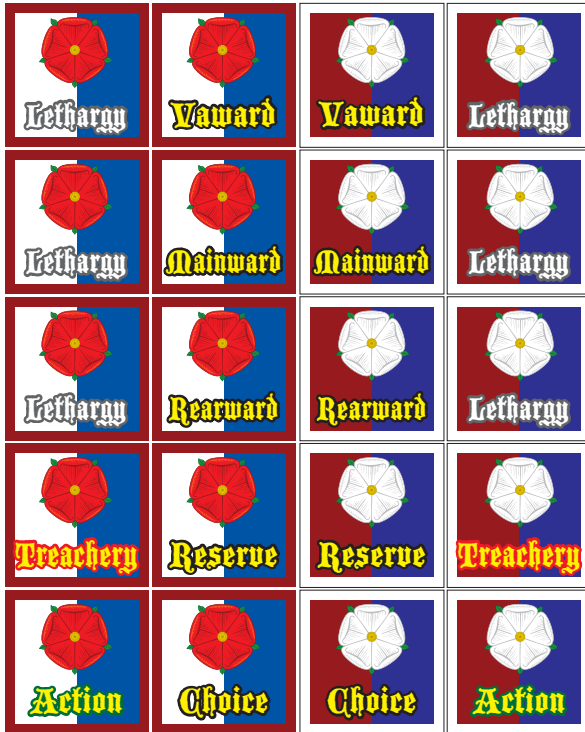


# Activation Chits & Chronicle Verses (print 1x)

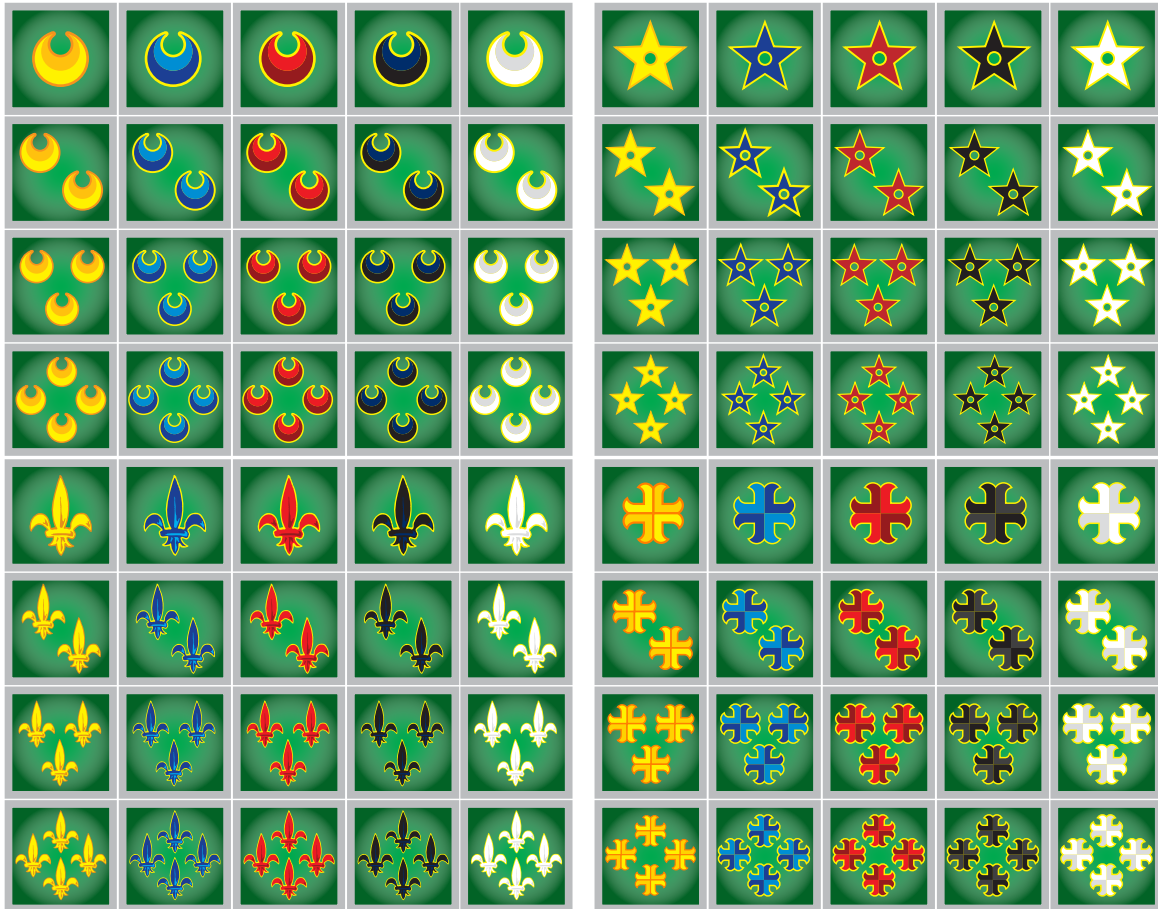
## Activation Chits



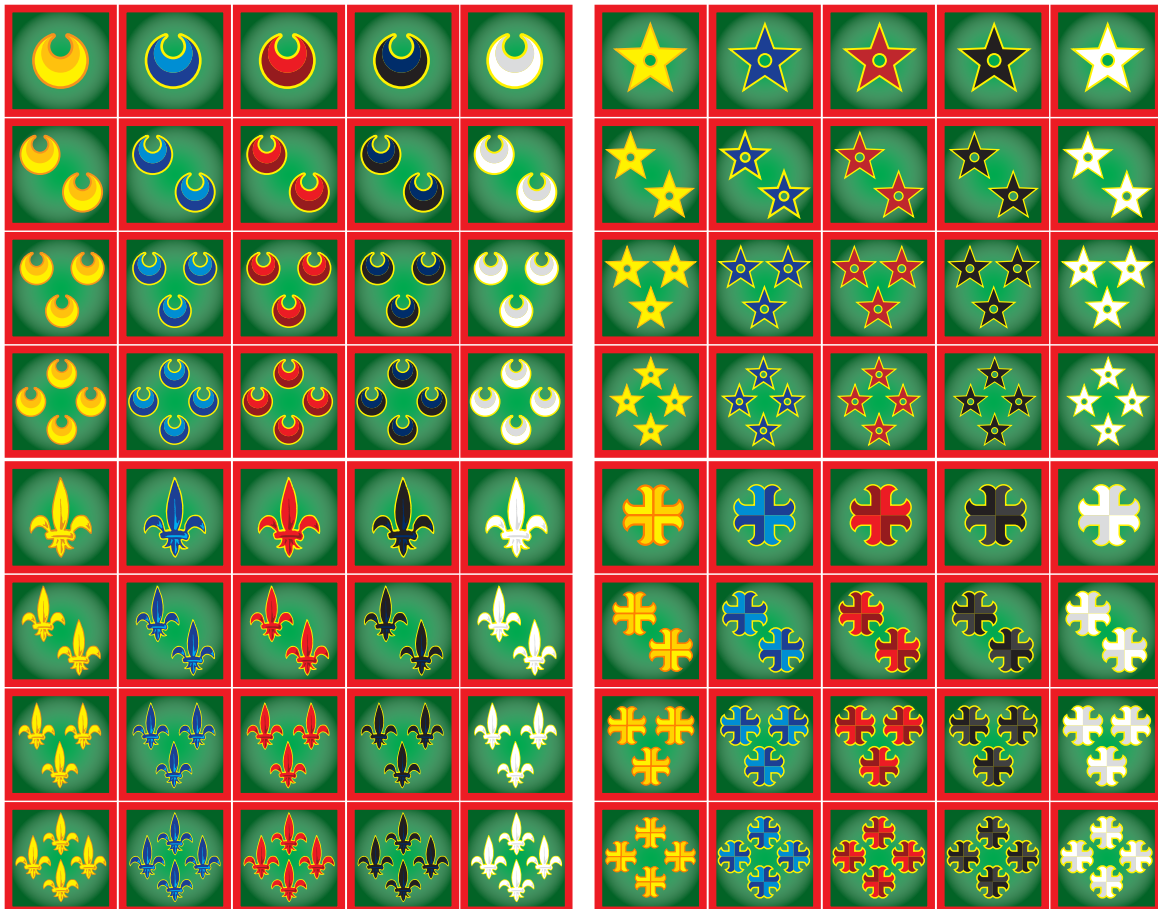
## Chronicle Verses



### Yorkist Courage Markers



### Lancastrian Courage Markers



## Dangers & Stratagem Markers (print 2x)

<b>Treachery</b> As Lethargy, but deserts if Tr. chit is pulled <span style="float: right;">D</span>	<b>Treachery</b> As Lethargy, but deserts if Tr. chit is pulled <span style="float: right;">D</span>	<b>Treachery</b> As Lethargy, but deserts if Tr. chit is pulled <span style="float: right;">D</span>	<b>A Captain's Advice</b> May take one new order during game <span style="float: right;">D</span>	<b>A Captain's Advice</b> May take one new order during game <span style="float: right;">D</span>	<b>A Captain's Advice</b> May take one new order during game <span style="float: right;">D</span>
<b>Incompetence</b> Lose 1 random order tactic after choosing them <span style="float: left;">A</span> <span style="float: right;">D</span>	<b>Incompetence</b> Lose 1 random order tactic after choosing them <span style="float: left;">A</span> <span style="float: right;">D</span>	<b>Incompetence</b> Lose 1 random order tactic after choosing them <span style="float: left;">A</span> <span style="float: right;">D</span>	<b>A Wary Eye</b> Uncover bushment within 24" on 7+	<b>A Wary Eye</b> Uncover bushment within 24" on 7+	<b>A Wary Eye</b> Uncover bushment within 24" on 7+
<b>Mistrust</b> Counts as 1 level lower in Commitment	<b>Mistrust</b> Counts as 1 level lower in Commitment	<b>Mistrust</b> Counts as 1 level lower in Commitment	<b>Forethought</b> May deploy prickers during Rout	<b>Forethought</b> May deploy prickers during Rout	<b>Forethought</b> May deploy prickers during Rout
<b>Lethargy</b> No move until Ward chit is pulled <span style="float: right;">D</span>	<b>Lethargy</b> No move until Ward chit is pulled <span style="float: right;">D</span>	<b>Lethargy</b> No move until Ward chit is pulled <span style="float: right;">D</span>	<b>A Stout Ensign</b> Defends his Commander <span style="float: right;">D</span>	<b>A Stout Ensign</b> Defends his Commander <span style="float: right;">D</span>	<b>A Stout Ensign</b> Defends his Commander <span style="float: right;">D</span>
