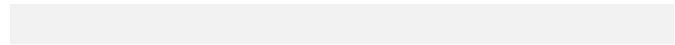
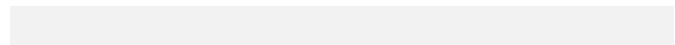


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|-------------------------------------|-----|--------------------------------|-------------------------------------|-----|-------------------------|
| <input type="checkbox"/> | 101 | Cavalry Skirmishers | <input type="checkbox"/> | 401 | Preliminary bombardment |
| <input type="checkbox"/> | 102 | Grand Tactical Inexperience | <input checked="" type="checkbox"/> | 402 | Divisional Artillery |
| <input type="checkbox"/> | 103 | Breakthrough Column | <input type="checkbox"/> | 403 | Inexperienced Artillery |
| <input type="checkbox"/> | 104 | Mixed Bases - Infantry/Cavalry | <input type="checkbox"/> | 404 | Crack & Green artillery |
| <input type="checkbox"/> | 105 | Seconded Troops | <input type="checkbox"/> | 405 | Passing fire |
| <input checked="" type="checkbox"/> | 106 | Sharpshooters | <input checked="" type="checkbox"/> | 413 | Ammunition shortage |



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| <input checked="" type="checkbox"/> | 201 | Alert Infantry | | | |
| <input type="checkbox"/> | 203 | Withdrawal Panic | <input checked="" type="checkbox"/> | 501 | Unopposed Overlap |
| <input type="checkbox"/> | 204 | Rattled Army | <input type="checkbox"/> | 502 | Modifier Averaging |
| <input type="checkbox"/> | 205A | Brigade Reassignment | <input type="checkbox"/> | 503 | Sliding Assault Scale |
| <input type="checkbox"/> | 205B | Brigade Comandeering | <input type="checkbox"/> | 504 | Slaughter Index |
| <input checked="" type="checkbox"/> | 213 | Inexplicable Panic | <input type="checkbox"/> | 505 | Firefights |



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|--------------------------|-----|------------------------------|-------------------------------------|-----|------------------------------------|
| <input type="checkbox"/> | 301 | Dispersing skirmishers | <input type="checkbox"/> | 506 | Battlefield Finesse: A, B, C, D, E |
| <input type="checkbox"/> | 302 | Cavalry passthrough | <input type="checkbox"/> | 507 | Trapped Artillery |
| <input type="checkbox"/> | 303 | Road movement | <input type="checkbox"/> | 508 | Emergency Rally |
| <input type="checkbox"/> | 304 | Green/Untrained units | <input checked="" type="checkbox"/> | 509 | Rebel Yell (and then some...) |
| <input type="checkbox"/> | 305 | Artillery deployment shadows | <input checked="" type="checkbox"/> | 510 | Weapon differences |
| <input type="checkbox"/> | 306 | Confused movement | <input checked="" type="checkbox"/> | 513 | The Attrition Die |

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|-------------------------------------|-----|-----------------------------|--|--|--|
| <input checked="" type="checkbox"/> | 307 | Dismounted cavalry movement | | | |
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| <input type="checkbox"/> | 308 | Lost in the Woods | <input type="checkbox"/> | 601 | Gameboard Line-of-Sight |
| <input checked="" type="checkbox"/> | 313 | Black swan die | | | |

