

Chance cards (to check state of morale and action if fired upon)

Select card from from bag

Rout (back 3 hexes)

Move forward 1 hex

Unformed for one move, do nothing, reform next move

Stand still (but can fire)

Hesitant, obey order next move

Falter, still formed but do not obey orders

Retreat (back 2 hexes) if not supported

Retreat, turn backs to enemy, if supported

Out of ammunition, cannot fire this move

Charge nearest enemy~within three hexes

Good morale, obey orders

Good morale, obey orders

Rout (back 3 hexes)

Move forward 1 hex

Unformed for one move,
do nothing, reform next
move

Stand still (but can fire)

Hesitant, obey order next
move

Falter, still formed but do not obey orders

Fall back (back 2 hexes) if not supported

Retreat, 1 hex, turn backs to enemy, if supported

Out of ammunition, cannot fire this move

Charge nearest enemy~within three hexes

Good morale, obey orders

Stand still (but can fire)

Stand still (but can fire)

Hesitant, obey order next
move

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Falter, still formed but do
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Unformed for one move,
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Charge nearest
enemy~within three hexes

Charge nearest
enemy~within three hexes

Out of ammunition, cannot
fire this move

Do opposite of orders?

Do opposite of orders?

Move 1 hex to the right

Move 1 hex to the left

Good morale, obey orders

Good morale, obey orders

Out of ammunition, cannot
fire this move

Out of ammunition, cannot
fire this move

Good morale, obey orders