<b>Impetuous</b> Falter Check failure may trigger attack	<b>Impetuous</b> Falter Check failure may trigger attack	<b>Impetuous</b> Falter Check failure may trigger attack	<b>Inspiring</b> May attempt to "Encourage" Ward once (add 1 Courage) <span style="float: right;">D</span>	<b>Inspiring</b> May attempt to "Encourage" Ward once (add 1 Courage) <span style="float: right;">D</span>	<b>Inspiring</b> May attempt to "Encourage" Ward once (add 1 Courage) <span style="float: right;">D</span>
<b>Bloodthirsty</b> Will kill any Captured Commander	<b>Bloodthirsty</b> Will kill any Captured Commander	<b>Bloodthirsty</b> Will kill any Captured Commander	<b>Energetic!</b> May generate Approach or Attack order after halting once <span style="float: right;">D</span>	<b>Energetic!</b> May generate Approach or Attack order after halting once <span style="float: right;">D</span>	<b>Energetic!</b> May generate Approach or Attack order after halting once <span style="float: right;">D</span>
<b>Timorous</b> Will flee if Cause is in Crisis	<b>Timorous</b> Will flee if Cause is in Crisis	<b>Timorous</b> Will flee if Cause is in Crisis	<b>Master Gonner</b> May exchange one Captain for such	<b>Master Gonner</b> May exchange one Captain for such	<b>Master Gonner</b> May exchange one Captain for such
<b>Confusion</b> Must pull 4+ to change order <span style="float: left;">A</span> <span style="float: right;">D</span>	<b>Confusion</b> Must pull 4+ to change order <span style="float: left;">A</span> <span style="float: right;">D</span>	<b>Confusion</b> Must pull 4+ to change order <span style="float: left;">A</span> <span style="float: right;">D</span>	<b>Caltraps &amp; Pavises</b> Ward has defensive Artifices	<b>Caltraps &amp; Pavises</b> Ward has defensive Artifices	<b>Caltraps &amp; Pavises</b> Ward has defensive Artifices
<b>Merciful</b> Will spare any Captured Commander	<b>Merciful</b> Will spare any Captured Commander	<b>Merciful</b> Will spare any Captured Commander	<b>Good Timing</b> May make Sharp Archery attacks	<b>Good Timing</b> May make Sharp Archery attacks	<b>Good Timing</b> May make Sharp Archery attacks
<b>Revenge</b> Fights Comm. with Enmity more fiercely	<b>Revenge</b> Fights Comm. with Enmity more fiercely	<b>Revenge</b> Fights Comm. with Enmity more fiercely	<b>Far Sighted</b> May attempt to spot passage thru obstacle 0n 8+	<b>Far Sighted</b> May attempt to spot passage thru obstacle 0n 8+	<b>Far Sighted</b> May attempt to spot passage thru obstacle 0n 8+
<b>Revenge</b> Fights Comm. with Enmity more fiercely	<b>Revenge</b> Fights Comm. with Enmity more fiercely	<b>Revenge</b> Fights Comm. with Enmity more fiercely	<b>Feint</b> May use Feint order	<b>Feint</b> May use Feint order	<b>Feint</b> May use Feint order



