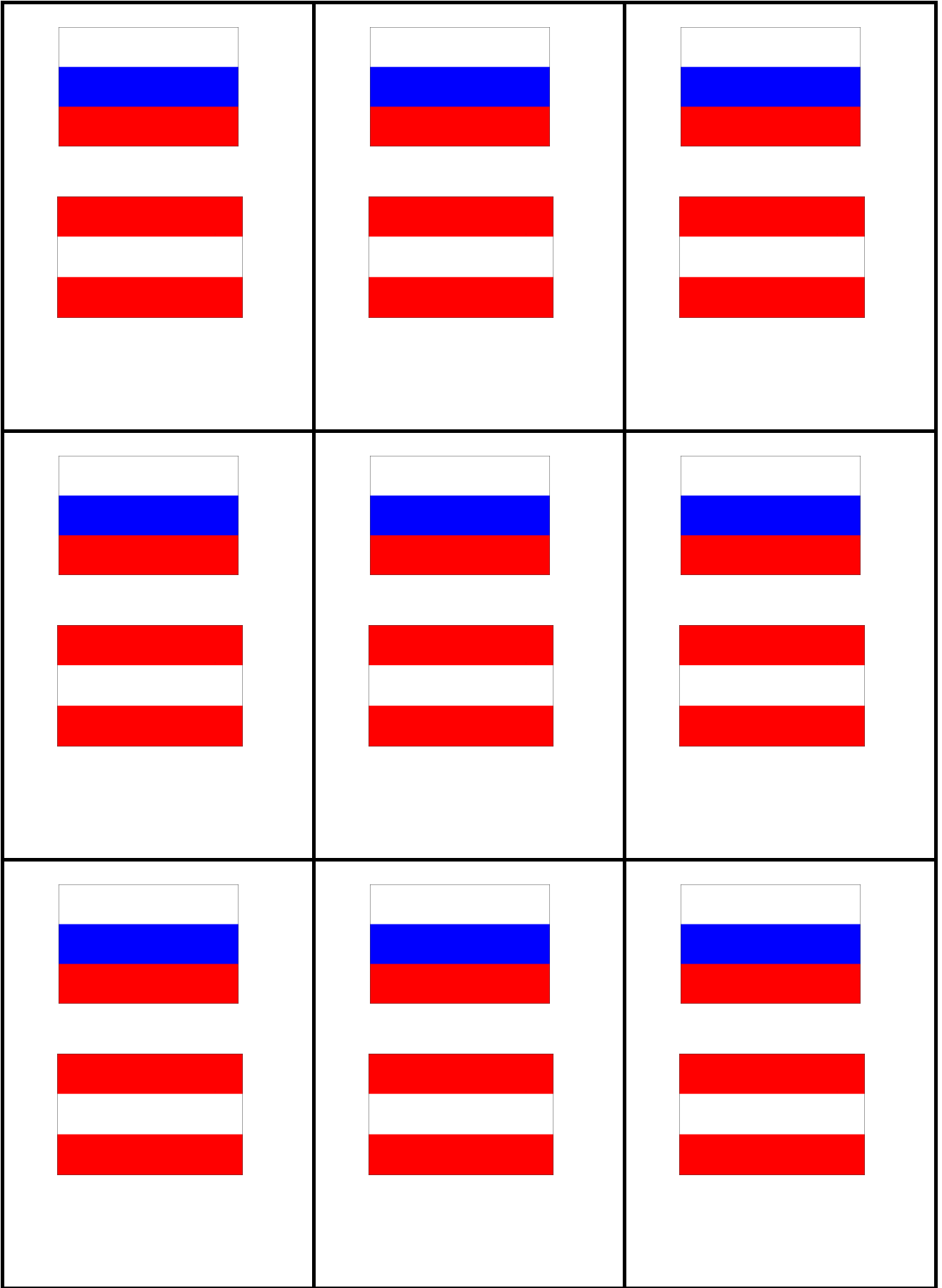
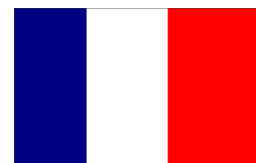
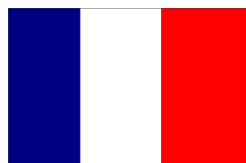
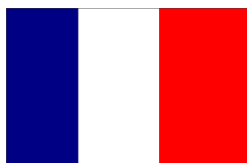
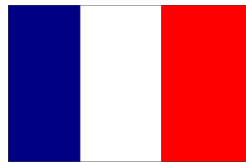
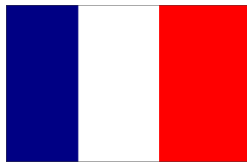


