

PROBE
Activate 2 red units or 2 individual commanders.



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

When drawing a new command card, draw two, choose one and discard the other.

PROBE
Activate 2 red units or 2 individual commanders.



2

When drawing a new command card, draw two, choose one and discard the other.

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2

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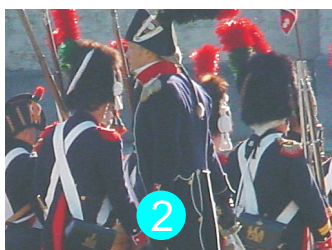
PROBE
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2

When drawing a new command card, draw two, choose one and discard the other.

PROBE
Activate 2 blue units or 2 individual commanders.



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When drawing a new command card, draw two, choose one and discard the other.

PROBE
Activate 2 blue units or 2 individual commanders.



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When drawing a new command card, draw two, choose one and discard the other.

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When drawing a new command card, draw two, choose one and discard the other.

PROBE
Activate 2 green units or 2 individual commanders.



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When drawing a new command card, draw two, choose one and discard the other.

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Activate 2 green units or 2 individual commanders.



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When drawing a new command card, draw two, choose one and discard the other.

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Activate 2 green units or 2 individual commanders.



2

When drawing a new command card, draw two, choose one and discard the other.

COORDINATED ATTACK

Activate 1 unit of each color or 3 individual commanders.



1

1

1

ATTACK!

Activate 3 red units or 3 individual commanders.



3

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

ATTACK!

Activate 3 red units or 3 individual commanders.



3

ATTACK!

Activate 3 red units or 3 individual commanders.



3

ATTACK!

Activate 3 blue units or 3 individual commanders.



3

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

ATTACK!

Activate 3 blue units or 3 individual commanders.



3

ATTACK!
Activate 3 blue units or 3 individual commanders.



3

ATTACK!
Activate 3 green units or 3 individual commanders.



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

ATTACK!
Activate 3 green units or 3 individual commanders.



3

ATTACK!
Activate 3 green units or 3 individual commanders.



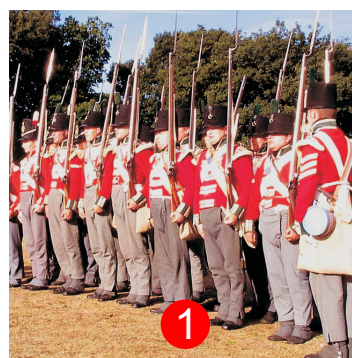
3

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



1 1 1

SKIRMISH
Activate 1 red unit or 1 individual commander.



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

SKIRMISH
Activate 1 red unit or 1 individual commander.



1

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Activate 1 red unit or 1 individual commander.



1

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



1 1 1