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### Tsarist

## Holy Mother Russia

*"God is against the aggressor"* - Tsar

Play anytime during a Battle or Siege.

Cancel, before any card-related die rolls are made, any one non-Home Battle Card or Battle/Siege used Response Card played by an Imperial Power

**- OR -**

Play before dice are rolled.

Prevent any Imperial Evasion or Interception.

**- OR -**

Play before resolving a Battle.

Add 1 **Infantry** to any Tsarist Leader.



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### Imperial

## Twelve-Pounders

*Massed Cannonade*

Roll **four extra dice** before the next Battle or Siege Round. Any Battle Casualties inflicted may not return fire. Losses are considered Battle Casualties but will not prevent another already scheduled Round of Battle before it occurs.

If used before a Siege Round, the Fortress may still defend at its full regular Strength.



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## The Thunder of Hooves

*Heavy cavalry breaks the line*

*"Let the bravest follow me."* - Murat

Play at **END** of any Round of Battle.

Roll two Battle Dice for each Kill result already inflicted on enemy.

If these dice inflict any Kills, enemy adds two Morale Loss Markers.

If card player is victorious and defeats at least one Army or Army Group, the card player may force the enemy to take a Morale Check before the next Impulse.



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## Imperial Largesse

*Help from the throne*

*The sovereign responds to your request for succor*

Take one card of your choice from your own Reserve Deck (excluding cards already played); then reshuffle your Power's Reserve Deck.

**- AND -**

Gain one Resource.



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### Must Play

## Pay the Devil His Due

*Hungry, greedy troops sack city.*

Play on any one Army/Army Group of either Imperial Power of Tsarist 1st Army Power's choice. That Formation takes Attrition but its owner receives one Resource. Raise Tsarist Morale Level by one in response to such atrocities.

**If Turn 1:** reshuffle this card back into the deck at start of Interphase.

On all Turns, card player draws another card and may play that or a different card.

As of Turn 2 or later:  
REMOVE FROM PLAY - then 14.62



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## Call for Reinforcements

*Garrisons and depots stripped to respond to crisis*

Play at the start of any round of Battle.

Any Formation(s) of the card player's choice within *two* Duchies from the site of a Battle may roll to attempt to Intercept and enter the Battle.

For the Interception roll(s) treat Leaderless units as if led by a 1-4 Leader.



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## Bickering Generals

*Parentage, ancestry questioned*

Play on any Power.

No Leader or Army of that Power may move, Intercept or Evade as part of an Army Group containing a Leader of that Camp's other Power.

This remains in effect until the end of the next scheduled Impulse of the Power on which the card is played.



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## Racing Home to Paris

*Napoleon abandons his army*

*"He cannot be absent from Paris year after year."*

- Tsar on Napoleon

May play Event only if Imperial Morale is at **Les Grognards** or lower.

Eliminate Napoleon for the remainder of this Turn (may rebuilt upcoming Interphase).

**- OR -**

Remove six Imperial Morale Loss Markers as the Emperor stays on in Russia, then reshuffle into deck at Interphase.

If Napoleon is eliminated by this Event REMOVE FROM PLAY.