# WARDS

Rearward

Mainward

Vaward

Reserve

Current

Current

Current

Current

Approaches

Approaches

Approaches

Approaches

Archery

Archery

Archery

Archery

Attacks

Attacks

Attacks

Attacks

Stratagems

Stratagems

Stratagems

Stratagems

Dangers

Dangers

Dangers

Dangers

THE CAUSE...

					is Cast Down!
Prevails	is Strong	has Merit	is in Doubt	Falters	

Less one level of  
Committment

# WARDS

Rearward

Mainward

Vaward

Reserve

Current

Current

Current

Current

Approaches

Approaches

Approaches

Approaches

Archery

Archery

Archery

Archery

Attacks

Attacks

Attacks

Attacks

Stratagems

Stratagems

Stratagems

Stratagems

Dangers

Dangers

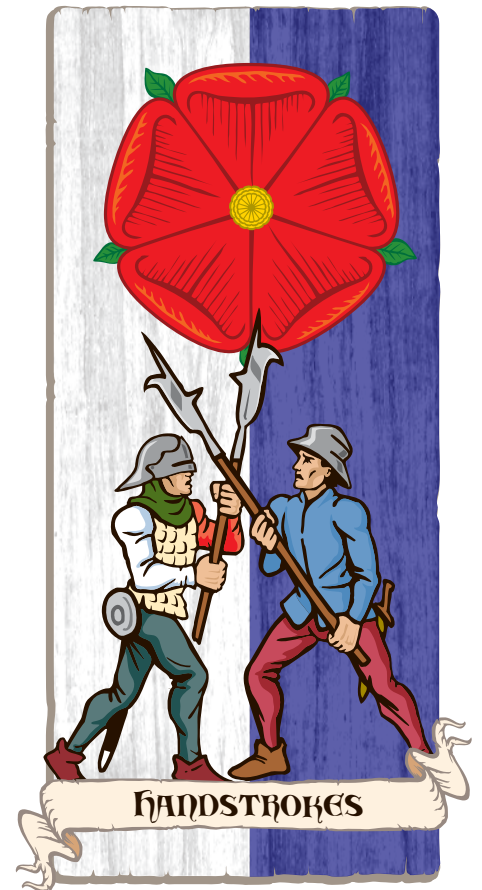
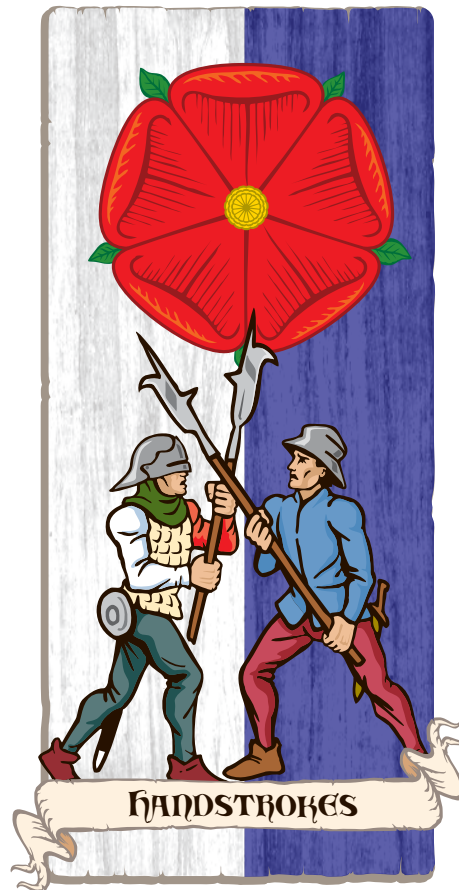
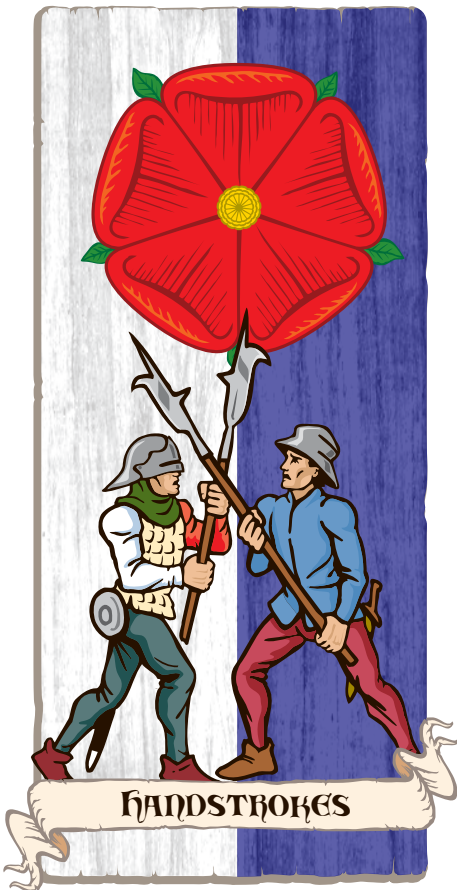
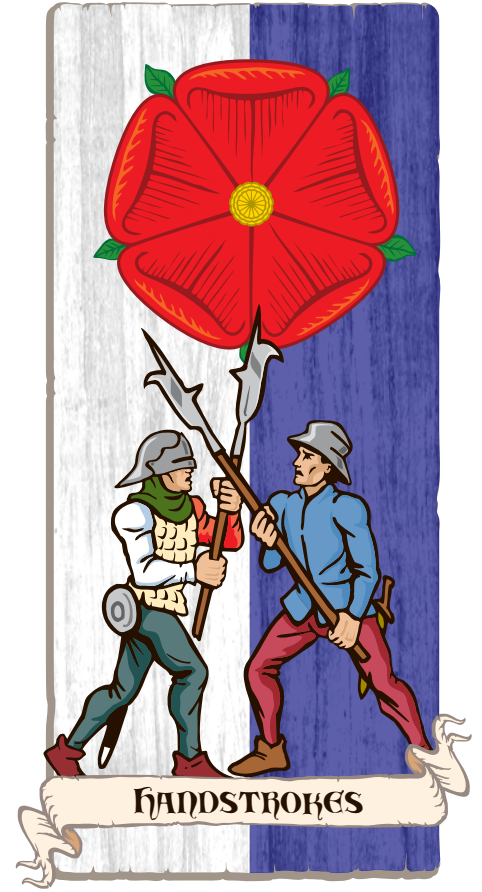
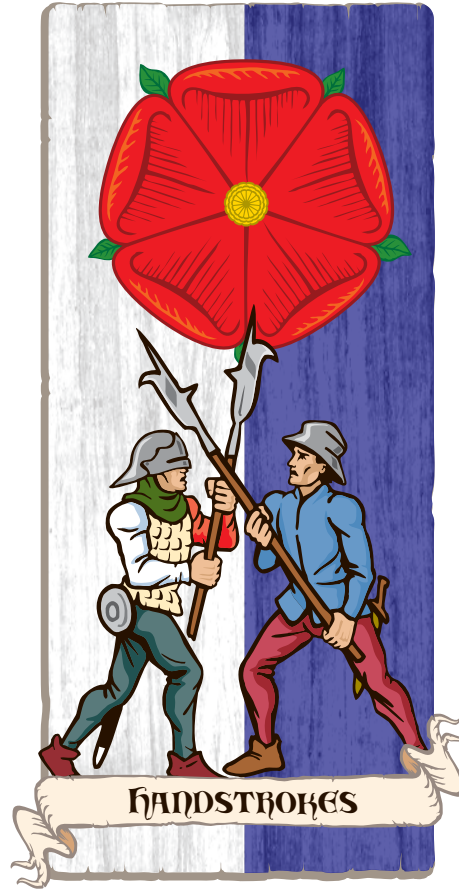
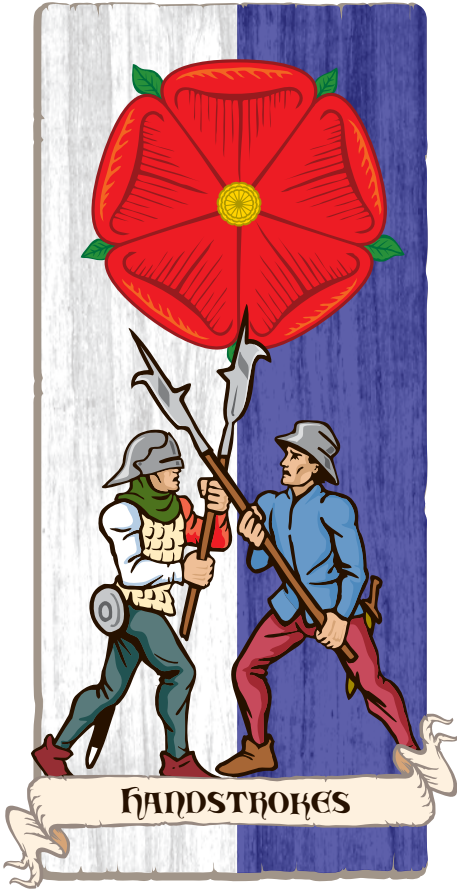
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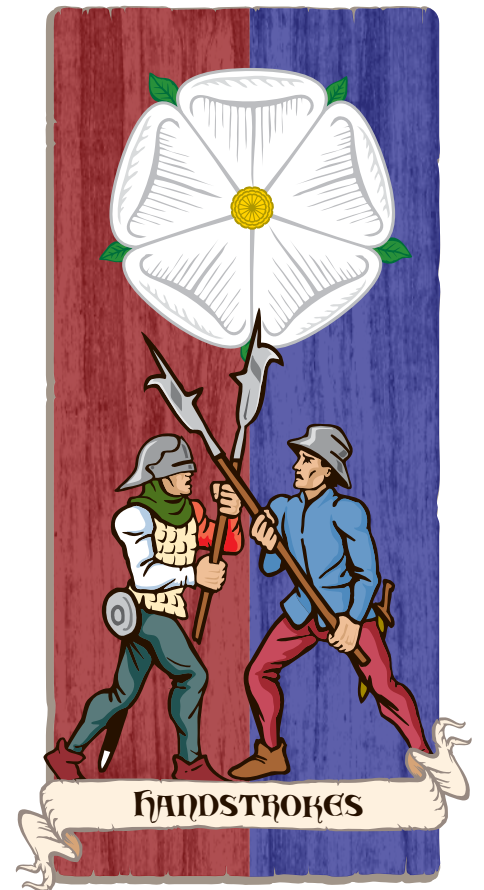
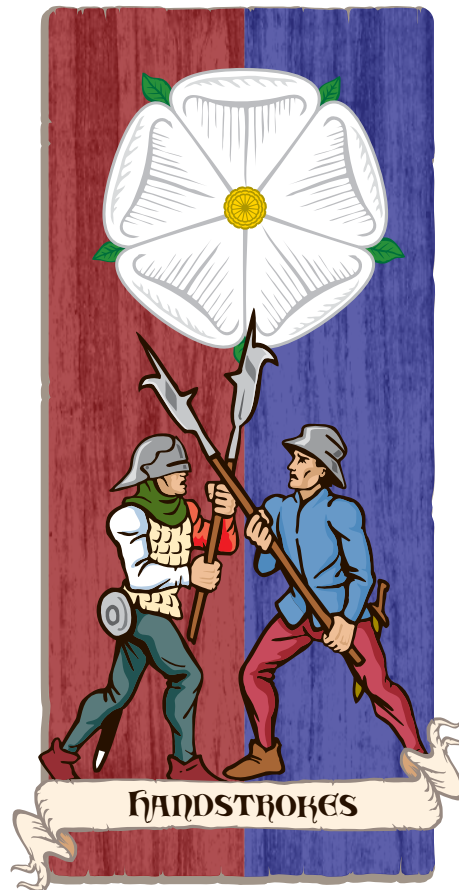
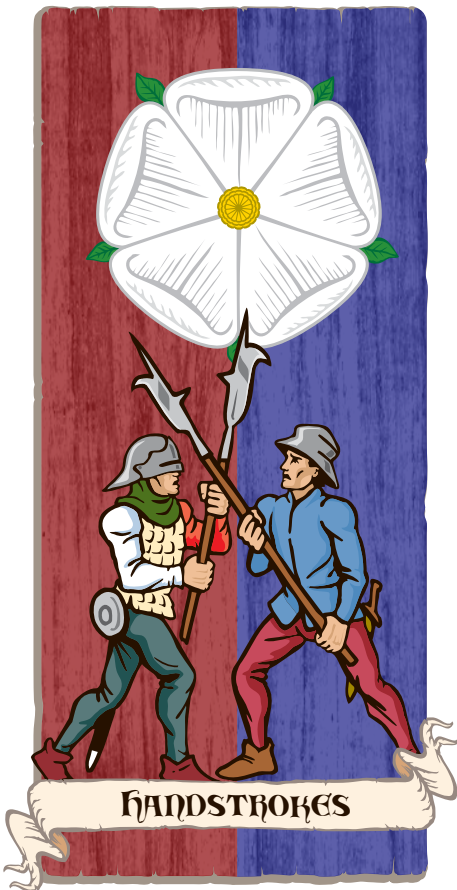
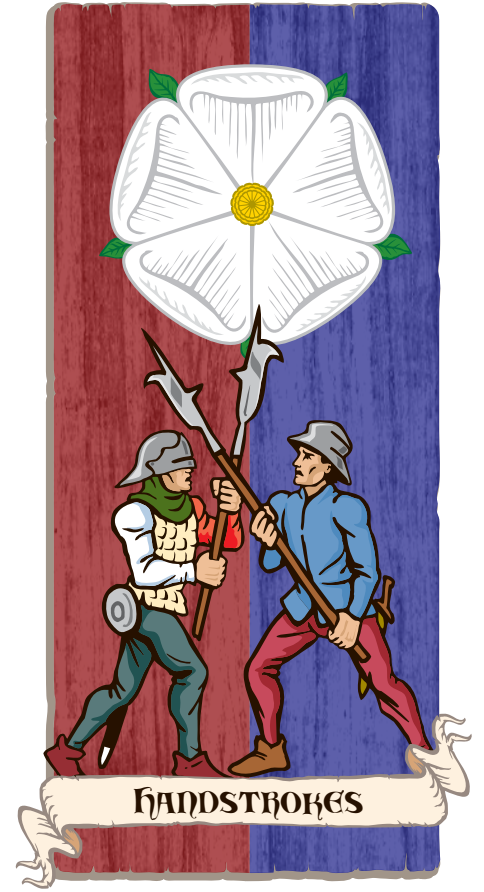
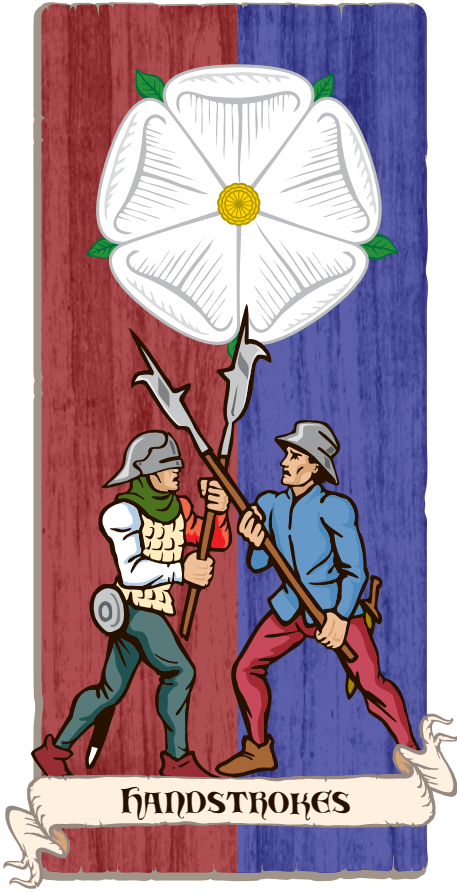
Dangers

