



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.



### ADVENTURERS / 3 / 11 PTS



When this group takes one or more casualties, whether by shooting, melee, by an event or in fact for any reason whatsoever, the group may decide to draw two Stress tokens to cancel one of these losses. This is only possible if the group has less than three Stress tokens. *Rifles L*

D10

D6

D8



### YOUNG WARRIORS / 5 / 12 PTS



*Assegais M*

D6

D8

D6



### TRAINED ASKARIS / 4 / 16 PTS



*Rifles L*

D8

D8

D8



### ARCHERS / 6 / 10 PTS



*Bows L*

D6

D6

D6



### ASKARIS / 5 / 11 PTS



*Muskets L*

D8

D6

D6



### SCOUTS / 3 / 4 PTS

Scouts never roll on the Dangerous Terrain table. They treat all dangerous terrain as explored in all circumstances. *Assegais M*

D6

D6

D6



### SOLDIERS / 4 / 21 PTS



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

D10

D8

D10



### BEARERS / 1 TO 4 / 2 PTS

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.



### RUGA-RUGA / 5 / 20 PTS



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

D8

D8

D6





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### TRAINED TROOPS / 4 / 16 PTS



*Rifles L*

D8

D8

D8



### YOUNG WARRIORS / 5 / 12 PTS



*Assegais M*

D6

D8

D6



### ZANZIBARIS / 5 / 16 PTS



*Muskets L*

D8

D6

D8



### BUNDUKIS / 5 / 8 PTS



*Muskets L*

D6

D6

D6



### BALUCHIS / 5 / 23 PTS



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.

Dx

Dx

Dx



### SCOUTS / 3 / 4 PTS



Scouts never roll on the Dangerous Terrain table. They treat all dangerous terrain as explored in all circumstances.  
*Assegais M*

D6

D6

D6



### BALUCHIS SHARPSHOOTERS / 4 / 13 PTS



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

D6

D8

D6

D8



### BEARERS / 1 TO 4 / 2 PTS



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.

D6

D6

D6



### RUGA-RUGA / 5 / 20 PTS



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

D8

D8

D6

D8





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### WARRIORS / 5 / 17 PTS



D6

D8

D8



*Assegais M*



### YOUNG WARRIORS / 5 / 12 PTS



D6

D8

D6



*Assegais M*



### ARCHERS / 6 / 10 PTS



D6

D6

D6



*Bows L*



### BUNDUKIS / 5 / 8 PTS



D6

D6

D6



*Muskets L*



### CANNIBALS / 5 / 20 PTS



D8

D8



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



### SCOUTS / 3 / 4 PTS



D6

D6

D6

Scouts never roll on the Dangerous Terrain table. They treat all dangerous terrain as explored in all circumstances.

*Assegais M*



### PYGMY ARCHERS / 2X3 / 19 PTS



D8

D6

D8



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

*Pygmies bows*



### HUNTERS / 4 / 14 PTS



D8

D6

D8

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*



### PYGMY WARRIORS / 5 / 19 PTS



D6

D8

D8



See special rules (Harassment, Tiny) p. 87.

*Assegais M*



### SACRED WARRIORS / 1 to 2 / 2 PTS




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.





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### FANATICAL WARRIORS / 4 / 22 PTS

 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.

D10

D10

### YOUNG WARRIORS / 5 / 12 PTS

 *Assegais M*

D6

D8

D6

### ARCHERS / 6 / 10 PTS

 *Bows L*

D6

D6

D6

### MARRIED WARRIORS / 5 / 22 PTS


 *Assegais M*

D6

D10

D8

### BODYGUARDS / 4 / 16 PTS

 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*

D8

D8

D8

### SCOUTS / 3 / 4 PTS


Scouts never roll on the Dangerous Terrain table. They treat all dangerous terrain as explored in all circumstances. *Assegais M*

D6

D6

D6

### RUGA-RUGA / 5 / 20 PTS

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

D8

D8

D6

D8

### ASKARIS / 5 / 11 PTS

 *Muskets L*

D8

D6

D6

### SACRED WARRIORS / 1 to 2 / 2 PTS

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.