

Pirate Fleet

A small squadron of pirate ships no larger than 6th Rate Frigates, but which may contain vessels of any other type, but totalling no more than 25 NCS, appears and attacks any fleet belonging to an opponent within 5 hexes of any land other than their own coast. Roll for the characteristics of the pirate commander the same as you would for a formal navy as part of the procedure to determine the outcome of any combat. Alternatively, the battle may be fought as a game and its results fed into the campaign.

Native Revolt

The player drawing the card may designate any player holding conquered territories or overseas colonies. If no other player holds such territories, but the player drawing the card does, then it will be his own colonies/subject nations where the revolt occurs. Roll a d6 to discover the severity of the rebellion: 1 or 2 = food riots in a single city, determined at random; 3 or 4 = a local mullah or other religious leader of a sect foments rebellion by zealots in an area approximating an English county—a city and the ten nearest towns or villages; 5 or 6 = a serious revolution of a single racial or religious section of an entire country occurs, beginning with a carefully planned storming of the capital city and kidnapping or execution of that region's chief administrator or cabinet of ministers. In each case, the affected player(s) must divert significant resources, both financial and military/police to deal with the uprising.

God is On Our Side

A player holding this card may cancel the effects of any other card played against them in a turn.

The Gods At Play

This card triggers the re-shuffling of the deck as soon as it is played. All cards are returned to the deck before shuffling.

Tactical Coup

This card enables a player to spring a surprise flank attack or reinforcement during any battle. The player may hold onto the card until such time as he wishes to use it UNLESS "The Gods At Play" is played by another player, at which point it must be returned to the deck along with all other cards.

Winter Supplies Secured

The armies of a player holding this card may continue campaigning beyond the end of the normal campaigning season—his quartermasters have been especially prudent at collecting stores and supplies. Roll 2d6—the score indicates the number of additional weeks (2-12) that his armies can continue to fight before needing to retire to winter quarters.

Scorched Earth

Play this card against any player invading your territory. The area(s) occupied by the enemy (which should be marked on the map) is/are denuded of all supplies, livestock, cash and anything of value, including all males (or females, depending on your setting) of military age. Roll a d6 for each unit present—each pip represents 5% losses to hunger and disease. These losses persist until the unit moves away from the affected areas, and will require an additional turn to recover.

Scurvy in the Fleet

The player may target any one enemy fleet or squadron, which suffers d6 x 5% casualties to sickness in that turn. This will affect any action fought during that turn and any subsequent turn until that force can put in to a friendly port to take on citrus fruits. (Pre-Dreadnought era navies only.)

Confused Communications

Any orders intended for the drawing player's allies or mercenaries in that turn either fail to arrive or are completely misunderstood. The allies or mercenaries therefore do not react as desired, but they may defend themselves if attacked, or retreat if they choose.

Native Recruitment

If the player drawing this card controls a colony, his commander there may raise an additional unit of friendly troops of the most appropriate type and train them in the manner of regular 'sepoys'.

Freikorps

If the player drawing this card commands a European-style force based in the 1700-1850 era, or an imagi-nations force of a similar nature, then they are approached by a wealthy aristocrat who has raised a regular battalion of infantry or small regiment of light cavalry or dragoons in defence of the nation. This force must start in that player's territory, after which it may move wherever desired.

Grenzers

If the player drawing this card commands a European-style force based in the 1700-1850 era, or an imagi-nations force of a similar nature, then they are approached by a wealthy aristocrat who has raised an irregular or semi-regular battalion of skirmishing infantry or small regiment of light cavalry in defence of the nation. This force must start in that player's territory, after which it may move wherever desired.

Militia

The player drawing this card is approached by a wealthy aristocrat or merchant who has raised a battalion of militia infantry or small regiment of light cavalry in defence of the nation. This force may only be deployed and used inside the player's own territory—it may never venture beyond its own borders.

Entice Deserters

The drawing player checks to see how many enemy units are within 2 hexes distance of his own troops. For each such enemy unit, roll a d6, with each pip representing 1% of that unit deserting and being recruited into your own army's units of the appropriate type. It would be realistic to adjust this so that the desertion rate of infantry is at least double that of cavalry, so, for example, cavalry would only desert on a 4, 5 or 6, representing 1, 2 and 3% of that unit. Desertions from artillery units would be even more rare, so a 6 would be needed, leading to 1% of that unit deserting. The results could also be weighted according to the characteristics of that unit's commander: clearly, troops are less likely to desert a popular, charismatic and successful commander than one who is unpopular, brutal and probably a loser. You may adjust the effects of this card to create the most appropriate results for the particular era, theatre and armies in your campaign.

