

<p>OFFICER JOINS RANDOM COMPANY Lieutenant Favershaw joins random Company. Acts as leader for remainder of the round. Permits the Company to either immediately take a free Action or else this card may be used as a "Hold" card for the Company he joins. Remove at the end of the round.</p>	<p>GUNGA DIN BRINGS WATER!! Gunga Din joins Company that has sunstroke casualties, and the casualties are immediately rallied (no Action required). If more than one Company is eligible, determine randomly. Company will not suffer sunstroke casualties for rest of the round. Remove at the end of the round</p>	<p>SUNSTROKE!! Random Company suffers sunstroke casualties Suffer 1d6/2 casualties. -1 to Rally Attempt</p>
<p>CHOLERA STRIKES!! Random Company suffers <u>dead Enlisted Casualty</u> from Cholera. NO RALLY ATTEMPT POSSIBLE</p>	<p>NATIVE ARTILLERY FIRE! Random Company suffers <u>dead Enlisted Casualty</u> from artillery fire NO RALLY ATTEMPT POSSIBLE</p>	<p>NEXT ENEMY NATIVE UNIT CARD(S) DRAWN GET TWO ACTIONS</p>
<p>NEXT MUTINEER UNIT GOES "GHAZI" (FANATIC)</p>	<p>NEXT AFGHAN UNIT GOES "GHAZI" (FANATIC)</p>	<p>NEXT NATIVE UNIT WITH LOADED MUSKETS IN RANGE OF PLAYER UNIT WILL STOP TO FIRE ALL OF ITS MUSKETS AT NEAREST PLAYER UNIT</p>
<p>NEXT NATIVE UNIT WITH LOADED MUSKETS IN RANGE OF PLAYER UNIT WILL STOP TO FIRE ALL OF ITS MUSKETS AT NEAREST PLAYER</p>	<p>AFGHAN CLAN RIVALRY NEXT AFGHAN UNIT WITH LOADED MUSKETS WILL FIRE AT NEAREST AFGHAN CLAN IN RANGE. IF NO AFGHAN CLAN IN RANGE, DISCARD THIS CARD</p>	<p>COORDINATED MUTINEER ATTACK ALL <u>MUTINEER</u> UNITS WITHIN RANGE WILL CHARGE THE NEAREST AREA CONTAINING ANY PLAYER'S TROOPS</p>
<p>COORDINATED AFGHAN ATTACK ALL <u>AFGHAN</u> UNITS WITHIN MOVEMENT RANGE WILL CHARGE THE NEAREST AREA CONTAINING ANY PLAYER'S TROOPS</p>	<p>SWARM OF LOCUSTS NEXT MUTINEER OR AFGHAN UNIT (INCLUDING "GHAZIS") IS CONFUSED BY A SWARM OF LOCUSTS, AND WILL NEITHER MOVE OR FIRE</p>	<p>EXTRA LOADED MUSKETS! Random Company has extra loaded muskets! May "Full Fire" once without having to use a Reload Action.</p>
<p>LADIES LOADING MUSKETS! Random Company has the ladies of the garrison loading muskets for them. May Full Fire for the rest of the round without having to use a Reload Action. Remove at the end of the round.</p>	<p>REVEREND JONES EXHORTS THE TROOPS! Reverend Jones joins random <u>European</u> Company and preaches to them. Company may take an immediate Action, and will fight with +1 in their next Melee. Jones may Fire and Melee for remainder of round. Remove at end of round.</p>	<p>FLASHMAN LEADS THE WAY! Harry Flashman joins a random Company and convinces them to retreat one area away from the enemy, somehow earning himself a mention in dispatches, a medal, and a promotion. REMOVE CARD AFTER USE</p>
<p>SCOTLAND THE BRAVE! Highland Company with its <u>piper</u> attached may immediately rally all of its casualties (no Action required). If more than one eligible, determine randomly.</p>	<p>MEN OF HARLECH! A Company with its <u>musician</u> attached may immediately rally all of its casualties. (No Action required) If more than one eligible, determine randomly.</p>	<p>RALLY 'ROUND THE FLAG! Company with <u>standard bearer</u> attached may immediately rally all of its casualties (no Action required). If more than one eligible, determine randomly.</p>
<p>KHALSA RESURGENT! Random Sikh Company may immediately take a Charge Action to charge an enemy unit within range, causing the enemy unit to take a Morale Test as if it is 4 fewer figures. No effect on enemy units that are GHAZI</p>	<p>GURKHALI AYO! Random Gurkha Company may immediately take a Charge Action to charge an enemy unit within range, causing the enemy unit to take a Morale Test as if it is 4 fewer figures. No effect on enemy units that are GHAZI</p>	<p>NEXT ENEMY NATIVE UNIT CARD(S) DRAWN GET TWO ACTIONS</p>
<p>CHOLERA STRIKES!! Random Company suffers <u>dead Enlisted Casualty</u> from Cholera. NO RALLY ATTEMPT POSSIBLE</p>	<p>NATIVE ARTILLERY FIRE! Random Company suffers <u>dead Enlisted Casualty</u> from artillery fire NO RALLY ATTEMPT POSSIBLE</p>	<p>NEXT NATIVE UNIT WITH LOADED MUSKETS IN RANGE OF PLAYER UNIT WILL STOP TO FIRE ALL OF ITS MUSKETS AT NEAREST PLAYER UNIT</p>
<p>CHOLERA STRIKES!! Random Company suffers <u>dead Enlisted Casualty</u> from Cholera. NO RALLY ATTEMPT POSSIBLE</p>	<p>NATIVE ARTILLERY FIRE! Random Company suffers <u>dead Enlisted Casualty</u> from artillery fire NO RALLY ATTEMPT POSSIBLE</p>	<p>NEXT ENEMY NATIVE UNIT CARD(S) DRAWN GET TWO ACTIONS</p>