THE CAUSE...

					is Cast Down!
Prevails	is Strong	has Merit	is in Doubt	Falters	

Less one level of  
Committment





## Gather to the Standards

Company forms a tight, bristling knot of men to prevent enemy breaking in (not Cav)

Enemy	Bonus	Hazard to Enemy
	• <b>Melee+0</b> • Contact, Only	Stuck In; <i>Casualties- In Contact Only</i>
	• <b>Melee +1</b> • Contact, 1/2 Rest	Belaboured; <i>Casualties- In Contact Only</i>
	• <b>Melee +0</b> • Contact Only	Locked
	• <b>Melee+1</b> • Contact, 1/2 Rest	Repulsed
	• <b>Melee+1</b> • Contact, 1/2 Rest	Stuck In; <i>Casualties- Greater Diff. (Weaker) 1st</i>
	• No Melee	Enemy backs off 2"

Win or Lose:-1 to any Casualty TBS draws for the enemy

## Thrust home, Lads!

Company hacks or thrusts at enemy at polearm's length with main weapons (Not Cav)

Enemy	Bonus	Hazard to Enemy
	• <b>Melee+1</b> • Contact Only	Stuck In; <i>Casualties- In Contact Only</i>
	• <b>Melee+0</b> • Contact, 1/2 Rest	Belaboured; <i>Casualties- Greater Diff. (Weaker) 1st</i>
	• <b>Melee -1</b> • Contact Only	Stuck In; <i>Casualties- In Contact Only</i>
	• <b>Melee+1</b> • Contact, 1/2 Rest	Belaboured; <i>Casualties- Greater Diff. (Weaker) 1st</i>
	• <b>Melee +1</b> • Contact Only	Stuck In; <i>Casualties- Lightest 1st</i>
	• <b>Melee -1</b> • Contact Only	Locked

Win or Lose:+1 to any Enemy Casualty draws

## Stand Off, Apace

Company breaks contact (not allowed on 1st round, or to Cav)

Enemy	Bonus	Hazard to Enemy
	• <b>Melee +0</b> • Contact Only	Locked
	• <b>Melee+1</b> • Contact, 1/2 Rest	Stuck In; <i>Casualties- In Contact Only</i>
	• <b>No Melee</b>	No Effect ■ Backs off 1"
	• <b>Melee+0</b> • Other+1	Repulsed
	• <b>Other+1</b> • Contact Only	Repulsed
	• <b>No Melee</b>	• Both back off: Part units 3"

Win or Lose: If successful in backing off, minus C for end of combat

## I'll not Shrink back

Commander fights manfully in exposed position, trying to break into enemy unit; (add Commander Puissance to total strength)

Enemy	Bonus	Hazard to Enemy
	• <b>Melee +0</b> • Contact, 1/2 Rest	Belaboured <i>Casualties- In Contact Only</i>
	• <b>Melee -1</b> • Contact, 1/2 Rest	Repulsed
	• <b>Melee -1</b> • Contact, 1/2 Rest	Belaboured; <i>Casualties- Greater Differ. (Weaker) 1st</i>
	• <b>Melee +0</b> • All Fight	Stuck In; <i>Casualties- In Contact Only</i>
	• <b>Other+1</b> • All Fight	Belaboured <i>Casualties- Lightest 1st</i>
	• <b>Melee+0</b> • Contact Only	Belaboured <i>Casualties- In Contact Only</i>

Win or Lose, Commander Casualty on 8+  
👑 : Commanders Fight!

