

## Ace in the Hole - Deployment

### FLANK MARCH

This Ace allows up to one *Unit*, *Large Unit*, *Group* or *Command* to flank march on one of the opponent's two flanks. (and within 6H of the opponent's baseline). Roll 1D6 once both player's have completed their activations. On a "1" the first or only *Unit* arrives at the head of a column. Deduct -1 from the die if all *Cavalry*. Additional *Units* arrive in column behind, or alongside, (if room) at the beginning of the player's following activation turns.

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### ENCIRCLEMENT (must be played with FLANK MARCH)

If a Player's Army could have four times the number of cavalry Units as the opponent he may enter one or more Cavalry *Units*, *Large Units*, *Groups* or *Commands* into an opponent's rear. Roll 1D6 per flank once both player's have completed their activations. On a "1" the first or only *Unit* arrives at the head of a column. Roll for these Units only once one flank march has started to arrive (i.e. a successful roll).

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### DELAYING ACTION

A *Unit* or a *Large Unit* or *Command* of Light Infantry (FL) can evade like *Skirmishers* during one turn.

Roll for an *Evade* attempt. A failure means the card must be discarded otherwise the card may be re-used in this and future turns.

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### COUNTER

Cancel any one of the opponent's *non-deployment* card when played.

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### ...RAPID ADVANCE

A Heavy Infantry (FP) army (at least 75% of all Units are such) may move at double the FP normal movement allowance closer to their enemy without changing direction (even for terrain) for a number of turns. Roll 1D6 each turn for the whole Army. Results: 1 - 3 = double move. 4 - 6 discard card & normal move. If a Unit has double-moved in the current turn then it counts as *Disordered* in Melee.

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### LEONIDAS'S FEINT

Any FP or FL *Unit* with a starting VBU of 6+ or *Group* (but not a *Large Unit*) may carry out a second free Melee action (without the opponent fighting back).

Roll 1D6 and if the score is equal to or less than the individual *Unit's Impetus* value then the feint works, otherwise discard the card. -1 to the die roll if a *General* is with the *Unit*.

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### ENEMY DELAYED

Any one of the Opponent's nominated by the (card-holder) *Units*, *Large Units* or *Groups* is prevented from moving this turn. *Skirmishers* may *Evade*.

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### PONTIUS'S RUSE

The Player of this card requests his opponent to deploy in column along the centreline (facing towards a short table edge). The terrain is then deployed. The player then rolls 1D6.

1-2 = any *Skirmishers* and *Light Infantry* may be deployed within 2H of any enemy Unit. The remainder deploy as normal.

3 = any *Skirmishers* may be deployed within 2H of any enemy Unit.

4-5 = normal deployment

6 = the ruse was foiled (the opponent takes control of the card).