<p>NEXT MUTINEER UNIT GOES "GHAZI" (FANATIC)</p>	<p>NEXT AFGHAN UNIT GOES "GHAZI" (FANATIC)</p>	<p>EXTRA LOADED MUSKETS! Random Company has extra loaded muskets! May "Full Fire" once without having to use a Reload Action.</p>
<p>MEN OF HARLECH! A Company with its <u>musician</u> attached may immediately rally all of its casualties. (No Action required) If more than one eligible, determine randomly.</p>	<p>RALLY 'ROUND THE FLAG! Company with <u>standard bearer</u> attached may immediately rally all of its casualties. (No Action required). If more than one eligible, determine randomly.</p>	<p>EXTRA LOADED MUSKETS! Random Company has extra loaded muskets! May "Full Fire" once without having to use a Reload Action.</p>
<p>1/60TH REGIMENT King's Royal Rifle Corps</p>	<p>1/60TH REGIMENT King's Royal Rifle Corps</p>	<p>1/60TH REGIMENT King's Royal Rifle Corps</p>
<p>1/60TH REGIMENT King's Royal Rifle Corps</p>	<p>1/60TH REGIMENT King's Royal Rifle Corps</p>	<p>1/60TH REGIMENT King's Royal Rifle Corps</p>
<p>1ST BENGAL FUSILIERS</p>	<p>1ST BENGAL FUSILIERS</p>	<p>1ST BENGAL FUSILIERS</p>
<p>1ST BENGAL FUSILIERS</p>	<p>1ST BENGAL FUSILIERS</p>	<p>1ST BENGAL FUSILIERS</p>
<p>2/78TH REGIMENT Seaforth Highlanders</p>	<p>2/78TH REGIMENT Seaforth Highlanders</p>	<p>2/78TH REGIMENT Seaforth Highlanders</p>
<p>2/78TH REGIMENT Seaforth Highlanders</p>	<p>2/78TH REGIMENT Seaforth Highlanders</p>	<p>2/78TH REGIMENT Seaforth Highlanders</p>
<p>SIRMOOR BATTALION Gurkhas</p>	<p>SIRMOOR BATTALION Gurkhas</p>	<p>SIRMOOR BATTALION Gurkhas</p>
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ARTILLERY	ARTILLERY	ARTILLERY
52ND REGIMENT ("Ox and Bucks")	52ND REGIMENT ("Ox and Bucks")	52ND REGIMENT ("Ox and Bucks")
52ND REGIMENT ("Ox and Bucks")	52ND REGIMENT ("Ox and Bucks")	52ND REGIMENT ("Ox and Bucks")
2/84TH REGIMENT "Yorks & Lancs"	2/84TH REGIMENT "Yorks & Lancs"	2/84TH REGIMENT "Yorks & Lancs"
2/84TH REGIMENT "Yorks & Lancs"	2/84TH REGIMENT "Yorks & Lancs"	2/84TH REGIMENT "Yorks & Lancs"
88TH REGIMENT 1st Connaught Rangers	88TH REGIMENT 1st Connaught Rangers	88TH REGIMENT 1st Connaught Rangers

