

March Warden arrives!
This replaces your activation.



The March Warden arrives with his men (an A class cavalry lancer unit plus an overlord - the Warden himself) in a build up hex controlled by the invaded. If the invaded does not control a build up hex, the Warden arrives at his baseline. The March Warden unit can NOW be activated.

NOW!

STAMPEDE!



One of your units herding cattle loses control: the cattle **runs away 3 hexes** (terrain has no effect). Opponent chooses herd and directs move. This action does not replace your activation.

NOW!

STAMPEDE!



One of your units herding sheep or goats loses control: the animals **run away 2 hexes** (terrain has no effect). Opponent chooses herd and directs move. This action does not replace your activation.

NOW!

CAREFUL...



The unit you have *activated* will **NOT MOVE**, but may battle.

NOW!

CAREFUL...



The unit you have *activated* will **NOT MOVE**, but may battle.

NOW!

HOLD YOUR FIRE!



The unit you have *activated* may move, engage in close combat, but may **NOT FIRE**.

NOW!

HOLD YOUR FIRE!



The unit you have *activated* may move, engage in close combat, but may **NOT FIRE**.

NOW!

STAND GROUND!



The unit you have *activated* may **NOT MOVE**, but may engage in close combat or fire.

NOW!

STAND GROUND!



The unit you have *activated* may **NOT MOVE**, but may engage in close combat or fire.

NOW!

FORCED ENTRY.



This card enables an infantry unit placed in a hex adjacent to a building to break down the door/gate and engage the occupants.

YOUR CHOICE

FORCED ENTRY.



This card enables an infantry unit placed in a hex adjacent to a building to break down the door/gate and engage the occupants.

YOUR CHOICE

UP YOURS!



Neutralizes a card your opponent plays.

YOUR CHOICE

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