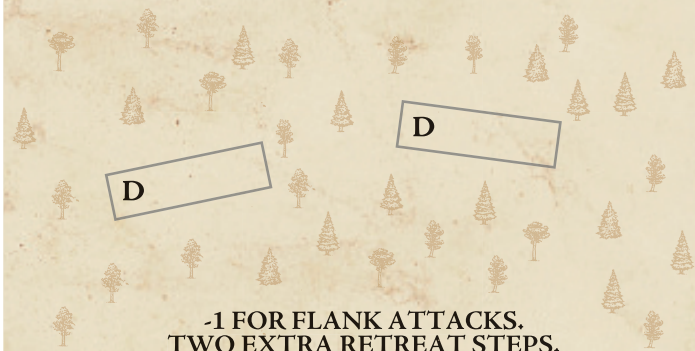




## WOODS

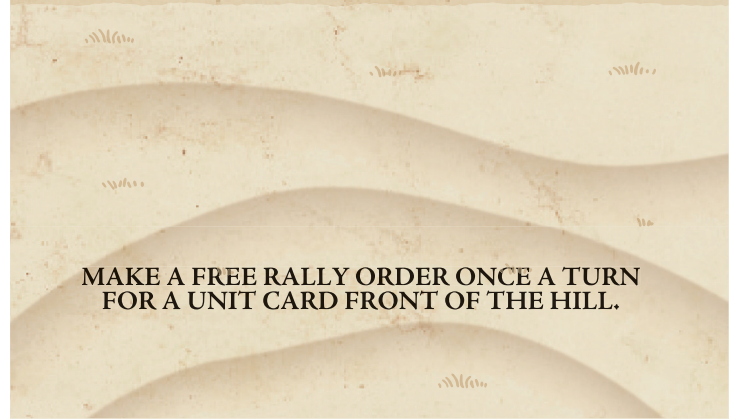
1



-1 FOR FLANK ATTACKS.  
TWO EXTRA RETREAT STEPS.

## HILL

1



MAKE A FREE RALLY ORDER ONCE A TURN  
FOR A UNIT CARD FRONT OF THE HILL.

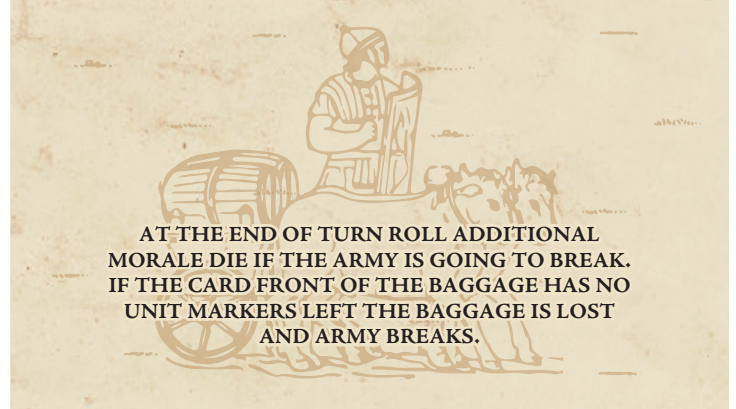
## OPEN

0



## BAGGAGE

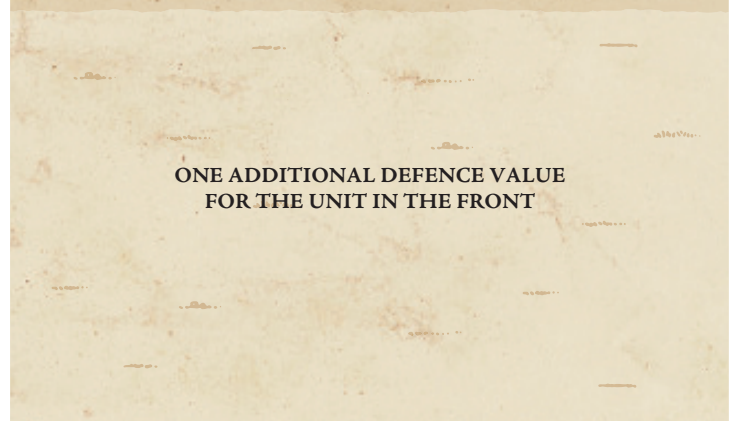
2



AT THE END OF TURN ROLL ADDITIONAL  
MORALE DIE IF THE ARMY IS GOING TO BREAK.  
IF THE CARD FRONT OF THE BAGGAGE HAS NO  
UNIT MARKERS LEFT THE BAGGAGE IS LOST  
AND ARMY BREAKS.

## FORTIFICATION

1



ONE ADDITIONAL DEFENCE VALUE  
FOR THE UNIT IN THE FRONT