Each block is a one-player set of dice for LSNC: Napoleonic Wars

PIN	Retreat — or — PIN	Retreat	PIN — or — OK	OK	Random Order
Halt	Charge Cav or Arty — or — Halt	**Charge!** (straight)	If *Rash* Charge! — or — Cdr Choice	Charge! *If Rash then* Scatter!	**Charge!** (up to 45 degrees)
— or — Fire x2 in line	— or — Fire ½ vs Cav.	— or — Fire x2 in line	— or — Fire x2 in line	If > 3" — or — Fire	If > 3" — or — Fire ½ vs Cav.
— or — Counter Charge	If > 3" — or — Stand	— or — Counter Charge	If > 3" — or — Stand	If > 3" — or — Stand	Counter Charge — or — Fire
Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 3 — or — 2
Halt @ 3" & Fire	Halt @ 3", Fire — or — Halt @ 1.5", No Fire	Halt @ 1.5" & No Fire	Close — or — Halt @ 1.5", No Fire	Close	Halt @ 1.5" & Fire
Stand No Fire	Full Move Away — or — Stand, No Fire	vs. Retreat — or — Full Move Away	Stand, No Fire — or — Stand & Fire	Stand & Fire	Stand No Fire

PIN	Retreat — or — PIN	Retreat	PIN — or — OK	OK	Random Order
Halt	Charge Cav or Arty — or — Halt	**Charge!** (straight)	If *Rash* Charge! — or — Cdr Choice	Charge! *If Rash then* Scatter!	**Charge!** (up to 45 degrees)
— or — Fire x2 in line	— or — Fire ½ vs Cav.	— or — Fire x2 in line	— or — Fire x2 in line	If > 3" — or — Fire	If > 3" — or — Fire ½ vs Cav.
— or — Counter Charge	If > 3" — or — Stand	— or — Counter Charge	If > 3" — or — Stand	If > 3" — or — Stand	Counter Charge — or — Fire
Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 3 — or — 2
Halt @ 3" & Fire	Halt @ 3", Fire — or — Halt @ 1.5", No Fire	Halt @ 1.5" & No Fire	Close — or — Halt @ 1.5", No Fire	Close	Halt @ 1.5" & Fire
Stand No Fire	Full Move Away — or — Stand, No Fire	vs. Retreat — or — Full Move Away	Stand, No Fire — or — Stand & Fire	Stand & Fire	Stand No Fire

PIN	Retreat — or — PIN	Retreat	PIN — or — OK	OK	Random Order
Halt	Charge Cav or Arty — or — Halt	**Charge!** (straight)	If *Rash* Charge! — or — Cdr Choice	Charge! *If Rash then* Scatter!	**Charge!** (up to 45 degrees)
— or — Fire x2 in line	— or — Fire ½ vs Cav.	— or — Fire x2 in line	— or — Fire x2 in line	If > 3" — or — Fire	If > 3" — or — Fire ½ vs Cav.
— or — Counter Charge	If > 3" — or — Stand	— or — Counter Charge	If > 3" — or — Stand	If > 3" — or — Stand	Counter Charge — or — Fire
Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 3 — or — 2
Halt @ 3" & Fire	Halt @ 3", Fire — or — Halt @ 1.5", No Fire	Halt @ 1.5" & No Fire	Close — or — Halt @ 1.5", No Fire	Close	Halt @ 1.5" & Fire
Stand No Fire	Full Move Away — or — Stand, No Fire	vs. Retreat — or — Full Move Away	Stand, No Fire — or — Stand & Fire	Stand & Fire	Stand No Fire

PIN	Retreat — or — PIN	Retreat	PIN — or — OK	OK	Random Order
Halt	Charge Cav or Arty — or — Halt	**Charge!** (straight)	If *Rash* Charge! — or — Cdr Choice	Charge! *If Rash then* Scatter!	**Charge!** (up to 45 degrees)
— or — Fire x2 in line	— or — Fire ½ vs Cav.	— or — Fire x2 in line	— or — Fire x2 in line	If > 3" — or — Fire	If > 3" — or — Fire ½ vs Cav.
— or — Counter Charge	If > 3" — or — Stand	— or — Counter Charge	If > 3" — or — Stand	If > 3" — or — Stand	Counter Charge — or — Fire
Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 3 — or — 2
Halt @ 3" & Fire	Halt @ 3", Fire — or — Halt @ 1.5", No Fire	Halt @ 1.5" & No Fire	Close — or — Halt @ 1.5", No Fire	Close	Halt @ 1.5" & Fire
Stand No Fire	Full Move Away — or — Stand, No Fire	vs. Retreat — or — Full Move Away	Stand, No Fire — or — Stand & Fire	Stand & Fire	Stand No Fire

PIN	Retreat — or — PIN	Retreat	PIN — or — OK	OK	Random Order
Halt	Charge Cav or Arty — or — Halt	**Charge!** (straight)	If *Rash* Charge! — or — Cdr Choice	Charge! *If Rash then* Scatter!	**Charge!** (up to 45 degrees)
— or — Fire x2 in line	— or — Fire ½ vs Cav.	— or — Fire x2 in line	— or — Fire x2 in line	If > 3" — or — Fire	If > 3" — or — Fire ½ vs Cav.
— or — Counter Charge	If > 3" — or — Stand	— or — Counter Charge	If > 3" — or — Stand	If > 3" — or — Stand	Counter Charge — or — Fire
Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 3 — or — 2
Halt @ 3" & Fire	Halt @ 3", Fire — or — Halt @ 1.5", No Fire	Halt @ 1.5" & No Fire	Close — or — Halt @ 1.5", No Fire	Close	Halt @ 1.5" & Fire
Stand No Fire	Full Move Away — or — Stand, No Fire	vs. Retreat — or — Full Move Away	Stand, No Fire — or — Stand & Fire	Stand & Fire	Stand No Fire

PIN	Retreat — or — PIN	Retreat	PIN — or — OK	OK	Random Order
Halt	Charge Cav or Arty — or — Halt	**Charge!** (straight)	If *Rash* Charge! — or — Cdr Choice	Charge! *If Rash then* Scatter!	**Charge!** (up to 45 degrees)
— or — Fire x2 in line	— or — Fire ½ vs Cav.	— or — Fire x2 in line	— or — Fire x2 in line	If > 3" — or — Fire	If > 3" — or — Fire ½ vs Cav.
— or — Counter Charge	If > 3" — or — Stand	— or — Counter Charge	If > 3" — or — Stand	If > 3" — or — Stand	Counter Charge — or — Fire
Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 1 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 2 — or — 1	Vs. Inf > 6" 3 — or — 2
Halt @ 3" & Fire	Halt @ 3", Fire — or — Halt @ 1.5", No Fire	Halt @ 1.5" & No Fire	Close — or — Halt @ 1.5", No Fire	Close	Halt @ 1.5" & Fire
Stand No Fire	Full Move Away — or — Stand, No Fire	vs. Retreat — or — Full Move Away	Stand, No Fire — or — Stand & Fire	Stand & Fire	Stand No Fire