## Pluck up your Courage

Commanders call for extra effort to bowl enemies over (Take CC: fail= -1C; pass, +1 Card draw)

Enemy	Bonus	Hazard to Enemy
	• <b>Melee -1</b> • Contact, 1/2 Rest	Repulsed
	• <b>Melee+0</b> • All Fight	Belaboured; <i>Casualties- In Contact Only</i>
	• <b>Melee+0</b> • All Fight	Repulsed
	• <b>Melee+1</b> • Contact, 1/2 Rest	Belaboured; <i>Casualties- Greater Differ. (Weaker) 1st</i>
	• <b>Melee +0</b> • All Fight	Stuck In; <i>Casualties- Lightest 1st</i>
	• <b>Melee+1</b> • Contact Only	Stuck In; <i>Casualties- In Contact Only</i>

Win or Lose: No Courage Check for self this round regardless of result

## Daggers Drawn

Company grapples closely with foe favouring side arms, to skewer them (not allowed on first round, or to Cav)

Enemy	Bonus	Hazard to Enemy
	• <b>Melee -1</b> • Contact, 1/2 Rest	Belaboured <i>Casualties- In Contact Only</i>
	• <b>Other +1</b> • All Fight	Belaboured <i>Casualties- Greater Diff. (Weaker) 1st</i>
	• <b>Melee +0</b> • Contact Only	Stuck In; <i>Casualties- In Contact Only</i>
	• <b>Other +1</b> • All Fight	Stuck In; <i>Casualties- Greater Diff. (Weaker) 1st</i>
	• <b>Other+1</b> • All Fight	Stuck In; <i>Casualties- Lightest 1st</i>
	• <b>Melee -1</b> • Contact Only	Belaboured <i>Casualties- In Contact Only</i>

Win or Lose: 5+ on TBS for Casualty to self  
🗡️ : +1 casualties to both sides

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	· <b>Melee+1</b> · Contact, 1/2 Rest	Repulsed
	· <b>Melee+1</b> · Contact, 1/2 Rest	Stuck In; <i>Casualties- Greater Diff. (Weaker) 1st</i>
	· No Melee	Enemy backs off 2"

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	· <b>Melee -1</b> · Contact Only	Stuck In; <i>Casualties- In Contact Only</i>
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	· <b>Melee -1</b> · Contact Only	Locked

Win or Lose:+1 to any Enemy Casualty draws

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	· <b>Melee+1</b> · Contact, 1/2 Rest	Stuck In; <i>Casualties- In Contact Only</i>
	· <b>No Melee</b>	No Effect ■ Backs off 1"
	· <b>Melee+0</b> · Other+1	Repulsed
	· <b>Other+1</b> · Contact Only	Repulsed
	· <b>No Melee</b>	· Both back off: Part units 3"

Win or Lose: If successful in backing off, minus C for end of combat

## I'll not Shrink back

Commander fights manfully in exposed position, trying to break into enemy unit; (add Commander Puissance to total strength)

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	· <b>Melee +0</b> · Contact, 1/2 Rest	Belaboured <i>Casualties- In Contact Only</i>
	· <b>Melee -1</b> · Contact, 1/2 Rest	Repulsed
	· <b>Melee -1</b> · Contact, 1/2 Rest	Belaboured; <i>Casualties- Greater Differ. (Weaker) 1st</i>
	· <b>Melee +0</b> · All Fight	Stuck In; <i>Casualties- In Contact Only</i>
	· <b>Other+1</b> · All Fight	Belaboured <i>Casualties- Lightest 1st</i>
	· <b>Melee+0</b> · Contact Only	Belaboured <i>Casualties- In Contact Only</i>

Win or Lose, Commander Casualty on 8+  
👑 : Commanders Fight!

## Pluck up your Courage

Commanders call for extra effort to bowl enemies over (Take CC: fail= -1C; pass, +1 Card draw)

Enemy	Bonus	Hazard to Enemy
	· <b>Melee -1</b> · Contact, 1/2 Rest	Repulsed
	· <b>Melee+0</b> · All Fight	Belaboured; <i>Casualties- In Contact Only</i>
	· <b>Melee+0</b> · All Fight	Repulsed
	· <b>Melee+1</b> · Contact, 1/2 Rest	Belaboured; <i>Casualties- Greater Differ. (Weaker) 1st</i>
	· <b>Melee +0</b> · All Fight	Stuck In; <i>Casualties- Lightest 1st</i>
	· <b>Melee+1</b> · Contact Only	Stuck In; <i>Casualties- In Contact Only</i>

Win or Lose: No Courage Check for self this round regardless of result

## Daggers Drawn

Company grapples closely with foe favouring side arms, to skewer them (not allowed on first round, or to Cav)

Enemy	Bonus	Hazard to Enemy
	· <b>Melee -1</b> · Contact, 1/2 Rest	Belaboured <i>Casualties- In Contact Only</i>
	· <b>Other +1</b> · All Fight	Belaboured <i>Casualties- Greater Diff. (Weaker) 1st</i>
	· <b>Melee +0</b> · Contact Only	Stuck In; <i>Casualties- In Contact Only</i>
	· <b>Other +1</b> · All Fight	Stuck In; <i>Casualties- Greater Diff. (Weaker) 1st</i>
	· <b>Other+1</b> · All Fight	Stuck In; <i>Casualties- Lightest 1st</i>
	· <b>Melee -1</b> · Contact Only	Belaboured <i>Casualties- In Contact Only</i>

Win or Lose: 5+ on TBS for Casualty to self  
🗡️ : +1 casualties to both sides

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 3,4: Galling 2>: Scattered	6+: Discomf. 4,5: Galling 1-3: Scattered 0>: F/Short
<b>1</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Falter W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 2-4: Galling 1: Scattered 0>: F/Short	6+: Galling 1-5: Scattered 0>: F/Short
<b>2</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Falter W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
4+: Galling 1-3: Scattered 0>: F/Short	4+: Galling 2,3: Scattered 1>: F/Short
<b>3</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Falter W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
8+: Discomf. 4-7: Galling 2,3: Scattered 1>: F/Short	5+: Galling 4: Scattered 3>: F/Short
<b>4</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: -1C	C: Miscarry W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 3,4: Galling 2>: Scattered	3+: Galling 1,2: Scattered 0>: F/Short
<b>1</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Miscarry W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 2-4: Galling 1: Scattered 0>: F/Short	5+: Galling 1-4: Scattered 0>: F/Short
<b>2</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Miscarry W: Miscarry U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 4: Galling 1-3: Scattered 0>: F/Short	6+: Galling 2-5: Scattered 1>: F/Short
<b>3</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Falter W: Miscarry U: Falter

<b>Sheaf</b>	<b>Flight</b>
6+: Galling 2-5: Scattered 1>: F/Short	5+: Galling 4: Scattered 3>: F/Short
<b>4</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: -1C	C: Falter W: Miscarry U: Falter

<b>Sheaf</b>	<b>Flight</b>
4+: Discomf. 2,3: Galling 1>: Scattered	2+: Galling 1: Scattered 0>: F/Short
<b>1</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Fight On W: Falter U: Falter

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2+: Galling 1>: Scattered	4+: Galling 1-3: Scattered 0>: F/Short
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<b>Courage</b>	<b>Faltering</b>
C: Fight On W: -1C U: -1C	C: Fight On W: Miscarry U: Falter

<b>Sheaf</b>	<b>Flight</b>
3+: Galling 1,2: Scattered 0>: F/Short	6+: Galling 2-5: Scattered 1>: F/Short
<b>3</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Fight On W: Fight On U: Falter

<b>Sheaf</b>	<b>Flight</b>
6+: Discomf. 4,5: Galling 1-3: Scattered 0>: F/Short	3+: Scattered 2>: F/Short
<b>4</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Fight On W: Fight On U: Falter

