

<p>NEVER SAY DIE</p> <p>The troops are inspired: stragglers and lightly wounded return to the ranks. Roll 1d6 and recover that many casualties for any unit(s) of your choice.</p>	<p>I'LL TRY SIR!</p> <p>A unit which charges this turn may add 1 extra die in melee.</p>	<p>NOT KILLED AS REPORTED</p> <p>One of your generals has been bested by drink and falls insensate from the saddle. The enemy selects one of your commanders to remove from play.</p>	<p>NOT TO REASON WHY</p> <p>One of your units is selected by the enemy to charge one of their artillery units, regardless of how foolhardy. They will continue until they die or the battery is taken.</p>
<p>KEEP YOUR POWDER DRY!</p> <p>A sudden and intense rain shower soaks everyone's powder. No more firing is allowed for the rest of the turn by either side.</p>	<p>THE WHITES OF THEIR EYES</p> <p>The fire of any one unit of your choice may be reduced from long range to short.</p>	<p>AN OFFICER & A GENTLEMAN</p> <p>Officers are gentlemen: you may select any enemy unit to graciously allow one of yours to return fire before they fire themselves.</p>	<p>OUR LIFE AND BLOOD!</p> <p>Loyalty to the sovereign runs deep in your ranks. Raise your army morale by 2 points.</p>

<p>SOMEONE HAS BLUNDERED</p> <p>Nominate one enemy infantry or cavalry unit which is not defending cover. The unit must immediately advance a full move and may charge.</p>	<p>AMMO SHORTAGE</p> <p>Nominate 1 enemy unit. It is low on ammo and will immediately fall back a full move facing the enemy, limbering if artillery, and may not be activated again this turn.</p>	<p>HUZZAH!</p> <p>A wave of enthusiasm sweeps through a unit of your choice. It may add 1d6" to any move or +1 to each melee die.</p>	<p>FOR WANT OF A NAIL</p> <p>A courier has been delayed. Nominate one enemy unit which may not move this turn.</p>
<p>WE MARCHED ALL NIGHT</p> <p>An unexpected reinforcement arrives, Choose one battalion, squadron, battery, or skirmisher unit from those available and place on a friendly board edge.</p>	<p>THEY COULDN'T HIT AN ELEPHANT!</p> <p>Your general has been targeted by a sniper. Roll 1 die and on a 1 he is dead, wounded, or otherwise incapacitated.</p>	<p>RIISING TO THE OCCASION</p> <p>A talented young officer proves their mettle and steps forward to take charge. One fallen commander may be replaced immediately.</p>	<p>SEIZING THE MOMENT</p> <p>Any unit on your side may be activated for a second time during the turn.</p>