








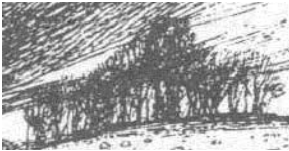






















Move Terrain Move or Reposition Any Terrain	Village Place a Village 	Move Terrain Move or Reposition Any Terrain	Village Place a Village 	Move Terrain Move or Reposition Any Terrain
Move Terrain Move or Reposition Any Terrain	Field Place a Field 	Move Terrain Move or Reposition Any Terrain	Field Place a Field 	Move Terrain Move or Reposition Any Terrain
Hill Place a Hill 	Farm Place a Farm 	Hill Place a Hill 	Farm Place a Farm 	Forest Place a Forest 
Forest Place a Forest 	Plains Remove any piece of Terrain (a River must have a Ford or Bridge before it may be removed) 	Plains Remove any piece of Terrain (a River must have a Ford or Bridge before it may be removed) 	Plains Remove any piece of Terrain (a River must have a Ford or Bridge before it may be removed) 	Plains Remove any piece of Terrain (a River must have a Ford or Bridge before it may be removed) 

<p>Bridge</p> <p>May place a Bridge on a River</p> 	<p>Ford</p> <p>May place two Fords on a River</p>	<p>Ford</p> <p>May place two Fords on a River</p>	<p>Divided</p> <p>May move one enemy Command</p>	<p>Divided</p> <p>May move one enemy Command</p>
<p>Re-Deploy</p> <p>May move one friendly Command, or bring a Delayed Command back on to the board. You receive one Impediment</p> 	<p>Re-Deploy</p> <p>May move one friendly Command, or bring a Delayed Command back on to the board. You receive one Impediment</p> 	<p>Rain</p> <p>May Delay one enemy Command, and you must place a Swamp</p> 	<p>Outmaneuvered</p> <p>Shift all the terrain on the board one sector to the left or right. The two new sectors are clear of terrain. Commands remain in their sectors</p>	<p>Supplies Low</p> <p>Opponent receives one Impediment</p> 
<p>Loot the Countryside</p> <p>Removes an Impediment</p> 	<p>Loot the Countryside</p> <p>Removes an Impediment</p> 	<p>Supplies Low</p> <p>Opponent receives one Impediment</p> 	<p>Supplies Low</p> <p>Opponent receives one Impediment</p> 	<p>Supplies Low</p> <p>Opponent receives one Impediment</p> 
<p>Ambush</p> <p>Delay one Enemy Command</p> 	<p>Fog</p> <p>The initial deployment distance between the two armies is 60cm, not 80cm</p> 	<p>Fog Lifts</p> <p>This completely negated the effects of Fog, but the Battle begins immediately!</p> 	<p>River</p> <p>Place a River</p> 	<p>Loot the Countryside</p> <p>Removes an Impediment</p> 

<div>Ambush</div> <div>Delay one Enemy Command</div> <div></div>				
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