<p><i>Kutuzov: The Allied player can move a combat unit to an adjacent area and use it to perform a Combat if the player wants. If the French player has already played the Austerlitz Sun Card, this Event cannot be used. The area where the unit moves must hold Deployment order.</i></p>	<p><i>Guard: the Russian Imperial Guard can move from the Reserve to Santon (north) or Pratzen (center) performing a Combat with a +1 DRM; the following Combats will be resolved normally, without any DRM for being Guard.</i></p>	<p>Rest: The Allied player can change the order in an area into Deployment and raise 1 on the Morale Track; if the enemy area holds Deployment too, can raise 2 on the Morale Track.</p>
<p>Pour la Russie: The Allied player can reroll the d6 in Combat if holds Defence order, ignoring the previous result.</p>	<p>Competent Officer: The Allied player can reroll the d6 in Combat if holds Attack order, ignoring the previous result.</p>	<p>Icon: the Allied player performs a Combat with a +1 DRM, but suffering 1 MA, beyond the Combat results, only if the enemy area holds Defence.</p>
<p>Skirmishers: the Allied player performs a Combat with a +1 DRM if the enemy area holds Defence or Deployment.</p>	<p>Cavalry Charge!: the Allied player performs a Combat inflicting 1 PF beyond the Combat result, but will suffer 1 PA. If the enemy area holds Deployment, the French player applies a +1 DRM in Combat.</p>	<p>Reconnaissance in force: the Allied player performs a Combat inflicting 1 MF beyond the Combat result. If the enemy area holds Attack, the Allied player inflicts an utter 1 MF, but applies a -1 DRM in Combat.</p>



<p>Frontal Attack: the Allied player performs a Combat with a +2 DRM, suffering 1 PA, beyond the Combat results. If the enemy area holds Defence, the DRM is +1 only.</p>	<p><i>The Two Emperors: the Allied player performs a Combat with a +1 DRM.</i></p>	<p>Cossacks: the Allied player performs a Combat inflicting 1 MF beyond the Combat result, if holds Attack order and if performs a Combat against an adjacent area (the area has to be clear from enemies).</p>
<p>Die Hard: the Allied player can avoid to roll a Route Test if a Combat result cannot be fulfilled; the area must hold Defence or Attack Allied orders.</p>	<p><i>Napoleon: The French player can perform 2 consecutive Combats with a DRM +2 applicable in every Combat. G64</i></p>	<p><i>Guard: the French Imperial Guard can move from the Reserve to Santon (north) or Pratzten (center) performing a Combat with a +1 DRM; the following Combats will be resolved normally, without any DRM for being Guard.</i></p>
<p><i>Austerlitz Sun: Using this card, the Allied player won't be able to use the card Kutuzov.</i></p>	<p>Frontal Attack: the French player performs a Combat with a +2 DRM, suffering 1 PF, beyond the Combat results. If the enemy area holds Defence, the DRM is +1 only.</p>	<p>Reconnaissance in force: the French player performs a Combat inflicting 1 MA beyond the Combat result. If the enemy area holds Attack, the French player inflicts an utter 1 MA, but applies a -1 DRM in Combat.</p>



<p>Cavalry Charge!: the French player performs a Combat inflicting 1 PA beyond the Combat result, but will suffer 1 PF. If the enemy area holds Deployment, the French player applies a +1 DRM in Combat.</p>	<p>Skirmishers: the French player performs a Combat with a +1 DRM if the enemy area holds Defence or Deployment.</p>	<p>Column attack: the French player performs a Combat with a +1 DRM, but suffering 1 MF, beyond the Combat results, if the enemy area holds Defence.</p>
<p>French Marshal: The French player can reroll the d6 in Combat if holds Attack order, ignoring the previous result.</p>	<p>Competent Officer: The French player can reroll the d6 in Combat if holds Attack order, ignoring the previous result.</p>	<p>Pour la France: The French player can reroll the d6 in Combat if holds Defence order, ignoring the previous result.</p>
<p>Rest: The French player can change the order in an area into Deployment and raise 1 on the Morale Track; if the enemy area holds Deployment too, can raise 2 on the Morale Track.</p>	<p>Grognards: the French player can avoid to roll for a Route Test if a Combat result cannot be fulfilled; the area must hold Defence or Attack French orders.</p>	<p>Dragoons: the French player performs a Combat inflicting 1 MA beyond the Combat result, if holds Attack order and if performs a Combat against an adjacent area (the area has to be clear from enemies).</p>

