

TACTICS CARD (2)

8. Artillery Cover Fire



Artillery within range & LOS of a retreating unit or stack may cancel

ALL EZOCs for two hexes of the retreat or cancel a Pursuit Card (prior to the roll on the Charge CRT) by rolling a DR or DE on the Bombardment table. The artillery is eliminated if it is part of the retreating stack.

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TACTICS CARD (-1)VP (2)

9. Enfilade

The attack shifts one column to the right if infantry units attack from two or more hexes. May not use if all the defender(s) are in woods, towns, chateaux, or any combination of these.

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TACTICS CARD (2)

Refuse Flank

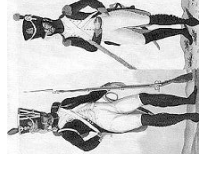


The Defender cancels an “Enfilade” card if any infantry unit in the stack rolls successfully for initiative.

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TACTICS CARD (1)

12. Sharp Shooters



Cancel the Sapper effect if a defending infantry unit in the stack rolls its initiative; or cancel

“Skirmishers” if an adjacent infantry unit rolls its initiative.

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TACTICS CARD (1)

13. Sappers



When infantry with a total strength of 6 or greater attacks a town or chateau the attacker receives a DRM of -2 on the combat die roll.

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TACTICS CARD (1)

15. Cavalry Pursuit



Units that have just retreated may be attacked by adjacent Cavalry using the Charge CRT

(see 18.97). On an OR result reduce the enemy unit. Disregard all other results. *NOTE: This is an exception to 11.23.00 that prevents more than one attack on a given unit.*

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TACTICS CARD (+1)VP (1)

2. Point Blank Fire



“In Command” artillery that is stacked with infantry and Cavalry can bombard an adjacent hex with a +2 DRM.

Bombarding artillery must include 2 or more SPs of Horse artillery. The infantry and Cavalry in the stack must attack the target hex during this turn's Combat Phase.

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GAME CARD (3)

Occurrence



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29. Skirmishers

WEATHER

Two "In Command" stacks that contain infantry may move into EZOC and/or remain in contact for two turns.



Remove Skirmishers at the end of Phasing Player's following turn.

22. Counter Charge

Any or all Non-Phasing Cavalry adjacent to a charge may counter that Charge. Remain in adjacent hexes. Compare Cavalry SPs *only*. Roll on the Charge CRT with Counter-Charger as Attacker and +1 DRM. (If HC, -1 DRM.)

•**OR result:** phasing units retreat back to starting hex, and reduce one unit.

•**AE result:** Counter-charging cavalry are eliminated; charge proceeds with a +1 DRM.

16. Canister



Canister Attack
Artillery cancels adjacent enemy "Stand Fast."

Canister Defense
+2 to Attacker's die roll.