

Three cheers for the Queen!

Play this card once you have declared you are charging. Automatically pass the activation roll to charge. Roll melee dice as normal, but score one hit automatically. (i.e. a unit which caused three hits in melee would count as having caused four).

Lost in the gunsmoke

Play when a Russian unit has failed its activation. The unit may move towards the nearest British unit or shoot (but not melee).

A visit from Whistling Dick

Play this card once your opponent has declared that he is moving. His unit has been hit by a stray Russian shell. Roll 3d6, hitting on 4+... Test for pinning, etc. as normal. If not pinned, may move as normal.

Step to it!

Play to automatically pass an activation roll to move.

For 49th Regiment

Up Guards and at them!

Play to automatically pass an activation roll to move.

For Guards Detachment

Slate 'em boys!

Play this card once you have declared you are firing, but before dice are rolled. Reroll any misses and apply effects accordingly.

Double time

Play to automatically pass an activation roll to move.

For 95th Regiment

Slate 'em boys!

Play this card once you have declared you are firing, but before dice are rolled. Reroll any misses and apply effects accordingly.

Steady boys!

Play to automatically pass a pinning test. This can be played on a Russian or a British unit.

Batter 'im wit' yer spyglass!

Play when you have lost a melee. Inflict one automatic casualty on the enemy. You count as having won the melee and the enemy must fall back, testing as normal.

Your officer is now wounded and the unit may not move "At the Double", for the rest of the game.

Lively Now!

Play to automatically pass an activation roll to move.

For 41st Regiment

Well placed New Testament

Play after a unit leader has been killed. The bullet has been stopped by a lucky bible given him by his dear old mum.