



A STRONG ARM

Warriors or Elites hurl missiles. Lose 1D6 movement. Roll 1D6 per man. Shock on 5 or 6 on enemy front rank.



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HERO OF THE AGE

Leader or Champion doubles dice rolled in combat. Chances of a hit on him are doubled.



ARTORIUS!

Shock cavalry launch an aggressive charge. +1 on "to hit" roll
OR
Shock cavalry may disengage from an on-going combat, moving 3D6+2

PURSUIT OR RETREAT



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AUDACIA

A Leader may increase his Status by one level for this turn





BOUNDIRG MOVE

Add an additional 1D6 of movement in this turn



BOUNDIRG MOVE

Add an additional 1D6 of movement in this turn



AUDACIA

A Leader may increase his Status by two levels for this turn



GOAD

Warriors or Elite troops may face off an enemy within 5" without making contact

PURSUIT

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**AGGRESSIVE
CHARGE**

A violent charge adding +1 to
the "to hit" roll



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CARPE DIEM

Allows the playing of multiple cards.

Stops enemy evading.

Allows attacks from flank or rear

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A TRUE AIM

Missile troops may shoot with a +1 to hit





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FLEET OF FOOT

Missile troops may take a full move and still fire with no penalty



ARMOUR BRIGHT

A leader ignores one hit on
him in combat

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SHIELDWALL BRACED

A formation in shieldwall may
brace themselves to receive a
charging enemy. The enemy
roll to hit with a -1 in combat

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RETREAT

RETREAT



DISENGAGE

A Group or Formation may withdraw from an on-going combat, retiring 2D6

RETREAT

EVADE

A Group or Formation of Warriors or Elite troops may fall back before an enemy attack. They move rolling the same number of movement dice as their attacker rolled.

RETREAT

FEAR

A Group of enemy Levy or Warriors who are within 6" of your champion will take 1D3 points of Shock

PURSUIT

RALLY

A Group or Formation may remove 1D6 points of Shock



STEP FORTH

A player may immediately activate any leader who has not yet been activated in this turn

BIBAMUS

The troops' owner may use this to add an additional 1D6 to a combat. If two Bibamus cards are played this will add 3D6 in combat.

One Bibamus card may be played against your opponent to oblige one Group to charge 2D6 inches towards the nearest enemy OR it will cause a -1 on "to hit" rolls in combat.

Two Bibamus cards will cause one enemy Group or Formation to stand stupefied and not move this turn.

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PORTENTOUS SIGNS

One card will cause a *mercenary* Group or Formation to retire 4" from combat OR refuse to move this turn. Two cards played will oblige the Group or Formation to retire 6" and refuse to move until their leader rolls a 6 on subsequent activation. Leave the field on a roll of 1

One card played against a *non-mercenary* Group or Formation will add two Shock to any combat result. Two cards played will double any Shock.

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DESPERARE



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DESPERARE



BRITISH
LORD



BRITISH
LEADER
ONE



BRITISH
LEADER
TWO



BRITISH
LEADER
THREE





BRITISH
LEADER
FOUR



BRITISH
MISSILES



BRITISH
UNIT
ONE



BRITISH
UNIT
TWO





SAXON
LORD



SAXON
LEADER
ONE



SAXON
LEADER
TWO



SAXON
LEADER
THREE





SAXON
LEADER
FOUR



SAXON
MISSILES



SAXON
UNIT
ONE



SAXON
UNIT
TWO



A

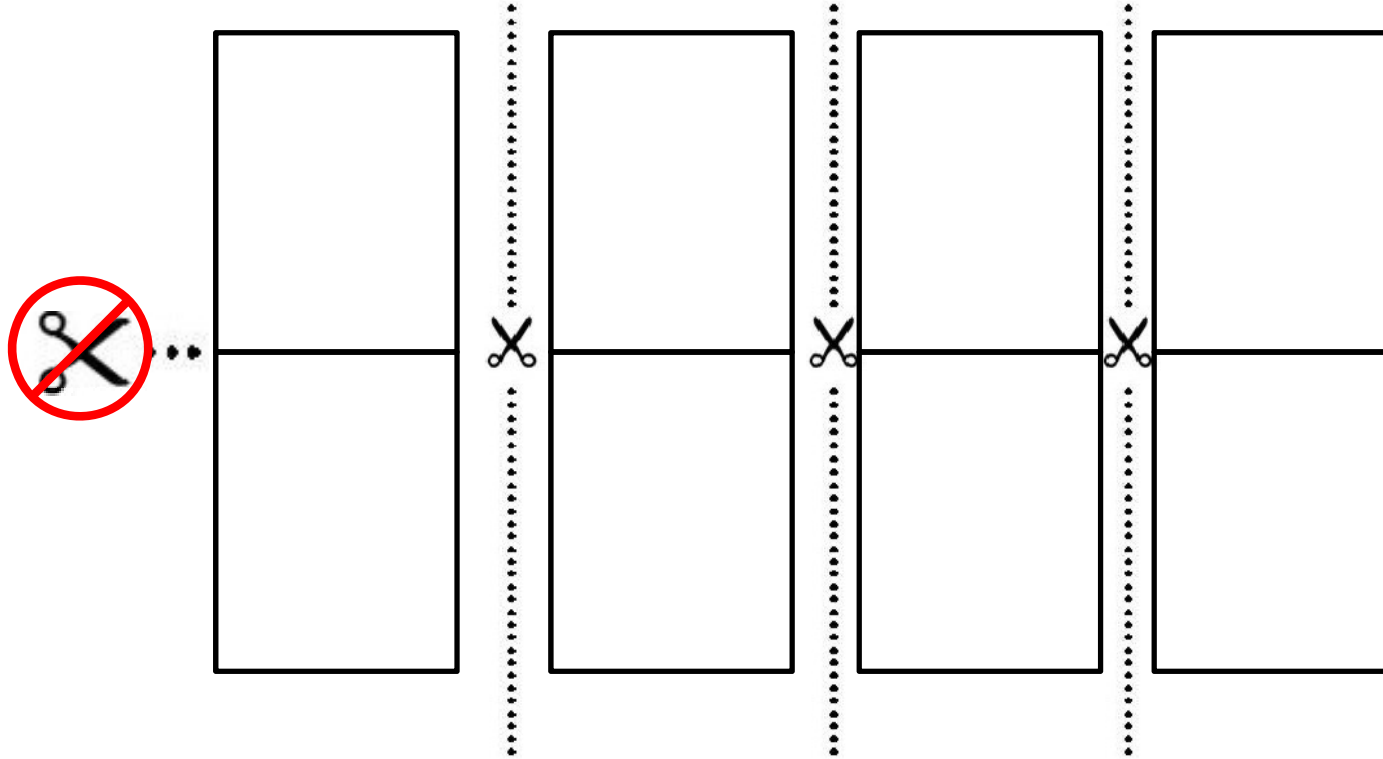
B

C

THE
BLANK
CARD



Step One - Cut the four cards as indicated. Do not cut through the centre.



Step Two - Fold the cards over as indicated. Now laminate or put in a card holder.

