

<Optional rules in angled brackets>	Drilled Troops	Auxiliaries
Wilderness Movement [6.2, <16.1>]	Pass through 1 space then stop <if unaccomp>	No restrictions
Individual Activation [5.32]	One per card (regardless of #)	One per # (Indians 2 per #)
Construction [5.4]	Yes <if in supply>	No
Capture empty Stockade [5.45]	Yes	Only with Drilled Troops
End move in enemy Fort/Fortress [6.5]	Yes	Only with Drilled Troops
Retreat [7.9]	To Cultivated or Friendly Fortification	To any terrain
Roll on Siege Table [8.2]	Yes <if in supply>	No
Raid [10.0]	No	Yes
Winter Attrition [11.0]	Yes	No
FR remove Amphib marker [6.431]	Yes	No
<Infiltrate [13.0]>	<No>	<Yes, if single unit>
<Intercept [14.0]>	<Yes, but not against lone aux in Wild/Mt>	<Yes. Lone in Wild/Mt only by lone aux>
<Avoid Battle [15.0]>	<Yes>	<Yes. Automatic in Wild/Mt vs drilled>
<Enemy Cultivated Movement [16.2]>	No restrictions	<Pass through 1 space then stop if unaccomp>
<Restore to Full [17.3]>	<In supply>	Yes

Types of Drilled Troops →	Regulars: Move 4	BR Light Infantry: Move 6	BR Provincials: Move 4
Permanently Eliminated [7.61]	Yes	No	No
At -1 drm unaccomp in Wild/Mt [7.52]	Yes	No	Yes
VP loss if <5 defeated [7.81]	Yes	No	No
Affect drm in cultivated [7.53]	Yes	No	No
Affected by Assemblies [5.54]	No	No	Yes
Can play <i>Coehorns</i> [card #8]	Yes	No	No
Can be <i>Ambushed</i> [by card #11]	Yes	No	Yes

Types of Auxiliaries →	BR Rangers	FR Coureurs des Bois	Indians
Permanently Eliminated [7.61]	No	Yes	No
+1 to Raid [10.3]	Yes	No	No
After Raid, go to: [10.4]	Nearest friendly Fortification	Nearest friendly Fortification	Home Settlement or w/leader
Go Home at Year End [4.0]	No	No	Yes (if not in fortification)

Fortifications →	Stockades	Forts	Fortresses
VP lost if you lose one [5.45, 5.46, 9.22]	-1 (-0 if self-destruct)	-2 (-1 if self-destruct)	-3
Steps to build [5.4]	1	2	-
Unit Capacity [8.11, 11.1]	4	4	No limit
Can be Raided [10.1]	Yes	No	No
Siege Factor/Assault Shift [8.24, 9.13]	(None, but attacker is at -1 drm)	1 / 1 Left	2 / 1 Left