Forced March

This card may be allocated to one commander. For one turn only, every unit under his command may carry out a Forced March without any detrimental consequences which may, for example, enable them to reach a place fit and ready to fight at full effect.

Inflation

Your nation's economy undergoes rapid inflation which affects the cost of supplies. Any supplies required that are not already stored in magazines in the theatre of operations suffer a reduction of 20% for d6 turns. These reductions should have appropriate effects on your troops, such as reduction in rations, a crisis in fuel supplies and so on, which may result in casualties and a loss of manpower and equipment, which may affect your army's ability to fight.

Emergency Supplies

This card negates the effects of the Scorched Earth card or Winter Shortages card.

Exchange of Prisoners

Both sides check the levels of any losses suffered so far in the campaign and may restore 10% of these deficits to the units concerned immediately.

Suspect Troops

One unit of Freikorps, Grenzers, Militia or Mercenaries in the player's army decides that it has had enough, proving the fickle nature of such troops and goes home. If the player drawing the card has more than one such unit, then he should roll to determine which unit is affected.

Caught at Anchor

Any fleet or squadron belonging to the holding player may attack at double strength in the first two turns that they fire in any game played to represent them moving into a coastal area occupied by any enemy fleet or squadron that is occupying, but not blockading, that hex/those hexes.

The Passes are Blocked

This card may be played up to four weeks into the start of a campaign season and up to four weeks before its end. The passes between any mountains of 1,000m+ elevation are blocked with snow and ice for the current turn only.

Partisans

Roll a d6, which denotes the number of contiguous hexes containing enemy troops that the player may choose. The troops in these hexes, which cannot be in their own territory, are trapped in those hexes for the current turn and their effective strength is halved because they have to detach troops to police and quell local partisans.

Secret Information

The player drawing this card may immediately draw two additional cards and play them in whichever order and turn they wish.

Royal Wedding

The player's country arranges a betrothal between members of its own royal family or dynasty and that of an ally. This will make it harder for any other country to break the alliance by way of bribes or blackmail.

Papal Bull

In historical campaigns, any Catholic countries may boost their resources/supplies by 10% this turn, whilst any Protestant countries must reduce theirs by the same amount.

Scandal

This card may be played against any enemy power. A member of its ruling family is profligate and lavish in their expenditure on wild parties, lavish gifts and outrageous fashion, drawing heavily on creditors and necessitating an expensive cover-up. Roll a d6: 1 or 2 = 5% drain on resources for two consecutive turns; 4 or 5 = 10% reduction; and 5 or 6 = 15% loss.

The King is Dead

Choose one minor, allied country. The head of its royal family has died, and with them, all obligations to its alliance with you. Its units immediately detach themselves from your force and any posts outside its own borders, other than its own colonies, and head home at normal speed. Any troops currently transported at sea will be deposited at the nearest friendly or neutral port. The former ally immediately becomes a neutral country until new alliances can be forged.

Partisan Alliance

During the next battle, your army is reinforced by local villagers keen to fight for the cause. Roll a d6. If in your own territory, add partisans/armed civilians at a rate of 500 per pip on the dice; if abroad, then at half this rate, 250 per pip.

The Troops are Revolting

A card to be used with discretion and which may not be suitable for all historical campaigns! Select one enemy force, which may be an entire army if it is deployed in contiguous hexes. It may not move or attack this turn, and if attacked, it will not fight unless it has nowhere to retreat. If it can retreat, then it suffers 20% losses due to desertion.

Crossing the Line

At the end of a battle, the player's force gains manpower equal to 50% of the losses it inflicted on the enemy by impressing enemy prisoners.

Delhi Belly

The player chooses an enemy force, which may be an entire army if it is deployed in contiguous hexes. That force suffers $d6 \times 10\%$ losses this turn. Roll another d6: each pip represents 10% deaths amongst those suffering the disease. The remainder recover after two turns. Any force, enemy or friendly, approaching the affected hexes **MUST** roll in the same way to see whether they have been infected.

