

Ace in the Hole - Deployment

AGGRESSIVE DEPLOYMENT

You can field your army at **2H** from the table middle-line, instead of **4H**.

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DECISIVE INITIATIVE

Roll **3 dice** for Initiative instead of **2**.

You **cannot apply** if the *Unit* with the *Leader* has been **destroyed**.

You **cannot use** with an Initiative **re-roll**.

If with 3 dice you get a **draw**, and both player must re-roll, you have to re-roll with just 2 dice.

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DESPERATE CHARGE

It allows a *Unit* no longer Fresh to charge with its original Impetus bonus.

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LAST STAND

It allows a *Unit* to have a **+2** in a *Cohesion Test* after a melee. Use it before the test.

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IRON DISCIPLINE

It allows a Unit to *re-order* and *charge* in the same turn (**cannot fire**).

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BETRAYAL

It allows the Player to make the opponent re-roll a *Cohesion Test* after a melee. If the second test is passed, then the opponent will get free a *Betrayal Ace in the Hole* to be used in another melee.

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BAGGAGE

You can place the Baggage in any part of your deployment area. **Baggage must be placed on good terrain** (can include a gentle hill) **before any other Unit is placed**. A Baggage base must be of rectangular shape and with each side being no more than **6H** and not less than **2H**. Baggage can be interpenetrated only by friendly troops. A Baggage base has a **VBU=1**. It nullifies the Impetus bonus of any enemy that attacks it. It provides an additional **2VDs** but if lost = **3VDs**.

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AMBUSH

You can deploy up to 2 Units of **S** and up to 2 Units (or 1 *Large Unit*) of **FL**. But they must be completely inside woods. Units in ambush are deployed at the end of the deployment phase, after your opponent's Units. **This Ace must be shown after Terrain preparation and before Deployment**. *If both Players* have this Ace, then only the Defender can use it. *This Ace* cannot be used with **Flank March** and **Forward Deployment**.