

LEADERSHIP

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FORCE MARCH

Activate *all infantry in a color of your choice*.



Each unit may move 2 hexes AND fire/battle. Terrain movement restrictions still apply.

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REINFORCEMENTS

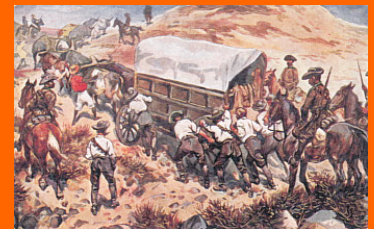
Roll 1D6.

- 1-2: 1 infantry unit.
- 3: 1 cavalry unit.
- 4: 1 artillery unit.
- 5: 1 unit of your choice (or commander).
- 6: sorry, no reinforcements.

A reinforcement unit that arrives may be placed onto any hex with an unattached commander, any vacant hex adjacent to a commander, or any vacant hex on your edge of the battlefield. The unit may also battle on this turn, but not move.

SHORT OF SUPPLIES

Play this card on 1 of your units or an enemy unit of your choice.



This unit (+ commander, if attached) has run short of supplies and must fall back straight to the edge of the battlefield. The unit may not battle this turn.

ALL-OUT OFFENSIVE

Issue an order to all of your units and commanders.



After playing this card, re-shuffle the card decks before drawing a new command card.

COUNTER-ATTACK

Play this card on your opponent to duplicate the orders of the last card played by him.



You can only activate units of the same color as activated by your opponent.

CONSTRUCT FIELDWORKS



Place a fieldwork on 2 different hexes (if allowed) that are occupied by your infantry or artillery units. These units do not move or battle this turn.