

EVENT



A lion shows up. He attacks one of your activated units and kills 1 man before being shot...

Saving throw: roll a shield. The animal now attacks the nearest enemy unit (no saving throw).

The opponent chooses the unit being attacked, but not a commander or unit with less than 3 figures remaining.

EVENT



A "big cat" appears. He attacks one of your activated units and kills 1 man before being shot...

Saving throw: roll a shield. The animal now attacks the nearest enemy unit (no saving throw).

The opponent chooses the unit being attacked, but not a commander or unit with less than 3 figures remaining.

EVENT



Two male gorillas break cover. they attack one of your activated units and kill 1 man before being shot...

Saving throw: roll a shield. The animals now attacks the nearest enemy unit (no saving throw).

The opponent chooses the unit being attacked, but not a commander or unit with less than 3 figures remaining.

EVENT



A hippo appears. He attacks one of your activated units and kills 1 man before being shot...

Saving throw: roll a shield. The animal now attacks the nearest enemy unit (no saving throw).

The opponent chooses the unit being attacked, but not a commander or unit with less than 3 figures remaining.

EVENT



Two rhinos attack. They attack one of your activated units and kill 1 man before being shot...

Saving throw: roll a shield. The animals now attacks the nearest enemy unit (no saving throw).

The opponent chooses the unit being attacked, but not a commander or unit with less than 3 figures remaining.

EVENT



Two elephants charge. They attack one of your activated units and kill 1 man before being shot...

Saving throw: roll a shield. The animals now attacks the nearest enemy unit (no saving throw).

The opponent chooses the unit being attacked, but not a commander or unit with less than 3 figures remaining.

EVENT



1

Quickfire: one of your activated red units fires twice

(Player's choice).

EVENT



1

Quickfire: one of your activated green units fires twice

(Player's choice).

EVENT



1

Quickfire: one of your activated blue units fires twice

(Player's choice).

YOU NEED 1 CARD OF EACH OF THESE CARDS FOR YOUR EVENT CARD DECK