

<b>HEROIC EVENTS</b>	
Once, anytime during the game: Roll 4+ to do one of the following:	
<b>Situation</b>	<b>Effect</b>
Cavalry are charging through a square.	The square tests morale and failure means it is destroyed
Infantry in line receive a cavalry charge.	The infantry test morale and success means they may shoot at the cavalry, which then flows around them like they were in square
Unsupported artillery are charged.	Roll 3d6 and retire limbered. If they outrun the charging infantry/cavalry, they survive the charge
Infantry want to charge cavalry.	After the 4+ is rolled for the Heroic Event attempt, a further '6' must be rolled to see if this nonsense will go on! You still have to pass the morale test to charge as well
Enemy guns are captured and you want to turn them on the enemy.	An infantry battalion that captures an artillery battery can remain with the guns and fire with two dice . French Old Guard can fire with eight dice

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