

RALLY!



Issue an order to 1 of your units that has suffered casualties. Roll 1 D6 for each command card you have, including this one. 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.

HIT & RUN!

Activate *all mounted units*.



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

If you have no mounted units, you may activate 1 unit of your choice.

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BOMBARD

Activate *all your artillery units*.



Each artillery unit may fire OR move twice.
If you have no artillery units, you may activate 1 unit of your choice.

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Each artillery unit may fire OR move twice.
If you have no artillery units, you may activate 1 unit of your choice.

FIRE!

Activate all infantry & artillery in 1 color.



These units may fire OR fight, but may not move.

If you have no infantry or artillery units, you may activate 1 unit of your choice.

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If you have no infantry or artillery units, you may activate 1 unit of your choice.

SHARPSHOOTER

Target an enemy commander anywhere in the field.






The attacking player must then roll a  to hit. Unless a successful saving throw of  or  is made, the commander is eliminated.

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LEADERSHIP

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



Any battling units (including artillery) with an attached *general* may roll 2 extra battle dice instead of 1.

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FORCED 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 3 moves distance to the edge of the battlefield, disregarding *terrain effects*.

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.

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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. If you do not wish to do so, you may activate 1 unit of your choice.

COMMAND

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



Any battling units (including artillery) with an attached *colonel* may roll 2 extra battle dice instead of 1.

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Any battling units (including artillery) with an attached *colonel* may roll 2 extra battle dice instead of 1.

SHARPE'S TACTICS

Activate one *rifles/Jäger* unit in a color of your choice.



This *rifle/Jäger* unit may move, battle and then move **back** again. If you have no *rifles/Jäger* units, you may activate 1 unit of your choice.

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FORM SQUARE ON THE DOUBLE!

Play this card on 1 of your (**non conscripts/Landwehr**) single units or regiments (and adjacent artillery if you want to).



This single *unit/regiment* may form square and still **battle** (but not the artillery).

OR ACTIVATE ONE UNIT OF YOUR CHOICE INSTEAD.

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FORM SQUARE ON THE DOUBLE!

Play this card on 1 of your (**non conscripts/Landwehr**) single units/ regiments/brigades (and adjacent artillery if you want to).



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FORM SQUARE ON THE DOUBLE!

Play this card on 1 of your (**non conscripts/Landwehr**) single units/ regiments/brigades (and adjacent artillery if you want to).



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