<b>Sheaf</b>	<b>Flight</b>
2+: Discomf. 1>: Galling	3+: Galling 2>: Scattered
<b>1</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Fight On W: Falter U: Falter

<b>Sheaf</b>	<b>Flight</b>
2+: Galling 1>: Scattered	7+: Discomf. 4-6: Galling 1-3: Scattered 0>: F/Short
<b>2</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: -1C U: -1C	C: Fight On W: Fight On U: Falter

<b>Sheaf</b>	<b>Flight</b>
3+: Discomf. 1,2: Galling 0>: Scattered	6+: Galling 1-5: Scattered 0>: F/Short
<b>3</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Fight On W: Fight On U: Falter

<b>Sheaf</b>	<b>Flight</b>
4+: Galling 1-3: Scattered 0>: F/Short	7+: Galling 3-6: Scattered 2>: F/Short
<b>4</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: -1C U: -1C	C: Fight On W: Fight On U: Falter

**Sheaf** 5+: Discomf.  
2-4: Galling  
1: Scattered  
0>: F/Short

**Flight** 6+: Galling  
1-5: Scattered  
0>: F/Short

**5**

**Courage** **Faltering**

C: -1C  
W: -1C  
U: -1C

C: Falter  
W: Falter  
U: Miscarry

**Sheaf** 4+: Galling  
1-3: Scattered  
0>: F/Short

**Flight** 4+: Galling  
2,3: Scattered  
1>: F/Short

**6**

**Courage** **Faltering**

C: Fight On  
W: Fight On  
U: Fight On

C: Falter  
W: Falter  
U: Miscarry

**DAY OF BATTLE**

Weather Changes:  
Winter: Snow begins  
Other: Rain Begins

Display card until negated

**HAPPENSTANCE**

Unseen Ditch!  
-3 to own Company  
Strength total

hs RESOLUTION hs

**DAY OF BATTLE**

Weather Changes:  
fog Lifts!

**HAPPENSTANCE**

Commander has  
his Bevor off!  
Commander Casualty  
from Shooting: 7+

sh RESOLUTION sh

**Sheaf** 5+: Discomf.  
2-4: Galling  
1: Scattered  
0>: F/Short

**Flight** 5+: Galling  
1-4: Scattered  
0>: F/Short

**5**

**Courage** **Faltering**

C: -1C  
W: -1C  
U: -1C

C: Miscarry  
W: Miscarry  
U: Miscarry

**Sheaf** 5+: Discomf.  
4: Galling  
1-3: Scattered  
0>: F/Short

**Flight** 6+: Galling  
2-5: Scattered  
1>: F/Short

**6**

**Courage** **Faltering**

C: Fight On  
W: Fight On  
U: Fight On

C: Falter  
W: Miscarry  
U: Falter

**DAY OF BATTLE**

I Espy Hidden Paths!  
Draw ward chit for side;  
1 of their Wards may  
negateun favourable  
terrain this turn only

**HAPPENSTANCE**

Thou with an Eagle  
art Inspired!  
Drawer checks Courage  
at 1 Level Higher

co RESOLUTION co

**DAY OF BATTLE**

Celestial Omen!  
Draw ward chit for side;  
that side keeps card;  
may use it to "forget"  
1 bad verse in Chronicle

**HAPPENSTANCE**

Standard Staff Breaks!  
Drawer checks Courage  
at 1 Level Lower

co RESOLUTION co

**Sheaf** 2+: Galling  
1>: Scattered

**Flight** 4+: Galling  
1-3: Scattered  
0>: F/Short

**5**

**Courage** **Faltering**

C: Fight On  
W: -1C  
U: -1C

C: Fight On  
W: Miscarry  
U: Falter

**Sheaf** 3+: Galling  
1,2: Scattered  
0>: F/Short

**Flight** 6+: Galling  
2-5: Scattered  
1>: F/Short

**6**

**Courage** **Faltering**

C: Fight On  
W: Fight On  
U: Fight On

C: Fight On  
W: Fight On  
U: Falter

**DAY OF BATTLE**

Weather Changes:  
Wind Dies Down  
Wind rules no longer  
in effect.

**HAPPENSTANCE**

Giddy footing!  
commander stumbles,  
gets -2 to his Puissance

hs RESOLUTION hs

**DAY OF BATTLE**

Weather Changes:  
Wind Rises: Draw card  
for direction (1: North,  
2: East, etc.). 5,6: draw again.  
Wind rules in effect.

Display card until negated

**HAPPENSTANCE**

Good Brown Bills!  
gets +2

hs RESOLUTION hs

**Sheaf** 2+: Galling  
1>: Scattered

**Flight** 7+: Discomf.  
4-6: Galling  
1-3: Scattered  
0>: F/Short

**5**

**Courage** **Faltering**

C: Fight On  
W: -1C  
U: -1C

C: Fight On  
W: Fight On  
U: Falter

**Sheaf** 3+: Discomf.  
1,2: Galling  
0>: Scattered

**Flight** 6+: Galling  
1-5: Scattered  
0>: F/Short

**6**

**Courage** **Faltering**

C: Fight On  
W: Fight On  
U: Fight On

C: Fight On  
W: Fight On  
U: Falter

**DAY OF BATTLE**

Powder Runs Low  
draw ward chit for side;  
that side has gonnies  
fire at only half strength  
for rest of game.

**HAPPENSTANCE**

None durst come near  
for fear of sudden death!

hs RESOLUTION hs

**DAY OF BATTLE**

False Captain!  
Remove any one "A Captain's  
Advice" Stratagem from play.  
If both sides have one,  
draw ward chit for the side.

**HAPPENSTANCE**

They stand all aloof  
C becomes

hs RESOLUTION hs

**DAY OF BATTLE**

Weather Changes:  
Wind Changes Direction:  
90° Clockwise

**HAPPENSTANCE**

"Greyhounds in their Slips" lack control!  
♠ becomes ♣

hs RESOLUTION hs

**DAY OF BATTLE**

Suspicious Bushes!  
Draw ward chit; that ward commander must use card for next faltering test; does so at one level lower

**HAPPENSTANCE**

Gonne Explodes!

