

EVENT



Damnation!
An activated MG jams and
does not fire this turn...

(opponent's choice).

EVENT



Damnation!
An activated MG jams and
does not fire this turn...

(opponent's choice).

EVENT



Oh no!
An activated gun misfires
and does not fire this
turn...

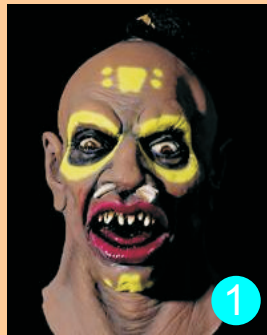
(opponent's choice).

EVENT



A shaman reads a bad
omen: one of your red
units (opponent's choice)
is not activated.
(Only for native units).

EVENT



A shaman reads a bad
omen: one of your blue
units (opponent's choice)
is not activated.
(Only for native units).

EVENT



A shaman reads a bad
omen: one of your green
units (opponent's choice)
is not activated.
(Only for native units).

EVENT



Let's kill'm all! One of your
activated red units
(player's choice) battles
twice in close combat.

EVENT



Let's kill'm all! One of your
activated green units
(player's choice) battles
twice in close combat.

EVENT



Let's kill'm all! One of your
activated blue units
(player's choice) battles
twice in close combat.