

Explanation of Stratagems

	DETAILS	WHO MAY USE IT?
A Captain's Advice May take one new order during game. D	Represents the forethought and adaptability of an Experienced Captain advising the Ward Commander. This allows the Ward Commander to Change an existing order in play or add another to the Ward's display (including Archery). Discard after use.	Any Commander may use this if he has drawn a Captain counter amongst his Wellwishers, which must be exchanged for this Stratagem.
A Wary Eye Uncover bushment within 24" on 7+	Commander may draw two cards once he is within 24" of any terrain that he suspects of containing a Bushment. If he scores 8+, the bushment must be revealed at no detriment to his side. Discard after use	Any Commander.
Forethought May deploy pricklers during Rout	Commander has reserved a few mounted men to the rear (does not require figures). He may deploy Pricklers to pursue enemy routers. Place one per remaining company in commander's ward per turn on any routing company.	Any Commander.
A Stout Ensign Defends his Commander D	Commander has chosen a powerful Man-at-Arms to bear his banner. He may "absorb" 1 Commander Casualty for his good lord. Discard after use (along with his brave corpse).	Any Commander.
Inspiring May attempt to "Encourage" Ward once (add 1 Courage) D	Commander may attempt to generate one 1 Courage level for all his units in the Ward. May only attempt this if halted and all units have 0 Courage. Draw 2 cards; success on 8+. Discard after use.	Only Committed Commanders, and ones with 4+ Puisseance.
Energetic! May generate Approach or Attack order after halting once D	Commander may generate an extra Approach or Attack of choice, after having halted one turn. Discard after use.	Any Commander with 4+ Forwardness.
Master Gunner May exchange one Captain for such	Any Gun attached to this Ward benefit by +2 strength, due to the presence of a Master Gunner (exchanged for one Captain). Leave on Display for duration of game.	Any Commander may use this if he has drawn a Captain counter amongst his Wellwishers, which must be exchanged for this Stratagem.
Caltrops & Pavises Ward has defensive Artifices	Commander may initially place defensive artifices, such as caltrops, spiked pavises and spiked nets across his Ward's front. Any part of an attacking Ward that crosses these for the first time must take a Falter Check.	Only Commanders who enjoy Artifices. He must have chosen Defend Position orders.
Good Timing May make Sharp Archery attacks	Commander has experience with archery fire, knowing the best moment to order his ward to fire. He may at any point trade a regular Sheaf or Flight order for a Sharp Sheaf or Sharp Flight order. Discard after use.	Old Soldiers Only.
Far Sighted May attempt to spot passage thru obstacle on 8+	Commander attempts to find an easy passage through natural rough terrain (a stream ford, or gap in hedged territory). The gap is the width of one unit in his Ward. Draw 2 cards; success on 8+. Discard after attempt.	Audacious Commanders and Old soldiers only
Feint May use Feint order	Commander may use a Feint move order to attempt to coax an enemy with a Impetuous Danger to attack in a disordered fashion. Discard after attempt.	Old Soldiers Only.

FREQUENCY

Commanders Draw Stratagems of their choice at the start of Play, in the following amounts.

AMATEUR
PRACTICED
AUDACIOUS
OLD SOLDIER

Draws no Stratagems at Start, but may use Captain's Advice if he has a Captain Counter available (drawn during the campaign game).
Draws ONE Stratagem of choice, within the parameters above.
Draws TWO Stratagems of choice, any of which may be ones allowed to their type.
Draws THREE Stratagems of choice, within the parameters above.