

ADVANCE
Activate all green units.



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



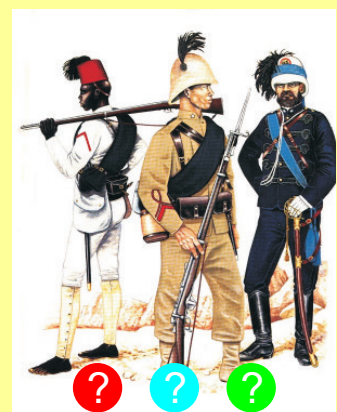
INITIATIVE!
Activate 3 units in 1 color
of your choice or 3
individual commanders.



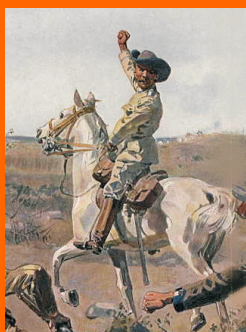
INITIATIVE!
Activate 2 units in 1 color
of your choice or 2
individual commanders.



INITIATIVE!
Activate 1 units of your
choice or 1 individual
commander.



SCHARPSHOOTER
Target 1 commander,
regardless of where he is
on the table.



Roll 1 battle die. If a
crossed-sabre is rolled, the
targeted commander has
been hit and is removed
from the game.

HIT & RUN!
Activate *all* mounted units.



Each mounted (motorized)
unit may move, battle and
then move again.

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

BOMBARD
Activate *all* your artillery
and MG units.



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