


+1

ARTILLERY COMBAT


An ordered Artillery unit will combat with 1 additional die.



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ARTILLERY REPOSITION

An ordered Artillery unit may move 3 hexes during movement and not battle or move 2 hexes after it battles.



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BATTLEFIELD SMOKE

Play this card after a combat is declared, but before the dice roll.
The attacking unit's battle dice are reduced to a maximum of 2 dice.




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The attacking unit's battle dice are reduced to a maximum of 2 dice.




CALL FOR REINFORCEMENTS

Roll 1 die: on a unit symbol, take an undeployment unit of that type from the box; on a flag, take an unit of your choice; on a sabers, take no unit and this card has no effect. Place the unit on a hex with an unattached general, a vacant hex adjacent to a general, or a vacant hex on your edge of the battlefield. That unit may battle but not move this turn.



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+1
+2

CAVALRY ATTACK


A Cavalry unit may battle with an additional die.
With an attached Leader it may battle with 2 additional dice.
Play this card when the melee combat is announced.



+1
+2

CAVALRY ATTACK

A Cavalry unit may battle with an additional die.
With an attached Leader it may battle with 2 additional dice.
Play this card when the melee combat is announced.



CAVALRY RECON

Play this card at the start of your turn.
You may look at all of your opponents command cards.



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Play this card at the start of your turn.
You may look at all of your opponents command cards.



COMPETENT TACTICIAN

At the end of your turn, discard this card and draw one Tactician card of your choice from the discard pile.
The card selected may not be played this turn.



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CONSTRUCT FIELDWORKS

Place up to 3 fieldwork token on different non-waterway hexes occupied by your units. Those units may not move or battle this turn.
-OR-
Issue an order to one unit of your choice.




COUNTER CHARGE

Play this card after opponent declares a Infantry melee against any of your Infantry units.
Both units battles at the same time and resolve all hits and results simultaneously.




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ENGINEER CORPS

An ordered Infantry unit will ignore all (in- and outside) terrain combat reductions in melee.
OR
Place a bridge tile onto a river hex at the start of your turn.



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Place a bridge tile onto a river hex at the start of your turn.



FIGHT BACK

Play this card only on your opponent's turn after one of his or her units battles, and only if your defending unit wasn't eliminated or forced to retreat. Your defending unit battles back the attacking enemy unit (in melee or range)



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GRAPE-SHOT

Play this card after opponent declares a melee attack against an Artillery unit, but before the dice are rolled.
Your Artillery unit will battle first.
If opponent's unit is not eliminated or retreats, it may then battle as originally ordered.



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Your Artillery unit will battle first.
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INFANTRY ARMED ATTACK

Play this card after opponent declares a melee attack against an Infantry unit, but before dice are rolled.
Your Infantry unit will battle first.
If opponent's unit is not eliminated or retreats, it may then battle as originally ordered.



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Play this card after opponent declares a melee attack against an Infantry unit, but before dice are rolled.
Your Infantry unit will battle first.
If opponent's unit is not eliminated or retreats, it may then battle as originally ordered.



INFANTRY CLOSE COMBAT


An ordered Infantry unit with an attached Leader, will close combat with 1 additional die.



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An ordered Infantry unit with an attached Leader, will close combat with 1 additional die.




INFANTRY FORWARD

An ordered Infantry unit with an attached Leader, may move 1 additional hex more and may still battle, if eligible.



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+1

INFANTRY VOLLEY FIRE


An ordered Infantry unit with an attached Leader, will perform a ranged combat with 1 additional die.



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SHARPSHOOTER

Choose 1 enemy general in any section, and then roll 1 die. If you roll a sbers symbol, eliminate that general and put it on your victory stand.




SHORT SUPPLY

Choose 1 enemy or friendly unit in any section. That unit's player chooses a vacant hex on his or her edge of the battlefield in the same section as that unit and puts the unit on that hex, along with its attached general (if any).




VETERAN INFANTRY

An ordered Infantry unit may still combat, the turn it moves onto a building hex.



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HOLD THE LINE GENERAL

Play this card after a opponent rolls his combat dice. A unit in an adjacent hex to a friendly Leader, or a unit with an attached Leader may ignore all flags and may battle back with -1 die.



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Play this card after a opponent rolls his combat dice. A unit in an adjacent hex to a friendly Leader, or a unit with an attached Leader may ignore all flags and may battle back with -1 die.



FALL BACK

After a melee combat is declared, but before the dice roll, an unit may fall back. The unit must fall back 3 hexes and may move through non-impassable terrain and friendly units.

The Attacker still battles, but only symbols will score a hit and the attacker may not take ground.



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INFANTRY SKIRMISHING

An Infantry unit may move 1 hex more (and may move through non-impassable terrain and friendly units and may still range battle, but not melee.



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CIC-ORDER

You may order an Leader, unit or an unit with an attached Leader, in addition to the orders on the Command card. Any Command card bonus will not apply to this ordered unit, but it may move and battle as the basic rules.



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HEROIC LEADER CHARGE

An ordered Infantry or Cavalry unit with an attached Leader, after a melee combat in which the enemy unit is either eliminated or retreats from its hex, may take ground and may make a second melee combat (not necessarily against the initial enemy again)



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AMMUNITION SHORTAGE

Play this card onto an opponent's moved unit, but before any battle dice are rolled.

This unit runs out of ammo and is forced to fall back on a vacant baseline hex in the same section of the battlefield. It may not battle this turn.



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