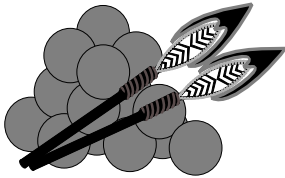


**NOW!!!!!!!**

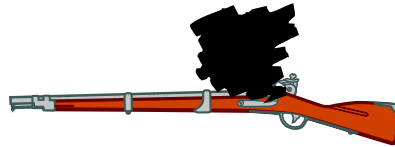


**AMMO SHORTAGE!**

I knew we had forgotten something...

*Cast 2 dice less.*

**NOW!!!!!!!**



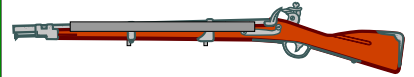
**'Flash in the pan':**

*Infantry or cavalry fire only*

A lot of smoke, but no bullet!  
For bows: arrow gets stuck!

*Cast one die less*

**YOUR CHOICE**



**'Sniper!':**

*Infantry fire only*

One pirate is armed with a heavy buccaneer gun and can fire at longer range (5 hexes) and target a commander or NCO.

For natives: extra powerful bow.

**NOW!!!!!!!**



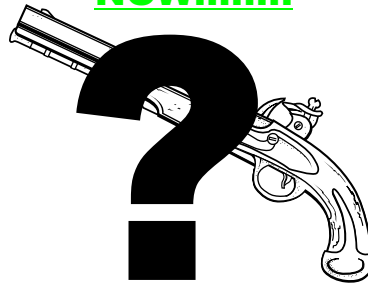
**' Drill Sergeant':**

*small arms fire only*

One of your men used to be a sergeant or askari and knows the firing drill.

*Your unit fires twice this turn.*

**NOW!!!!!!!**

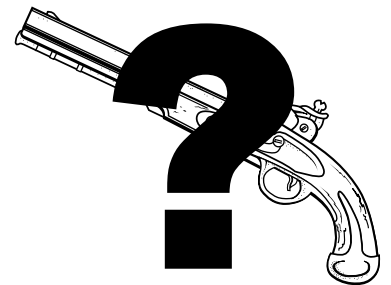


**GENERAL  
CONFUSION!**

*Small arms & melee only.*

*Due to contradictions in the orders, only part of this unit fires or battles! (Deduct one die).*

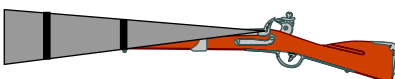
**NOW!!!!!!!**



**GENERAL  
CONFUSION!**

*Due to contradictions in the orders, this unit does not fire or battle!*

**YOUR CHOICE**



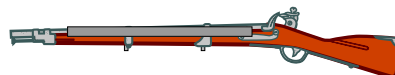
**'Big Boomer':**

*Infantry fire only*

One of your gunmen fire his blunderbuss!  
Not for bows.

*Cast one die more.*

**YOUR CHOICE**



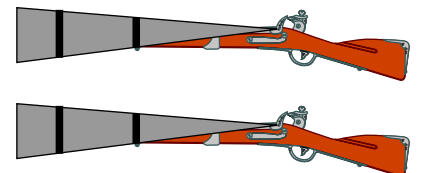
**'Sniper!':**

*Infantry fire only*

One pirate is armed with a heavy buccaneer gun and can fire at longer range (5 hexes) and target a commander or NCO.

For natives: extra powerful bow.

**YOUR CHOICE**



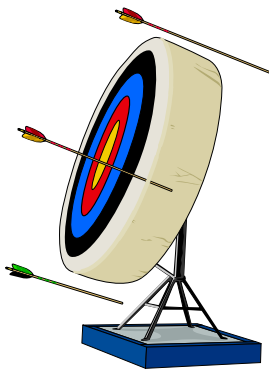
**'Double Big Boomer':**

*Infantry fire only*

Two of your gunmen fire their blunderbuss!  
Not for bows.

*Double your fire result.*

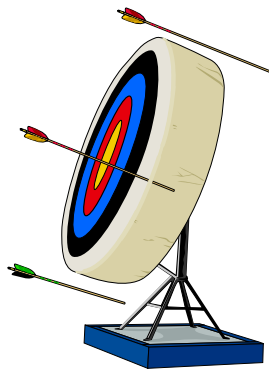
**NOW!!!!!!!**



**Poor marksmanship!**  
*small arms fire only*

One *hit* eliminated.

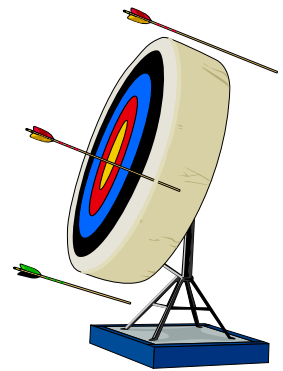
**NOW!!!!!!!**



**Poor marksmanship!**  
*small arms fire only*

Two *hits* eliminated.

**NOW!!!!!!!**



**Poor marksmanship!**  
*small arms fire only*

No *hits* scored!

**YOUR CHOICE**



**Bad luck, suckers!**

The enemy was (wrongly) under the impression that they killed one of your *commanders* or *NCOs*.

*Cards counters the killing of one of your commander or NCO.*

*However, you have to give up a figure or in the unit nearest to the commander (opponent's choice).*

**NOW!!!!!!!**



**Lucky strike!**

*small arms fire or melee only*

You *hit* an enemy *commander* (player's choice).

*(Provided one is with the unit you're targeting).*

**NOW!!!!!!!**



**Lucky strike!**

*small arms fire or melee only*

You *hit* an enemy *NCO*. (Player's choice)

*(Provided one is with the unit you're targeting).*

**YOUR CHOICE**



**SINGLE COMBAT**

*5 rounds of 1 battle die with saving throw. Highest score wins. Ransom is 1 block of "spoils of war".*

**YOUR CHOICE**



**Leadership.**

In case one of your other units is in a hex adjacent to the unit you are activating and either of these units is accompanied by a *commander*, these units may be activated successively, prior to the opponent activating one of his units.

**YOUR CHOICE**



**Leadership.**

In case one of your other units is in a hex adjacent to the unit you are activating and either of these units is accompanied by a *commander*, these units may be activated successively, prior to the opponent activating one of his units.