Training
A group led by the Retired Officer can re-roll all «1» rolled when shooting or when fighting in melee.

Composure
When his group decides to go to ground against shooting, he can roll one extra D10 for the cover roll, rather than the D8 usually granted, for each Stress token drawn.

Shortcuts
The group led by the Kirangozi may add an S measuring stick to its movement. After this additional movement, the group must draw a Stress token.

I found it!
As soon as the group accompanied by the Scientist enters an unexplored dangerous terrain zone, roll 1D8. On a success, place a Loot token in the zone, out of contact with any model.

The colours
Any group located within M of the Flag Bearer’s group may use the Bravery bonus die of the Flag Bearer when rolling a Rally or a Terror test.

Telling a story
At the end of the game, if the Reporter is still alive, roll 1D6 for each full three Victory Points you have scored, including any for Loot tokens. Each success gives you one additional victory point.

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The text of these cards is sometimes a summary of book’s text. So, the book’s text always gets the upper hand over those of these cards.
Scouts never roll on the Dangerous Terrain table. They treat all dangerous terrain as explored in all circumstances.

Assegais M

Soldiers ignore the effects of Shooting Stress tokens. These tokens still count as Stress tokens, but do not otherwise penalize the group. Rifles L

Assegais M

Ruga-Rugas have a Bravery value of D8 except when rolling for Terror, when it is reduced to D6. Muskets L

Rifles L

Every bearer in a group allows it to ignore the effects of a Movement Stress token or the penalties of a bulky object. This token still counts as a Stress token but does not have any other effects on the group.
THE TEXT OF THESE CARDS IS SOMETIMES A SUMMARY OF BOOK’S TEXT. SO, THE BOOK’S TEXT ALWAYS GETS THE UPPER HAND OVER THOSE OF THESE CARDS.
Scouts never roll on the Dangerous Terrain table. They treat all dangerous terrain as explored in all circumstances.

The values of the Baluchis depend on the number of Stress tokens their group has. If the group has no Stress tokens, roll D10s for all their values. If they have one or two tokens, roll D8s. If they have three or more Stress tokens they roll D6s.

Ruga-Rugas have a Bravery value of D8 except when rolling for Terror, when it is reduced to D6.

If the target is more than 1 away, the Baluchis Shooting value is reduced to D6.

Every bearer in a group allows it to ignore the effects of a Movement Stress token or the penalties of a bulky object. This token still counts as a Stress token but does not have any other effects on the group.
THE TEXT OF THESE CARDS IS SOMETIMES A SUMMARY OF BOOK’S TEXT. SO, THE BOOK’S TEXT ALWAYS GETS THE UPPER HAND OVER THOSE OF THESE CARDS.
Scouts never roll on the Dangerous Terrain table. They treat all dangerous terrain as explored in all circumstances.

When Cannibals win a melee against an enemy group, all other enemy groups within roll 1D8. Each group that fails this roll takes one Stress token.

During shooting, the Sacred Warrior rolls 1D6 per Stress token on the targeted enemy group.

See special rules (Poison, Tiny, Bond) p. 87.

During shooting, Hunters roll one additional D8 for each success rolled on their shooting roll (further successes on these rolls do not grant additional D8s). Bows L

During a melee, the Sacred Warrior rolls 1D6 per Stress token on the engaged enemy group. During shooting, the Sacred Warrior rolls 1D6 per Stress token on the targeted enemy group.

See special rules (Harassment, Tiny) p. 87.
THE TEXT OF THESE CARDS IS SOMETIMES A SUMMARY OF BOOK’S TEXT. SO, THE BOOK’S TEXT ALWAYS GETS THE UPPER HAND OVER THOSE OF THESE CARDS.
This group ignores the special effects of Stress tokens. They still count as Stress tokens, but the pictogram on the token has no effect on the Fanatical Warriors.

Assegais M

During a melee, the Sacred Warrior rolls 1D6 per Stress token on the engaged enemy group. During shooting, the Sacred Warrior rolls 1D6 per Stress token on the targeted enemy group.

This group can only be included if the King is part of your Column. In this case, the King will have to join this group.

Rifles L

Ruga-Rugas have a Bravery value of D8 except when rolling for Terror, when it is reduced to D6. Muskets L

During a melee, the Sacred Warrior rolls 1D6 per Stress token on the engaged enemy group. During shooting, the Sacred Warrior rolls 1D6 per Stress token on the targeted enemy group.