88TH REGIMENT 1ST Connaught Rangers	88TH REGIMENT 1ST Connaught Rangers	88TH REGIMENT 1ST Connaught Rangers
35th Bengal Native Infantry Regt.	35th Bengal Native Infantry Regt.	35th Bengal Native Infantry Regt.
46th Bengal Native Infantry Regt.	46th Bengal Native Infantry Regt.	46th Bengal Native Infantry Regt.
57th Bengal Native Infantry Regt.	57th Bengal Native Infantry Regt.	57th Bengal Native Infantry Regt.
66th Bengal Native Infantry Regt.	66th Bengal Native Infantry Regt.	66th Bengal Native Infantry Regt.
38th Bengal Native Infantry Regt.	38th Bengal Native Infantry Regt.	38th Bengal Native Infantry Regt.
62nd Bengal Native Infantry Regt.	62nd Bengal Native Infantry Regt.	62nd Bengal Native Infantry Regt.
49th Bengal Native Infantry Regt.	49th Bengal Native Infantry Regt.	49th Bengal Native Infantry Regt.
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**Gwalior Contingent
(Native Prince Troops)**

**Gwalior Contingent
(Native Prince Troops)**

**Gwalior Contingent
(Native Prince Troops)**

**Oudh Contingent
(Native Prince Troops)**

**Oudh Contingent
(Native Prince Troops)**

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(Native Prince Troops)t**

**Lucknow Badmash
(Bazaar Riff-Raff)**

**Lucknow Badmash
(Bazaar Riff-Raff)**

**Lucknow Badmash
(Bazaar Riff-Raff)**

**Meerut Badmash
(Bazaar Riff-Raff)**

**Meerut Badmash
(Bazaar Riff-Raff)**

**Meerut Badmash
(Bazaar Riff-Raff)**

**Cawnpore Badmash
(Bazaar Riff-Raff)**

**Cawnpore Badmash
(Bazaar Riff-Raff)**

**Cawnpore Badmash
(Bazaar Riff-Raff)**

**Jhansi Contingent
(Native Prince Troops)**

**Jhansi Contingent
(Native Prince Troops)**

**Jhansi Contingent
(Native Prince Troops)**

**Mangal Clan
(Pathans)**

**Mangal Clan
(Pathans)**

**Mangal Clan
(Pathans)**

**Durrani Clan
(Pathans)**

**Durrani Clan
(Pathans)**

**Durrani Clan
(Pathans)**

**Ghilzai Clan
(Pathans)**

**Ghilzai Clan
(Pathans)**

**Ghilzai Clan
(Pathans)**

**Wardak Clan
(Pathans)**

**Wardak Clan
(Pathans)**

**Wardak Clan
(Pathans)**

**Jadran Clan
(Pathans)**

**Safi Clan
(Pathans)**

**Tani Clan
(Pathans)**

**Mohmand Clan
(Pathans)**

**Khugiani Clan
(Pathans)**

SHUFFLE DECK

END ROUND

**Jadran Clan
(Pathans)**

**Safi Clan
(Pathans)**

**Tani Clan
(Pathans)**

**Mohmand Clan
(Pathans)**

**Khugiani Clan
(Pathans)**

SHUFFLE DECK

**RANDOM PLAYER UNIT
GETS EXTRA ACTION**

**RANDOM MUTINEER UNIT
GETS EXTRA ACTION**

**Jadran Clan
(Pathans)**

**Safi Clan
(Pathans)**

**Tani Clan
(Pathans)**

**Mohmand Clan
(Pathans)**

**Khugiani Clan
(Pathans)**

END ROUND

**RANDOM PLAYER UNIT
GETS EXTRA ACTION**

**RANDOM MUTINEER UNIT
GETS EXTRA ACTION**