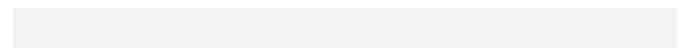
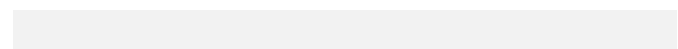


- 101 Cavalry Skirmishers
- 102 Grand Tactical Inexperience
- 103 Breakthrough Column
- 104 Mixed Bases - Infantry/Cavalry
- 105 Seconded Troops
- 106 Sharpshooters

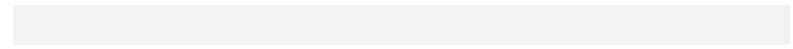


- 201 Alert Infantry
- 203 Withdrawal Panic
- 204 Rattled Army
- 205A Brigade Reassignment
- 205B Brigade Comandeering
- 213 Inexplicable Panic

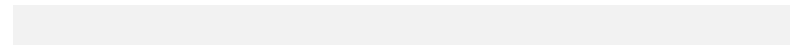


- 301 Dispersing skirmishers
- 302 Cavalry passthrough
- 303 Road movement
- 304 Green/Untrained units
- 305 Artillery deployment shadows
- 306 Confused movement
- 307 Dismounted cavalry movement
- 308 Lost in the Woods
- 313 Black swan die

- 401 Preliminary bombardment
- 402 Divisional Artillery
- 403 Inexperienced Artillery
- 404 Crack & Green artillery
- 405 Passing fire
- 413 Ammunition shortage



- 501 Unopposed Overlap
- 502 Modifier Averaging
- 503 Sliding Assault Scale
- 504 Slaughter Index
- 505 Firefights
- 506 Battlefield Finesse: A, B, C, D, E
- 507 Trapped Artillery
- 508 Emergency Rally
- 509 Rebel Yell (and then some...)
- 510 Weapon differences
- 513 The Attrition Die



- 601 Gameboard Line-of-Sight