

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Artillery	Ordnance	Cannon	1	3-2-1	4+	2		-

-Light Artillery @ 19 Points

-Medium Artillery @ 23 Points

-Heavy Artillery @ 28 Points

-0-3 per Battalia

Unit	Unit Type	Weapon	Hand-to-Hand	Shooting	Morale	Stamina	Special	Points
Siege Artillery	Ordnance	Mortar	1	2	5+	4		27

-0-1 per Army