

EVENT



2

Wounded return from the dressing station:
2 of your activated red units get 1 replacement figure each.

(But not over original unit strenght).

EVENT



2

Wounded return from the dressing station:
2 of your activated green units get 1 replacement figure each.

(But not over original unit strenght).

EVENT



2

Wounded return from the dressing station:
2 of your activated blue units get 1 replacement figure each.

(But not over original unit strenght).

EVENT



1

There seems to be some confusion about the orders: one of your red units (opponent's choice) is not activated.

EVENT



1

There seems to be some confusion about the orders: one of your green units (opponent's choice) is not activated.

EVENT



1

There seems to be some confusion about the orders: one of your blue units (opponent's choice) is not activated.

EVENT



1

Promotion! One of your men in a red unit (activated or not & your choice) is promoted to NCO/tribal chieftain

(add one figure to this unit).

EVENT



1

Promotion! One of your men in a blue unit (activated or not & your choice) is promoted to NCO/tribal chieftain

(add one figure to this unit).

EVENT



1

Promotion! One of your men in a green unit (activated or not & your choice) is promoted to NCO/tribal chieftain

(add one figure to this unit).