

NAPPY

Unit Type	Figures per unit	May move	Battle	Range (up to)	Uphill cost
Infantry	4	up to 2	Non-moving 1 dice per figure Moving 1 space : -1 dice Moving 2 spaces : no combat *	2	2
Cavalry	3	up to 3	moving or non-moving : 1 dice per figure	melee only	2
Foot artillery	4 (crew)	1	non-moving : 1 dice per figure moving : no combat	4 #	Requires 2 units worth of command
Horse artillery	3 (crew)	2	non-move : 1 dice per figure move 1 space : - 1 dice Move 2 spaces : no combat *	3 #	2

* Some tactic cards permit regular units to move 2 or more spaces and fire . Treat all units above moving this way as having moved 1 space .

Adjacent hex : 1 dice per crewman
 2 hexes away : 1 “ “ “ - 1 dice
 3 hexes away : 1 “ “ “ - 2 dice
 4 hexes away : 1 “ “ “ - 3 dice