

**RALLY!**  
This replaces your *activation* of a unit.



Issue an order to 1 of your units that has suffered casualties. Roll 4 D6. For each number rolled that matches a LOST figure from that unit, replace that figure.  
1-2: infantry.  
3: cavalry.  
4: artillery.  
5: your choice.  
6: none.

**NOW!**

**HIT & RUN!**  
Activate up to all your mounted units.



Each mounted unit may move, battle and then move again.

**YOUR CHOICE**

**RETIRE!**  
Activate two of your mounted units.



Each mounted unit must fall back 3 hexes towards your baseline (opponent chooses the first, player the second). This action does not replace your *activation* of a unit.

**NOW!**

**BOMBARD**  
Activate up to all your artillery units.



Each artillery unit may fire once OR move twice.

**YOUR CHOICE**

**WET POWDER!**  
Activate all your artillery units.



All your artillery falls back 2 hexes to re-supply, unless deployed in a fortification or earthwork. This action does not replace your *activation* of a unit.

**NOW!**

**SUPPORTING FIRE!**



Activate 1 more (partly) missile armed unit except artillery.

**YOUR CHOICE**

**WET POWDER!**



In case your *activated* unit is equipped with firearms, it cannot fire due to wet powder...

**NOW!**

**SINGLE COMBAT**  
You challenge an enemy commander.



5 rounds of 1 battle die with saving throw. Highest score wins. Ransom is 1 block of "spoils of war".

**YOUR CHOICE**

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**YOUR CHOICE**

### LEADERSHIP

Issue an order to up to all of your *commanders attached to a unit*. These units move & do battle with their leaders.



Any battling units (excluding artillery) with an attached captain may roll two extra battle dice instead of one.

**YOUR CHOICE**

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Issue an order to up to all of your *commanders attached to a unit*. These units move & do battle with their leaders.



Any battling units (excluding artillery) with an attached captain may roll two extra battle dice instead of one.

**YOUR CHOICE**

### FORCE MARCH

Activate one more infantry unit of your choice.



Both units may move 1 hex extra AND fire/battle. Terrain movement restrictions still apply.

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### REINFORCEMENTS

Roll 1D6. This replaces your *activation* of a unit.

- 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.

**NOW!**

### SHORT OF SUPPLIES

Play this card on 1 of your units or an enemy unit of your choice. This replaces your *activation* of a unit.



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

**NOW!**

### ALL-OUT OFFENSIVE

Issue an order to ALL of your units and commanders still to be activated.



After playing this card, reshuffle the card deck before drawing a new event card.

**YOUR CHOICE**

### COUNTER-ATTACK

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



You can only activate units not yet activated this turn and of the same type and in the same numbers as activated by your opponent.

**YOUR CHOICE**

### UP YOURS!



Neutralizes a card your opponent plays.

**YOUR CHOICE**