Mad Dogs &Englishmen

AT THE DOUBLE!

ADD 1D6 OF MOVEMENT TO ONE UNIT

British

Mad Dogs &Englishmen

AT THE DOUBLE!

ADD 1D6 OF MOVEMENT TO ONE UNIT

British

Mad Dogs &Englishmen

AT THE DOUBLE!

ADD 1D6 OF MOVEMENT TO ONE UNIT

British

Mad Dogs &Englishmen

AT THE DOUBLE!

ADD 1D6 OF MOVEMENT TO ONE UNIT

British

Mad Dogs &Englishmen

THIN RED LINE

ALLOWS ONE INFANTRY UNIT TO VOLLEY AND CHARGE 3D6

British

Mad Dogs &Englishmen

THIN RED LINE

ALLOWS ONE INFANTRY UNIT TO VOLLEY AND CHARGE 3D6

British

Mad Dogs &Englishmen

THIN RED LINE

ALLOWS ONE INFANTRY UNIT TO VOLLEY AND CHARGE 3D6

British

Mad Dogs &Englishmen

THIN RED LINE

ALLOWS ONE INFANTRY UNIT TO VOLLEY AND CHARGE 3D6

British

Mad Dogs &Englishmen

DEVASTATING VOLLEY

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

British

Mad Dogs &Englishmen

DEVASTATING VOLLEY

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

British

Mad Dogs &Englishmen

BANG ON TARGET

PICK ONE GUN OR BATTERY BEFORE FIRING. DOUBLE THE NUMBER OF KILLS ACHIEVED BY THE GUN OR BATTERY THIS TURN

British

Mad Dogs &Englishmen

BANG ON TARGET

PICK ONE GUN OR BATTERY BEFORE FIRING. DOUBLE THE NUMBER OF KILLS ACHIEVED BY THE GUN OR BATTERY THIS TURN

British

MAD DOGS &ENGLISHMEN

REMEMBER CAWNPORE

REMOVE ALL TERROR
FROM ONE UNIT

British

MAD DOGS &ENGLISHMEN

REMEMBER CAWNPORE

REMOVE ALL TERROR
FROM ONE UNIT

British

MAD DOGS &ENGLISHMEN

LIKE A DRILL GROUND

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

British

MAD DOGS &ENGLISHMEN

LIKE A DRILL GROUND

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

British

MAD DOGS &ENGLISHMEN

LIKE A DRILL GROUND

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

British

MAD DOGS &ENGLISHMEN

TALLY HO!

CHOOSE ONE MOUNTED
UNIT ABOUT TO ENTER
MELEE. DOUBLE THEIR
KILLS FOR THIS TURN

British

MAD DOGS &ENGLISHMEN

REVENGE!

REMOVE 1D6 OF TERROR
FROM ONE UNIT

British

MAD DOGS &ENGLISHMEN

REVENGE!

REMOVE 1D6 OF TERROR
FROM ONE UNIT

British

MAD DOGS &ENGLISHMEN

STAND FAST DAMN YOU!

PREVENT MORALE
TEST ON ONE UNIT

British

MAD DOGS &ENGLISHMEN

STAND FAST DAMN YOU!

PREVENT MORALE
TEST ON ONE UNIT

British

MAD DOGS &ENGLISHMEN

GOD SAVE THE QUEEN!

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

British

MAD DOGS &ENGLISHMEN

EMPIRE'S HERO

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

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

FOULED BARRELS
MAKE TO HIT ONE HARDER

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

FOULED BARRELS
MAKE TO HIT ONE HARDER

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

CONFOUND IT
REMOVE UP TO TWO CARDS
FROM ENEMY'S HAND

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

UNSEEN NULLAH
MINUS 2D6 MOVEMENT
FROM ONE ENEMY UNIT

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

SAND
MAKE ONE ENEMY
UNIT DISORDERED

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

SAND
MAKE ONE ENEMY
UNIT DISORDERED

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

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

British

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

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

APPALLING FIRE DISCIPLINE
MAKE ONE ENEMY UNIT FIRE
AS IF TARGET IS AT MAXIMUM
RANGE REGARDLESS
OF ACTUAL RANGE

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

DUST
TARGET UNIT COUNTS
AS BEING IN OPEN
ORDER THIS TURN

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

EXECUTED MUTINEER
ADD 1D6 OF TERROR
TO ONE ENEMY UNIT

British

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

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

British

Mad Dogs &Englishmen

AT THE DOUBLE!

