

SKIRMISH

Activate 1 blue unit or 1 individual commander.



Infantry or cavalry unit moves in column and may move 1 hex extra. Terrain effects apply.

1

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Activate 1 blue unit or 1 individual commander.



1

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1

SKIRMISH

Activate 1 green unit or 1 individual commander.



Infantry or cavalry unit moves in column and may move 1 hex extra. Terrain effects apply.

1

SKIRMISH

Activate 1 green unit or 1 individual commander.



1

SKIRMISH

Activate 1 green unit or 1 individual commander.



1

ADVANCE

Activate all red units.



Up to 2 infantry unit move in column and may move 1 hex extra. Terrain effects apply.

A

ADVANCE

Activate all red units.



A

ADVANCE

Activate all red units.



A

ADVANCE
Activate all blue units.



Up to 2 infantry unit move in column and may move 1 hex extra. Terrain effects apply.

A

ADVANCE
Activate all blue units.



A

ADVANCE
Activate all blue units.



A

ADVANCE
Activate all green units.



Up to 2 infantry unit move in column and may move 1 hex extra. Terrain effects apply.

A

ADVANCE
Activate all green units.



A

ADVANCE
Activate all green units.



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COORDINATED ATTACK
Activate 1 unit of each color or 3 individual commanders.



1 Infantry unit moves in column and may move 1 hex extra. Terrain effects apply.

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Activate 1 unit of each color or 3 individual commanders.



1 1 1

COORDINATED ATTACK
Activate 1 unit of each color or 3 individual commanders.



1 1 1