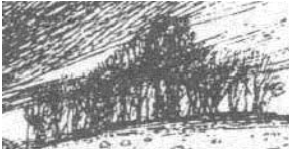


Move Terrain Move or Reposition Any Terrain	Village Place a Village 	Move Terrain Move or Reposition Any Terrain	Village Place a Village 	Move Terrain Move or Reposition Any Terrain
Move Terrain Move or Reposition Any Terrain	Field Place a Field 	Move Terrain Move or Reposition Any Terrain	Field Place 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) 

Bridge May place a Bridge on a River 	Ford May place two Fords on a River	Ford May place two Fords on a River	Divided May move one enemy Command	Divided May move one enemy Command
Re-Deploy May move one friendly Command, or bring a Delayed Command back on to the board. You receive one Impediment 	Re-Deploy May move one friendly Command, or bring a Delayed Command back on to the board. You receive one Impediment 	Rain May Delay one enemy Command, and you must place a Swamp 	Outmaneuvered 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	Supplies Low Opponent receives one Impediment 
Loot the Countryside Removes an Impediment 	Loot the Countryside Removes an Impediment 	Supplies Low Opponent receives one Impediment 	Supplies Low Opponent receives one Impediment 	Supplies Low Opponent receives one Impediment 
Ambush Delay one Enemy Command 	Fog The initial deployment distance between the two armies is 60cm, not 80cm 	Fog Lifts This completely negated the effects of Fog, but the Battle begins immediately! 	River Place a River 	Loot the Countryside Removes an Impediment 

Ambush Delay one Enemy Command 				
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