

## Do-It-Yourself Unit Cards for *Blücher*

If you want to create your own historical scenarios for *Blücher* and play the game using unit cards, you may easily do so with these templates. The graphics on the card have been kept as simple as possible so that you can print them out to colored paper of your choice (blue for the French, red for the British, and so on), and then mark on them with pen or pencil.

### **Infantry and Cavalry Cards**

The cards have up to eight elan boxes on their tracks. Most units will not need that many, so you should mark-out the boxes you will not need. Mark them in some way that makes it obvious that the unit did not start with these numbers. (This is important because if you use the advanced game rule for rallying, you will need to know a unit's original starting elan, to make sure that you do not rally a unit to a higher strength than permissible). In other words: use a different kind of color or mark than what you will use during the game to apply fatigues.

You should then name the unit in the grey box across the front edge of the card, and give it a corps ID in the white banner, if appropriate.

Draw the symbols for any traits for the unit, along the card's right edge. If an infantry unit has attached artillery, you should mark that box.

### **Artillery Units**

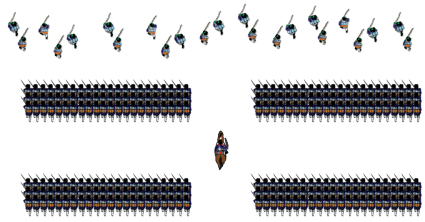

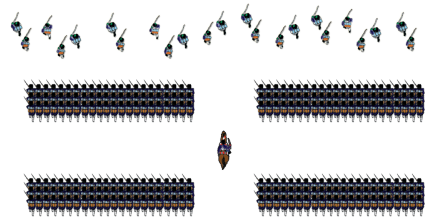





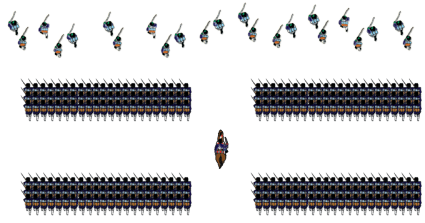

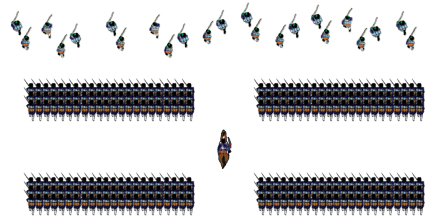





The templates are divided into foot and horse units. If you are creating a heavy artillery unit, you will simply add that trait symbol to the card's right edge.

You will also need to write-in the ammo numbers in the boxes. These have been left blank so that you can adjust them according to the army or scenario you are creating.

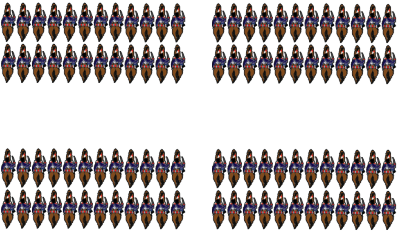
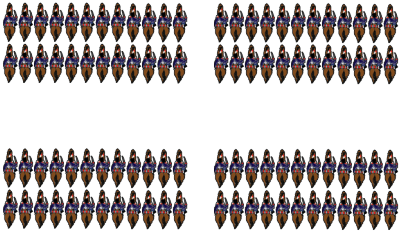


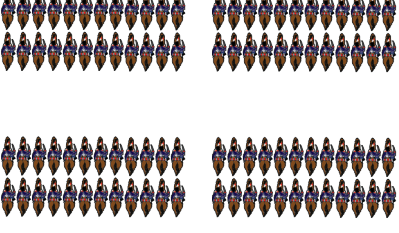
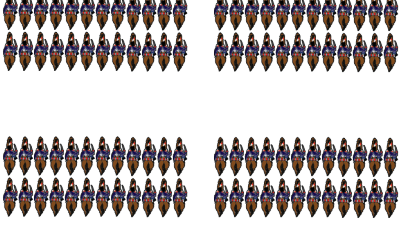


### **Making Good Unit Cards**

If your printer permits, use a thick colored paper (such as 120# stock). After printing and marking the cards, cut them out with scissors and you are ready to play. The color of the paper serves as an effective "flag" on the back of the card when it is concealed at the start of the game. However, you should also make a mark on the back to denote the unit's centerpoint.

