

WOMANIZER...

Time for some fun! If sweet Harry is within 6 hexes of the nearest female *character*, he **alone** will make (up to) a double move attempting to reach her and...



And/or activate one SINGLE unit of your choice



KING OF THE BATTLEFIELD...

Sir Harry - as a well known Victorian hero (?) - is placed in command of the **unit(s)** he is with. The present commander withdraws a full move's distance. Flashy may only be relieved from his command by playing an appropriate card (the ones marked "**alone**").



And/or activate one SINGLE unit of your choice



CHARGE!

There're always some bloody idiots in search of fame and glory! The **unit** Flashman is with makes (up to) a double move in order to charge a nearby enemy unit.



And/or activate one SINGLE unit of your choice



SCENT OF A WOMAN...

Flashman suspects the presence of a voluptuous- lady nearby! Move sir Harry **alone** up to 3 hexes in a direction of your choice.



And/or activate one SINGLE unit of your choice



FLASHMAN'S DUEL

Our hero thought he was presently out of harm's way, but... no such luck! If sir Harry is within moving distance of an *male enemy character*, Flashman is challenged to single combat (*god forbid!*).



And/or activate one SINGLE unit of your choice



FLASHMAN ESCAPES!

In case sir Harry has been taken prisoner, he now makes good his escape and joins the **nearest** friendly unit. Any victory points gained by taking our hero prisoner are forfeit.



And/or activate one SINGLE unit of your choice



TOO HOT TO HANDLE!

(The situation at least...)

Flashman **alone** retires a full move towards his baseline, steering clear of enemy units' ZOC.



And/or activate one SINGLE unit of your choice



MASTER IN DISGUISE

"Always handy to stay out of the thick of it" (Flashy hopes...). Sir Harry **alone** makes - undetected - a double move. In case he is a prisoner, he escapes. Any victory points gained by taking our hero prisoner are forfeit.



And/or activate one SINGLE unit of your choice



TIME TO LOOT...

... and gain some financial independence from Elspeth's inheritance! Flashman **alone** moves a full move in a direction of your choice in search of treasure. In vain, alas...



And/or activate one SINGLE unit of your choice



**A NEW MALE CHARACTER
ENTERS THE GAME**

It is up to the player to decide
which character (friend or foe),
and where on the table it
appears...



And/or activate one SINGLE
unit of your choice



**A NEW MALE CHARACTER
ENTERS THE GAME**

It is up to the player to decide
which character (friend or foe),
and where on the table it
appears...



And/or activate one SINGLE
unit of your choice



**A NEW MALE CHARACTER
ENTERS THE GAME**

It is up to the player to decide
which character (friend or foe),
and where on the table it
appears...



And/or activate one SINGLE
unit of your choice



**A NEW FEMALE CHARACTER
ENTERS THE GAME**

It is up to the player to decide
which character (friend or foe),
and where on the table it
appears...



And/or activate one SINGLE
unit of your choice



**A NEW FEMALE CHARACTER
ENTERS THE GAME**

It is up to the player to decide
which character (friend or foe),
and where on the table it
appears...



And/or activate one SINGLE
unit of your choice



**A NEW FEMALE CHARACTER
ENTERS THE GAME**

It is up to the player to decide
which character (friend or foe),
and where on the table it
appears...



And/or activate one SINGLE
unit of your choice



**A NEW FEMALE CHARACTER
ENTERS THE GAME**

It is up to the player to decide
which character (friend or foe),
and where on the table it
appears...



And/or activate one SINGLE
unit of your choice



**A NEW MALE CHARACTER
ENTERS THE GAME**

It is up to the player to decide
which character (friend or foe),
and where on the table it
appears...



And/or activate one SINGLE
unit of your choice



FLASHMAN ENTERS THE GAME

It is up to the Flashman player to
decide where on the table our
hero appears...



And/or activate one SINGLE unit
of your choice. **Reshuffle the
command card deck.**

