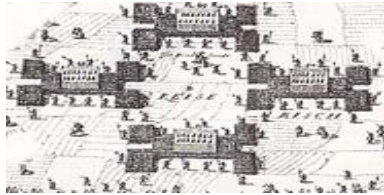


**Stratagem:
Movement**



**Artillery: Up
1 Die Type
for Artillery
Morale**



**Artillery:
Extra
Artillery
Reload Card
in Deck**



**Artillery:
Add 1 to
Opportunity
Pip Limit**



**Artillery:
Extra
Artillery
Move
Card**



**Army: Add
2 to all
Major
Morale
Checks**



**Army: Extra
Melee
Resolution
Card in
Deck**



**Army: Add
Brilliant
Commander
Card**



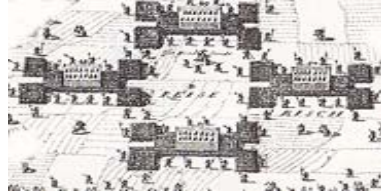
**Army: Extra
Difficult
Terrain
Move in
Deck**



**Stratagem:
Command**



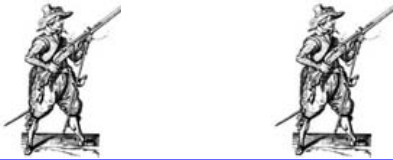
**Stratagem:
Combat**



**Stratagem:
Morale**



Foot:
Extra
Foot in
Open
Card



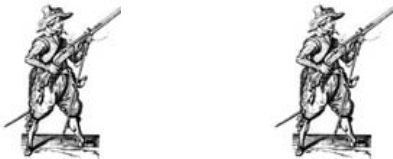
Foot:
Extra
Officer
Check
Card



Foot:
Extra
Missile
Reload
Card



Foot:
Regular
Foot
Morale
up 1 die



Horse:
Extra
Cavalry
in Open



Horse:
Up 1 die
for
Cavalry
Rally or
Assert



Horse:
Up 1 die
for
Cavalry
in Melee



Horse:
Up 1 die
for
Cavalry
Morale



Morale

2



Morale

3



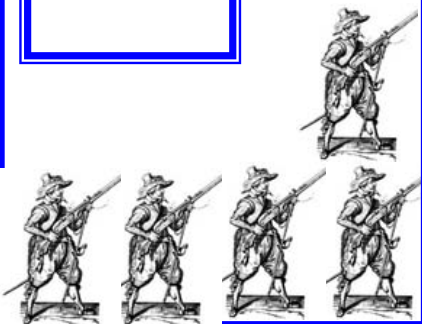
Morale

4



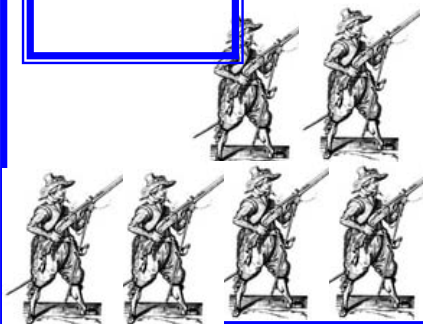
Morale

5



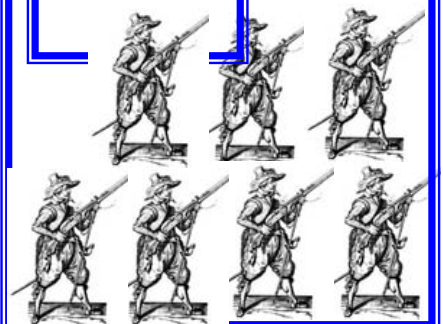
Morale

6



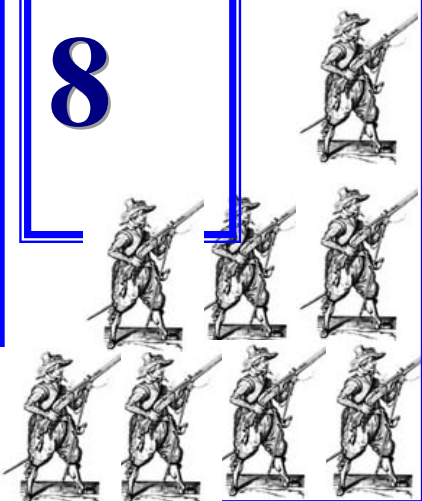
Morale

7



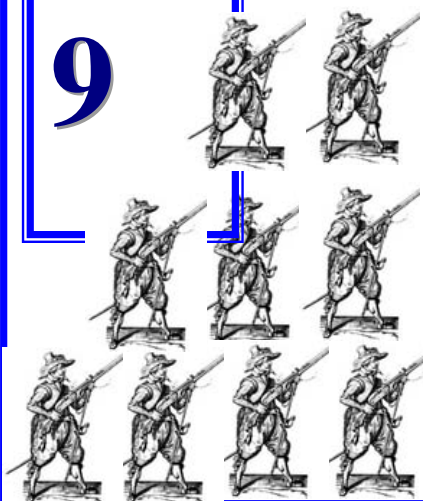
Morale

8



Morale

9



Morale

10