ADD 1D6 OF MOVEMENT
TO ONE UNIT

Mutineers

Mad Dogs &Englishmen

AT THE DOUBLE!

ADD 1D6 OF MOVEMENT
TO ONE UNIT

Mutineers

Mad Dogs &Englishmen

AT THE DOUBLE!

ADD 1D6 OF MOVEMENT
TO ONE UNIT

Mutineers

Mad Dogs &Englishmen

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 &Englishmen

BLANG

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

Mutineers

Mad Dogs &Englishmen

BLANG

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

Mutineers

Mad Dogs & Englishmen

MUTINEER HERO

REMOVE ALL TERROR
FROM ONE UNIT

Mutineers

Mad Dogs & Englishmen

MUTINEER HERO

REMOVE ALL TERROR
FROM 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

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 & Englishmen

PAY NO HEED!

PREVENT MORALE
TEST ON ONE UNIT

Mutineers

Mad Dogs & Englishmen

DEEN!

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

Mutineers

Mad Dogs & Englishmen

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

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

FOULED BARRELS
MAKE TO HIT ONE HARDER

Mutineers

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

CONFOUND IT
REMOVE UP TO TWO CARDS
FROM ENEMY'S HAND

Mutineers

MAD DOGS & ENGLISHMEN
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 & ENGLISHMEN
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 & ENGLISHMEN
PLAY AGAINST THE ENEMY

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

Mutineers

MAD DOGS & ENGLISHMEN
PLAY AGAINST THE ENEMY

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

Mutineers

MAD DOGS & ENGLISHMEN

GENERAL THE HONOURABLE GEORGE ANSON
ADD 1D6 OF MOVEMENT TO ONE UNIT
RATING GOOD

Generals

MAD DOGS & ENGLISHMEN

SIR COLIN CAMPBELL

RATING GOOD

Generals

MAD DOGS & ENGLISHMEN

COLONEL JAMES HOPE GRANT

RATING INSPIRED

Generals

MAD DOGS & ENGLISHMEN

BRIGADIER HENRY HAVELOCK

RATING INSPIRED

Generals

MAD DOGS & ENGLISHMEN

WILLIAM STEPHEN RAIKES HODSON

RATING ABLE

Generals

MAD DOGS & ENGLISHMEN

SIR HENRY LAWRENCE

RATING ABLE

Generals

MAD DOGS & ENGLISHMEN

SIR JOHN LAWRENCE

RATING GOOD

Generals

MAD DOGS & ENGLISHMEN

COLONEL JAMES GEORGE NEILL

RATING ABLE

Generals

MAD DOGS & ENGLISHMEN

BRIGADIER JOHN NICHOLSON

RATING INSPIRED

Generals

MAD DOGS & ENGLISHMEN

MAJOR-GENERAL SIR JAMES OUTRAM

RATING GREAT

Generals

MAD DOGS & ENGLISHMEN

MAJOR-GENERAL SIR HUGH ROSE

RATING INSPIRED

Generals

MAD DOGS & ENGLISHMEN

GENERAL SIR HUGH WHEELER

RATING ABLE

Generals

MAD DOGS & ENGLISHMEN

COLONEL ROBERT NAPIER
(LATER LORD NAPIER
OF MAGADALA)

RATING INSPIRED

Generals

MAD DOGS & ENGLISHMEN

AHMED ADBULLAH (THE
MAULAVI OF FAIZABAD)

RATING GOOD

Generals

MAD DOGS & ENGLISHMEN

MOHAMMED BAHADUR
SHAH II (KING OF DELHI)

RATING USELESS

Generals

MAD DOGS & ENGLISHMEN

NANA SAHIB (DHONDU PANT,
THE RAJAH OF BITHUR)

RATING BLUSTERER

Generals

MAD DOGS & ENGLISHMEN

BAKHT KHAN

RATING BLUSTERER

Generals

MAD DOGS & ENGLISHMEN

LAKSHMI BAI (THE
RANI OF JHANSI)

RATING ABLE

Generals

MAD DOGS & ENGLISHMEN

RAMCHANDRA PANDURANGA
(DECCAN TITLE TANTIA
TOPE OR COMMANDER)

RATING GREAT

Generals

MAD DOGS & ENGLISHMEN

KUNWAR SINGH

RATING BLUSTERER

Generals

MAD DOGS & ENGLISHMEN

BARKAT AHMED

RATING GOOD

Generals