

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.

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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YOU NEED 1 COPY OF EACH OF THESE CARDS FOR YOUR COMMAND CARD DECK