Sh RESOLUTION Sh

**DAY OF BATTLE**

Weather Changes:  
High Gusts of Wind;  
all Archery -1 Intensity this turn

**HAPPENSTANCE**

Desperate Homicide!  
♠ gets extra +1 per hand

hs RESOLUTION hs

**DAY OF BATTLE**

Troops Grumbling!  
Side with Lethargic Commander leaves one Lethargy chit out of Sequence Cup this turn (draw high card if both sides have one)

**HAPPENSTANCE**

Churl Drops the Standard!  
♠ becomes ♣ + Courage Check

hs RESOLUTION hs

**DAY OF BATTLE**

Weather Changes:  
Rain/Snow stops

**HAPPENSTANCE**

Devilish Bowmen!  
+1 to Shooting Intensity for lucky shots

Sh RESOLUTION Sh

**DAY OF BATTLE**

Thrift  
Draw ward chit; that ward may generate second flight counter if it has any one left unused

**HAPPENSTANCE**

Sunday Archers!  
-1 to Intensity from weakling arms

Sh RESOLUTION Sh

**DAY OF BATTLE**

Wastage!  
Draw ward chit; that ward loses 1 Shooting order

**HAPPENSTANCE**

Lean, Raw-boned Rascals!  
♠ gets extra +1 per hand

hs RESOLUTION hs

**DAY OF BATTLE**

High Spirits!  
Draw chit for ward; it may keep and use card for next faltering test at one level higher.

**HAPPENSTANCE**

Tardy Commander!  
♠ becomes ♠ when troops stand off but Commander doesn't

hs RESOLUTION hs

**DAY OF BATTLE**

I have dreamed a fearful dream  
Jumpy Commander had a ghastly night; Draw ward chit; that ward commander now always checks faltering at next lowest level.

**HAPPENSTANCE**

Smokie Gunners!  
Handguns shooting add +1 per hand for surprising accuracy

Sh RESOLUTION Sh

**DAY OF BATTLE**

Attentive Groom  
Draw ward chit; ward chosen keeps card, may exchange it for 1 magnate's escape (in case of rout)

**HAPPENSTANCE**

Slothful Pioneers!  
Entrenchment negated due to poor digging

hs RESOLUTION hs

**DAY OF BATTLE**

A horse! A horse!  
Draw ward chit to see which side retains this card; May exchange it for 1 enemy magnate's capture (in case of rout)

**HAPPENSTANCE**

Famished beggars!  
♠ gets -2

hs RESOLUTION hs

**DAY OF BATTLE**

Hidden Quality  
Remove one Danger from an amateur Ward commander (Draw chit for side if both have one)

**HAPPENSTANCE**

Owy, cuppele gorge, parmasoy, peasant!  
♠ becomes ♠

hs RESOLUTION hs

**DAY OF BATTLE**

Cheer up the Drooping Army!  
Draw ward chit; a commander in that ward gets to use timely words to restore any one company's Courage by +1

**HAPPENSTANCE**

Mickle Wind!  
Sudden gust robs own shot of force: -1 to Drawer's Intensity

Sh RESOLUTION Sh

**DAY OF BATTLE**

Dysentery  
Draw ward chit; that ward commander has the runs; his Quissance -1 for game

**HAPPENSTANCE**

"Soft Courage makes Soldiers faint";  
Gloomy captain causes company to check Courage at next lowest level.

Co RESOLUTION Co

**DAY OF BATTLE**

Turncoat!  
Deserting soldier reveals Bushment! Draw ward chit for which side he joins

**HAPPENSTANCE**

fall thy Edgeless Swords  
♠ Each hand gets -1

hs RESOLUTION hs

**DAY OF BATTLE**

Maveulous falerous gentleman!  
A humble company captain shines forth; Draw ward chit; that ward gets a free "Captain's Advice" stratagem

**HAPPENSTANCE**

A Bloody Supper!  
if casualties are suffered in this encounter, Each side adds 1 more

hs RESOLUTION hs

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 3,4: Galling 2>: Scattered	6+: Discomf. 4,5: Galling 1,3: Scattered 0>: F/Short
<b>5</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Falter W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 2-4: Galling 1: Scattered 0>: F/Short	6+: Galling 1-5: Scattered 0>: F/Short
<b>5</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Falter W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
4+: Galling 1-3: Scattered 0>: F/Short	4+: Galling 2,3: Scattered 1>: F/Short
<b>6</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Falter W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
8+: Discomf. 4-7: Galling 2,3: Scattered 1>: F/Short	5+: Galling 4: Scattered 3>: F/Short
<b>6</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: -1C	C: Miscarry W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 3,4: Galling 2>: Scattered	3+: Galling 1,2: Scattered 0>: F/Short
<b>5</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Miscarry W: Falter U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 2-4: Galling 1: Scattered 0>: F/Short	5+: Galling 1-4: Scattered 0>: F/Short
<b>5</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Miscarry W: Miscarry U: Miscarry

<b>Sheaf</b>	<b>Flight</b>
5+: Discomf. 4: Galling 1-3: Scattered 0>: F/Short	6+: Galling 2-5: Scattered 1>: F/Short
<b>6</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Falter W: Miscarry U: Falter

<b>Sheaf</b>	<b>Flight</b>
6+: Galling 2-5: Scattered 1>: F/Short	5+: Galling 4: Scattered 3>: F/Short
<b>6</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: -1C	C: Falter W: Miscarry U: Falter

<b>Sheaf</b>	<b>Flight</b>
4+: Discomf. 2,3: Galling 1>: Scattered	2+: Galling 1: Scattered 0>: F/Short
<b>5</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Fight On W: Falter U: Falter

<b>Sheaf</b>	<b>Flight</b>
2+: Galling 1>: Scattered	4+: Galling 1-3: Scattered 0>: F/Short
<b>5</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: -1C U: -1C	C: Fight On W: Miscarry U: Falter

<b>Sheaf</b>	<b>Flight</b>
3+: Galling 1,2: Scattered 0>: F/Short	6+: Galling 2-5: Scattered 1>: F/Short
<b>6</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Fight On W: Fight On U: Falter

<b>Sheaf</b>	<b>Flight</b>
6+: Discomf. 4,5: Galling 1,3: Scattered 0>: F/Short	3+: Scattered 2>: F/Short
<b>6</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Fight On W: Fight On U: Falter

<b>Sheaf</b>	<b>Flight</b>
2+: Discomf. 1>: Galling	3+: Galling 2>: Scattered
<b>5</b>	
<b>Courage</b>	<b>Faltering</b>
C: -1C W: -1C U: -1C	C: Fight On W: Falter U: Falter

<b>Sheaf</b>	<b>Flight</b>
2+: Galling 1>: Scattered	7+: Discomf. 4-6: Galling 1-3: Scattered 0>: F/Short
<b>5</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: -1C U: -1C	C: Fight On W: Fight On U: Falter

<b>Sheaf</b>	<b>Flight</b>
3+: Discomf. 1,2: Galling 0>: Scattered	6+: Galling 2-5: Scattered 1>: F/Short
<b>6</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: Fight On U: Fight On	C: Fight On W: Fight On U: Falter

<b>Sheaf</b>	<b>Flight</b>
4+: Galling 1-3: Scattered 0>: F/Short	7+: Galling 4-6: Scattered 2>: F/Short
<b>6</b>	
<b>Courage</b>	<b>Faltering</b>
C: Fight On W: -1C U: -1C	C: Fight On W: Fight On U: Falter

