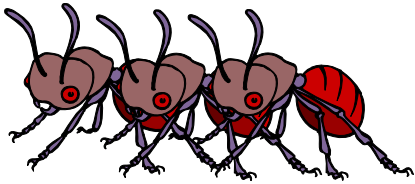


NOW!!!!!!!



ANTS IN THE PANTS!

One of your men is attacked by killer ants.

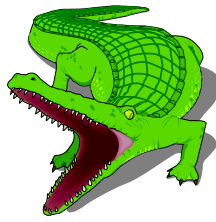
Cast 1D6:

1-2: maddened by the attack he shoots himself through the head.

2-3: you help him out (unit does not move this turn).

5-6: pff! No problemo!

NOW!!!!!!!



CROC ATTACK!

One of your men is attacked by a crocodile.

Cast 1D6:

1-2-3: bon ap  tit, monsieur Croc!

4-5-6: he convinces the croc that he works for National Geographics and gets away with it!

NOW!!!!!!!



You meet a native and convince him to show you a shortcut.

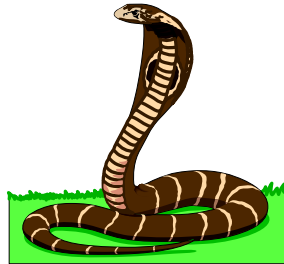
(movement +1 hex).

NOW!!!!!!!



Take a break. Units halts 1 turn and enjoys a feast of a wild boar bbq with plenty of rum.

NOW!!!!!!!



SNAKE ATTACK!

Cast 1D6:

1-2: one man dies.

3-4: one man wounded (stop unit this turn to extract the poison).

5-6: how about some snake for dinner?

NOW!!!!!!!



You meet a native girl; WHAT A BEAUTY! A lively conversation follows, but talk takes time. *(Movement minus 1 hex).*

NOW!!!!!!!



Thirst makes marching harder. Fortunately, a native woman offers your men some palm wine. That's better! *(Movement + 1 hex).*

NOW!!!!!!!



Suddenly, a group of bow-armed natives appears and fire at you (1 turn) and disappear again!

Cast 3 fire hit-dice to simulate the attack.

NOW!!!!!!!



Suddenly, a group of spear-armed natives appears and attack you (1 turn) and disappear again!

Cast 3 close combat hit-dice to simulate the attack.

NOW!!!!!!!



You're lost...

Cast 1D6:

1-2: return 1 hex.

3-4: swerve 1 hex to the left.

5-6: swerve 1 hex to the right.

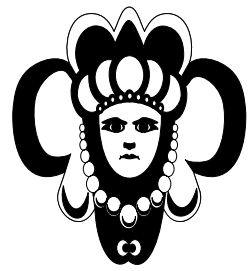
NOW!!!!!!!



You're a bit excited and you don't pay attention: you walk in circles.

No movement this turn.

YOUR CHOICE



You kill a wild beast that was about to attack a native medicine man. To thank you he offers you a magic potion that will revive a *killed* man instantly.

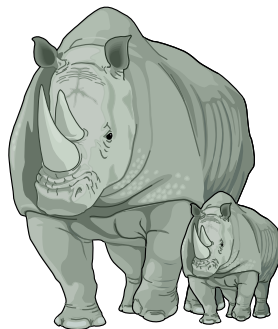
YOUR CHOICE



An informant reveals a secret entrance to a stronghold.

This card enables you to enter a fortified position (or closed gate) without bombardment.

NOW!!!!!!!



A mother rhino & child cross your path.

Swerve unit 1 hex in whatever direction you prefer except ahead.

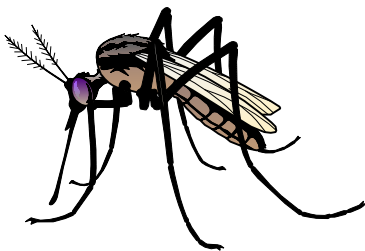
NOW!!!!!!!



You disturb the meal of a bunch of apes and they attack you.

Halt unit 1 turn to disperse them.

NOW!!!!!!!



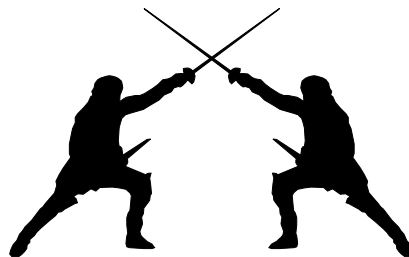
One of your men suffers from malaria. **Do not move the unit this turn** in order to take care of him.

Cast 1D6:

1-2 the man dies.

3-6: he recovers.

NOW!!!!!!!



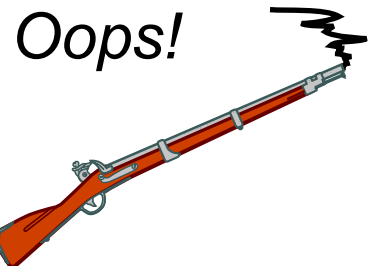
Two of your men start a fight.

Cast 1D6:

1-2-3: you have to kill one to stop the quarrel.

4-5-6: your verbal intervention resolves the issue.

NOW!!!!!!!



A gun is fired by accident.

Cast 1D6:

1-2: one of your men is hit & killed.

3-6: to sort the shooter out, you have **to halt the unit 1 turn.**