

SPECIAL EVENTS DECK

Make up the Special Event Deck by using the nine Core Rules Cards (pages 166 and 167) plus the three additional cards that apply only to each specific theatre/conflict (see the note at the bottom of each card), but feel free to mix and match where appropriate, like we have done with Lusitania.

FALSE COLOURS

Play on an unengaged enemy unit. They are unsure of the allegiance of your units and cannot move this turn or shoot unless you attack or shoot first.

- CORE RULES -

FLANK ATTACK

One of your units uses dead ground to make two moves and launch a surprise flank attack - the enemy unit cannot react and turn to face.

- CORE RULES -

TERRAIN ADVANTAGE

The front of one of your Infantry Companies is protected by a hidden ditch. The enemy can't charge you and will take two Disarray Tokens if they try to cross.

- CORE RULES -

LOCAL TRUCE

Play this card instead of Continuing Melee. All combatants immediately back off one move distance and take no further part in the battle UNLESS they are attacked or shot at.

- CORE RULES -

AMBUSH

You have an extra Band of Skirmishers hidden in an unoccupied building, wood, or other patch of bad going, anywhere on the battlefield.

- CORE RULES -

SUDDEN HEAVY RAIN SHOWER!

No shooting (except for javelins) for the rest of this turn.

This card must be played immediately.

- CORE RULES -

A HORSE! A HORSE!

A mounted enemy Leader's horse bolts, throwing him from the saddle. He is stunned and out of action for the rest of his turn and must stay on foot until he can order a Cavalry unit to supply him with a re-mount.

This card must be played immediately.

- CORE RULES -

AN ARRANT COUNTERFEIT

Play this card if your C-in-C is wounded or killed. It's not really him - just a decoy bearing his arms. Your real Army Commander is not affected in any way.

- CORE RULES -

A BUSTLING RUMOUR

Play this card on an enemy Leader in a Continuing Melee. His personal banner is seen to fall causing a rumour circulate that he has been killed. The other units in his Ward take a temporary Disarray Token until their next friendly Leader card is drawn.

- CORE RULES -

EXTRA ARROW SUPPLY

When one of your Archer Companies has shot off its initial allocation of six rounds, they get an extra two rounds of shooting.

- ALBION -

FAUCONBERG'S GAMBIT

Trick enemy Archers so their long range shots drop short. Play after they roll their dice - they waste their arrows and get no hits.

- ALBION -

TREACHERY!

Play this card on one leaderless enemy Company or Squadron that has not yet engaged.

Roll 1D6:

1 - 3: It turns around and marches off the field.

4 - 6: It changes sides and will attack the nearest enemy. Then it acts as one of your own units.

- ALBION -

CALTROPS

Play on one of your Infantry units when it is attacked. It scatters caltrops as a defence so the enemy gets no rerolls for attacking or charging.

- LUSITANIA -

SHOW OF VALOUR

One unengaged unit of Knights or Men-at-Arms without orders is anxious to demonstrate its valour. It may make an immediate double attack or charge move towards the nearest enemy Knights or Men-at-Arms. It may not attack other troops.

- LUSITANIA -

WELL-DRILLED

Play on any friendly unit not engaged in Melee to remove all its Disarray Tokens.

- LUSITANIA -

PEASANT REVOLT

A band of disgruntled peasant Light Infantry shows up in the rear of the enemy.

Place them anywhere in the enemy rear beyond 8" from any enemy troops. You may take normal Skirmisher actions with them whenever your 'Skirmishers and Artillery' card is drawn.

This card must be played immediately.

- GALLIA -

GOD IS WITH US

Your army is joined by a wandering cleric (or peasant girl) whose visions from God foresee victory. Place an appropriate figure on the table beside the C-in-C who may move independently whenever the C-in-C's card is drawn in addition to the C-in-C. The visionary may rally Daunted and Disarrayed troops in the same way as a normal Leader but may not give orders nor make any other Leader actions.

This card must be played immediately.

- GALLIA -

SHOW OF VALOUR

One unengaged unit of Knights or Men-at-Arms without orders is anxious to demonstrate its valour. It may make an immediate double attack or charge move towards the nearest enemy Knights or Men-at-Arms. It may not attack other troops.

- GALLIA -

RELIGIOUS ZEAL

A priest attached to the army rallies one of your Daunted units without needing the intervention of a Leader.

- BOHEMIA -

FIREPOWER

Hussites only: Nominate one Infantry unit or Wagon crew to have a detachment of Slingers who fire special "whistling bullets". They do not roll to hit - instead, an enemy cavalry unit within range (10") is Disarrayed and must retreat one move.

Hussites or Crusaders: Play this card on a unit of enemy Handgunners or Artillery. Their powder is damp - they cannot fire this turn.

- BOHEMIA -

CALTROPS

Play on one of your Infantry units when it is attacked. It scatters caltrops as a defence so the enemy gets no rerolls for attacking or charging.

- BOHEMIA -

WELL-DRILLED

Play on any friendly unit not engaged in Melee to remove all its Disarray Tokens.

- HELVETIA -

DONNERWETTER!

There is a heavy downpour of rain - no shooting of any kind - which will continue until the next time there is a tied dice-off for a Bonus card. Alpine summers can be unpredictable...

This card must be played immediately.

- HELVETIA -

COMING ROUND THE MOUNTAIN

Reinforcements, in the form of a fresh Company or Squadron (of your choice), arrive on your baseline. It will move to join the nearest friendly Division every time a Bonus card is drawn.

Alternatively - the Swiss may use this card to bring on their flanking force if it has not yet arrived.

- HELVETIA -

FIRE ON COMMAND

All of your Arquebusier companies can move and fire (or fire and move) at full effect this turn instead of counting only half their numbers.

- ITALIA -

NO MONEY, NO SWISS

Play on any unengaged Swiss or Landsknecht Pike formation that is wholly within its own half of the table. It turns around and marches off the battlefield as a protest at being in arrears of pay. This has no effect on the army's Morale Tokens.

- ITALIA -

BAD WAR

Play on any unengaged enemy Swiss or Landsknecht Pike formation. It must attack the nearest Swiss or Landsknecht Pike formation in your own army, regardless of the circumstances.

- ITALIA -

BOG AND MIRE

Place an area of impassable boggy terrain (approximately A5-sized) on the table. This must be in low ground and must be somewhere that has not already been passed through by troops of either side.

- NORTHUMBRIA -

HOWLING WINDS

All troops halve their number of shooting dice for the rest of the game.

This card must be played immediately.

- NORTHUMBRIA -

CREEPING TWILIGHT

Shooting ranges are halved. The game will end in 1D6 x turns, after which all remaining raiders will use the darkness to make a successful escape with their loot.

This card must be played immediately.

- NORTHUMBRIA -

DEADLY ENEMIES

Gallowglass at Feud.

When played, two opposing Gallowglass companies must move to attack each other and then fight it out to the bitter end and the last man standing with no Morale Crisis Test rolls.

- HIBERNIA -

FIANNA!

When played, two units of the owning player's Irish troops can opt for an immediate heroic charge on any opposing unit in reach.

- HIBERNIA -

BATHARNACH

Torrential rain pours down for the rest of the day - no more shooting except with javelins.

- HIBERNIA -