

































































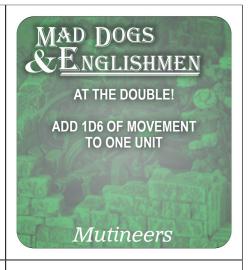








# MAD DOGS ENGLISHMEN AT THE DOUBLE! ADD 1D6 OF MOVEMENT TO ONE UNIT Mutineers





AT THE DOUBLE!

ADD 1D6 OF MOVEMENT TO ONE UNIT

Mutineers

# MAD DOGS &ENGLISHMEN

FIGHTING COCKS

ALLOWS ONE UNIT TO AVOID A MORALE TEST THIS TURN

Mutineers

# MAD DOGS &ENGLISHMEN

FIGHTING COCKS

ALLOWS ONE UNIT TO AVOID A MORALE TEST THIS TURN

Mutineers

### Mad Dogs &Englishmen

FIGHTING COCKS

ALLOWS ONE UNIT TO AVOID A MORALE TEST THIS TURN

Mutineers

### MAD DOGS &ENGLISHMEN

FIGHTING COCKS

ALLOWS ONE UNIT TO AVOID A MORALE TEST THIS TURN

Mutineers

### Mad Dogs &Englishmen

**DEVASTATING VOLLEY** 

PICK ONE INFANTRY UNIT BEFORE FIRING. DOUBLE THE HITS ACHIEVED BY THE UNIT THIS TURN

Mutineers

# Mad Dogs &Englishmen

**DEVASTATING VOLLEY** 

PICK ONE INFANTRY UNIT BEFORE FIRING. DOUBLE THE HITS ACHIEVED BY THE UNIT THIS TURN

Mutineers

### MAD DOGS <u>Englishmen</u>

BLANG

HERBAL REFRESHMENT ADDS 1D6 MOVEMENT TO ONE INFANTRY UNIT THIS TURN

Mutineers

### Mad Dogs &<u>Englishmen</u>

BLANG

HERBAL REFRESHMENT ADDS 1D6 MOVEMENT TO ONE INFANTRY UNIT THIS TURN

Mutineers









LIKE A DRILL GROUND

NICE FIRM FLAT GROUND ADD 1D6 TO MOVEMENT OF ONE UNIT

Mutineers

# MAD DOGS &ENGLISHMEN

LIKE A DRILL GROUND

NICE FIRM FLAT GROUND ADD 1D6 TO MOVEMENT OF ONE UNIT

Mutineers

# MAD DOGS &ENGLISHMEN

**HOLY MAN** 

REMOVE ALL TERROR FROM ONE BRIGADE

Mutineers

### MAD DOGS &Englishmen

**REVENGE!** 

REMOVE 1D6 OF TERROR FROM ONE UNIT

Mutineers

### MAD DOGS &ENGLISHMEN

**REVENGE!** 

REMOVE 1D6 OF TERROR FROM ONE UNIT

Mutineers

### Mad Dogs &Englishmen

PAY NO HEED!

PREVENT MORALE TEST ON ONE UNIT

Mutineers

# Mad Dogs &<u>Englishmen</u>

PAY NO HEED!

PREVENT MORALE TEST ON ONE UNIT

Mutineers

## Mad Dogs &<u>Englishmen</u>

DEEN!

PICK ONE UNIT CHARGING IN MELEE. ALL TERROR CAUSED BECOME KILLS THIS TURN

Mutineers

### Mad Dogs &<u>Englishmen</u>

LIKE MANGAL PANDY

BRIGADE COMMANDER
IS KILLED LEADING
THE ADVANCE.
ALL UNITS IN BRIGADE
REMOVE ALL TEROR, AND
MOVE FORWARD 4D6.

Mutineers



# MAD DOGS ENGLISHMEN PLAY AGAINST THE ENEMY FOULED BARRELS MAKE TO HIT ONE HARDER Mutineers





**PLAY AGAINST THE ENEMY** 

UNSEEN NULLAH MINUS 2D6 MOVEMENT FROM ONE ENEMY UNIT

Mutineers

# MAD DOGS &ENGLISHMEN

**PLAY AGAINST THE ENEMY** 

SAND MAKE ONE ENEMY UNIT DISORDERED

Mutineers

# Mad Dogs &<u>Englishmen</u>

**PLAY AGAINST THE ENEMY** 

SAND MAKE ONE ENEMY UNIT DISORDERED

Mutineers

# Mad Dogs &Englishmen

**PLAY AGAINST THE ENEMY** 

DAMP SQUIB!
ONE ENEMY UNIT MAY ONLY
FIRE HALF OF THEIR ELIGIBLE
FIGURES THIS TURN

Mutineers

### MAD DOGS &ENGLISHMEN

**PLAY AGAINST THE ENEMY** 

POOR FIRE DISCIPLINE
MAKE ONE ENEMY UNIT
FIRE AS IF TARGET IS ONE
RANGE LONGER THAN IT IS

Mutineers

### MAD DOGS &ENGLISHMEN

**PLAY AGAINST THE ENEMY** 

DUST
TARGET UNIT COUNTS
AS BEING IN OPEN
ORDER THIS TURN

Mutineers

### Mad Dogs &Englishmen

**PLAY AGAINST THE ENEMY** 

DUST
TARGET UNIT COUNTS
AS BEING IN OPEN
ORDER THIS TURN

Mutineers

# MAD DOGS <u>Englishmen</u>

**PLAY AGAINST THE ENEMY** 

TOO MUCH TO BEAR ADD 1D6 OF TERROR TO ONE ENEMY UNIT

Mutineers

### Mad Dogs &<u>Englishmen</u>

**PLAY AGAINST THE ENEMY** 

FRIEND OR FOE?
CHOOSE ONE ENEMY UNIT
AND 2D6 OF THE FIGURES
FIRE AT NEAREST FRIENDLY
UNIT BY MISTAKE

Mutineers