# Infantry Units

<p>2-1</p>  <p>8 7 6 5 4 3 2 1 </p>	<p>2-1</p>  <p>8 7 6 5 4 3 2 1 </p>
<p>2-1</p>  <p>8 7 6 5 4 3 2 1 </p>	<p>2-1</p>  <p>8 7 6 5 4 3 2 1 </p>
<p>2-1</p>  <p>8 7 6 5 4 3 2 1 </p>	<p>2-1</p>  <p>8 7 6 5 4 3 2 1 </p>
<p>2-1</p>  <p>8 7 6 5 4 3 2 1 </p>	<p>2-1</p>  <p>8 7 6 5 4 3 2 1 </p>

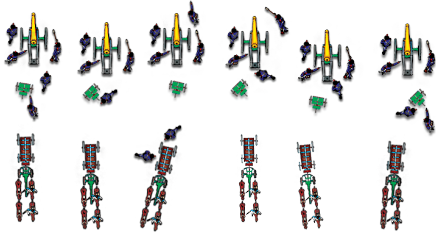
# Cavalry Units

<p>4-2</p>  <p>8 7 6 5 4 3 2 1</p>	<p>4-2</p>  <p>8 7 6 5 4 3 2 1</p>
<p>4-2</p>  <p>8 7 6 5 4 3 2 1</p>	<p>4-2</p>  <p>8 7 6 5 4 3 2 1</p>
<p>4-2</p>  <p>8 7 6 5 4 3 2 1</p>	<p>4-2</p>  <p>8 7 6 5 4 3 2 1</p>
<p>4-2</p>  <p>8 7 6 5 4 3 2 1</p>	<p>4-2</p>  <p>8 7 6 5 4 3 2 1</p>

# Artillery Units

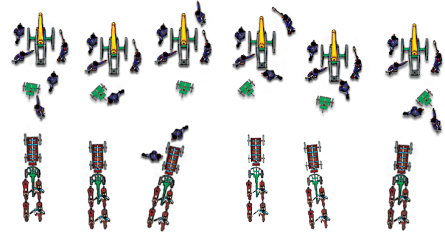
Foot Artillery

2-1



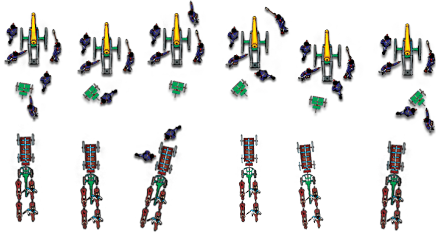
Horse Artillery

3-1



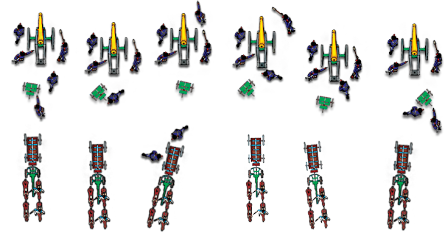
Foot Artillery

2-1



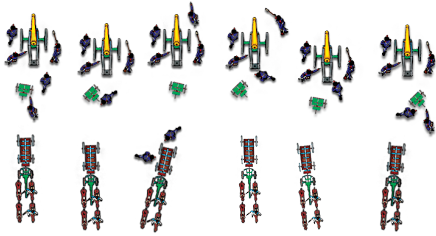
Horse Artillery

3-1



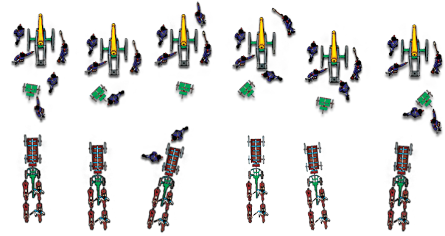
Foot Artillery

2-1



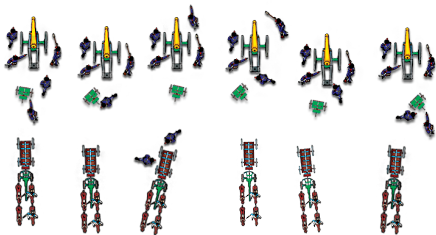
Horse Artillery

3-1



Foot Artillery

2-1



Horse Artillery

3-1

