

### Left Attack

Give orders to 5 units.  
Roll 5 dice and activate units matching dice

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### Central Attack

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### Right Attack

Give orders to 5 units.  
Roll 5 dice and activate units matching dice

### Coordinated Attack

Give orders to 6 units.  
Max 2 units for sector.  
Roll 6 dice and activate units matching dice

### Grand Charge

5 Cavalry units anywhere on the map can move up to 3 hexes and combat

### Infantry Manoeuvre

5 Infantry units in a sector can move 1 hex and combat, or 3 hexes but they can not combat

### Bombardment

Each Artillery units double its fire value (before modifiers), or it can move up to 2 hexes. (Horse Artillery up to 4 hexes)

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