Pillage and Plunder

At the commencement of any engagement (whether played on the table or adjudicated on the map only), select one enemy division of up to 12 units. This division has lost discipline—perhaps the discovery of illicit alcohol is involved—and $d6 \times 10\%$ of this force has rushed away in search of loot and other pleasures. The remainder of the division fights at reduced morale for the duration of the engagement. Of the looters, 10% of them desert permanently, the remainder rejoin their units next day. This card has no effect on Prussian units, nor on British units except those involved in Peninsular War sieges.

Supplies Running Short

This card can be played on any units in an area of $2d6$ contiguous hexes during the last four turns of a campaign season as winter approaches, or during winter months if your campaign continues all year round. It cancels any Winter Supplies Secured or Emergency Supplies card previously played. Supplies from the denoted hexes immediately fall by 50%.

Making Your Mind Up

This card may be played on any enemy commander, except Patton, Rommel, Napoleon, Wellington, Frederick the Great, Alexander the Great or Julius Caesar. Any enemy troops within $d6$ hexes of this vacillating general may not move, attack or besiege this turn, but may defend themselves or retreat.

Blame the Jesuits

If the player drawing this card represents France or Spain in a historical campaign, then he has suffered a Jesuit plot which breaks his alliance with any one minor country ally, all of whose units return immediately to their home country, which takes up a neutral status. Any troops being transported by its ships are immediately landed at the nearest friendly or neutral port.

The Cossacks are Revolting

In any pre-WWII historical campaign where Russia is represented, regardless of who draws this card, the Russian army must withdraw to crush a Cossack revolt at home. This means that the Russian forces will be absent for $3d6$ turns—potentially for the remainder of this campaigning season. The player so affected may, if they so choose and if one is available, re-enter the campaign commanding a different army.

False Intelligence

The player drawing the card selects any enemy force up to brigade strength that has not moved or attacked this turn and is not engaged in a siege, and places it anywhere they like within its normal movement allowance, effectively sending it on a 'wild goose chase'.

Trouble on the March

The player drawing the card selects a hex anywhere on the map. Any enemy force entering that hex or any hex within d3 radius, counting a roll of 1 or 2 as the central hex itself, must stop and move no further this turn. If the chosen hex is a defile hex, such as a bridge or narrow pass, then the effect lasts for two complete turns, though in the second turn, the enemy force may elect to retreat the way it came.

General Replaced

The player drawing the card selects any enemy field commander, who has been ordered home to face the politicians/monarch. They are replaced by a new commander sent from the capital, who may be from a list of unused historical commanders, or generated as a new character on the spot. The affected player may elect to roll a d6 and, on a roll of 5 or 6, persuade the authorities to allow the local second-in-command to take over, allocating the remaining command tiers accordingly.

Flocking to the Colours

The player drawing the card receives unexpected reinforcements. Roll a d6. If defending home territory, a roll of 1 or 2 indicates d3 battalions of militia infantry raised in local towns who will defend home territory but will not serve abroad; if on foreign soil, the same roll indicates d3 battalions of conscript infantry who arrive at the point on the border from which your army has advanced. If the initial roll is 3 or 4, then the units raised are d3 militia or conscript cavalry regiments. On a 5 or 6, the units raised are d3 regular line infantry regiments.

Assassination

The head of your ruling family/political party has been assassinated and the nation is in crisis. Your army may not advance or initiate combat for the next d6 turns until unrest at home dies down and a new leader is appointed. Your forces may, however, defend themselves if attacked. You should immediately roll another d6: on a 3, 4, 5 or 6, the new leader will pursue the same policy as their predecessor, maintaining alliances and so on. However, on a 1 or 2, they take the contrary view, all alliances become null and void and your army will most likely return home or even switch sides. Roll a third d6—on a 6, they remain where they are, but take a neutral stance until the end of the campaign season. On a 2, 3, 4 or 5, your troops pull back to the border, remaining neutral. But on a 1, your leader has struck a deal with your former enemies and you must switch sides, treating former allies as enemies.

Appeasement

The ruling family/political party succumbs to the will of a weary people back home, stirred up by politicians with a tendency to appease. Your forces cease all hostilities for the time being for d6 turns whilst diplomats negotiate a cease-fire and armistice. At the end of this interval, dice again: 1, 2 or 3 and the negotiations have failed and hostilities recommence; 4, 5 or 6 and the negotiations have succeeded and for you, the war is over.