



Event

1



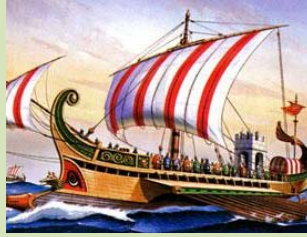
Plague

Random Region/Territory. Economic value reduced to 5 until plague is over. Roll each Admin Phase to see if the plague spreads. See notes in rules.

Remove this card from the deck when played.

Event

2



Shipbuilders

Random Port (see rules). This port receives either one free fleet or one free merchant fleet.

Event

3



Prosperity

Random Region/Territory adds 10 to its economic value for this turn.

Event

4



Mud

Random Region. Due to torrential rain, all movement in each territory in the affected region is reduced to one territory per force.

Event

5



Bumper Crop

Random Region/Territory. Farms report best crops in years. This territory adds 10 to its economic value for this turn.

Event

6



New Markets

Each player that has either a merchant fleet(s) or a caravan(s) rolls 2D6 and adds that total to their economic value for this turn.

Event

7



Piracy

Random Region. The player that has a port/castle in that region loses 2D6 in economic value this turn due to piracy. -1 die roll modifier for each fleet the player currently has.

Event

8



Drought

Roll for 6 random Regions/Territories. There has been a serious drought in these areas and reduce the economic value of each affected territory by 5 for this turn only.

Event

9



Storms

Roll 1D6 for affected Sea Zone: 1 or 2-Zone A, 3 or 4-Zone B, 5-Zone C, and 6-Zone D. No fleets can move into or through this sea zone for this turn only.

Event**10****Strategic Move**

Random Region. Any force can move from one territory in the region to another territory in the same region, which finishes its movement for the current turn.

Event**11****Mercenaries**

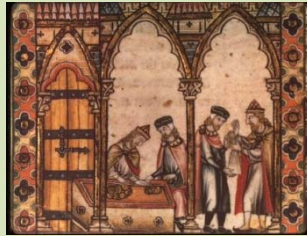
Random Region. This player can draw one free mercenary card for use this turn. The mercenary unit can stay with this player for coming turns by paying the fee listed on the card.

R Event**12****Bad Omens**

Random Region. This player can take no offensive action this turn in an effort to not anger the gods. Forces can be moved for defensive purposes only.

Event**13****Emissaries**

Random Region. Visitors from outside of Marnon bring gifts and tribute. Add 10 crowns to this turns income.

Event**14****Investments**

Random Region. Wise investments over time produce a one time revenue windfall. Roll 4D6 for the number of crowns added to the Region's income for this turn.

Event**15****Logistics**

Random Region. The Army's supply system is functioning at peak efficiency. Expenditures for armies, fleets, and forts are reduced to half cost for this turn only.

Event**16****Dust Storms**

Random Region: Roll 1D6; 1-2 Region 1, 3-4 Region 4, 5-6, Region 6. All movement into or through this Region is one space only for the current turn. Deduct 10 from income this year.

Event**17****Bandits**

3 Random Regions/Territories. Hordes of bandits descend upon various territories throughout Marnon. Any territory rolled for that does not have a fort loses 10 crowns this turn.

Event**18****Damaged Port**

Random Port. Storms damage port facilities, sinks vessels in shipping lanes, and damage ships in port. This port and any fleets at this port cannot be used by the player for this turn.



Event

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Rebellion

Random Region/Territory. Ethnic groups try to overthrow regional governments and seize control of Marnon. See notes in rules for how to play this card.

Remove this card from the deck when played.

Event

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Conspiracies

Random Region. The player controlling this region gets to roll for one free Intrigue from the Warmaster Armies supplement.

Event

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Medical Services

Random Region. The player controlling this region automatically gets back 20% of their casualty points after each battle **before** rolling for permanent losses this turn.

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Event

22



Planned Move

Random Region. One force can move to any territory in the region **before** the Movement Phase, representing a well planned move with adequate supplies and roads.

Event

23



Sea Traders

3 Random Ports. Good weather means a large amount of merchant traffic coming to Marnon. Each port's region receives 10 extra crowns this turn.



Event

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Marnon Truce

The leaders of Marnon have a conclave to work out differences and restore peace. There is no Combat Phase this turn. See card notes in the rules for more details.

Remove this card from the deck when played.

Event

25



Bad War

Random Region. Any battles fought by this player's forces this turn cause 25% permanent casualties to both sides **before** rolling for permanent losses.

Event

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Civil Disorder

Random Region/Territory. Player must send at least a 500 point force to this territory for this turn or the territory's economic value drops by 10.



Event

27



Hunt Them Down!

Random Region/Port. Major nation outside of Marnon that supports piracy needs to be dealt with. Refer to the card notes section in the rules for details about this card.

Remove this card from the deck when played.

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Event

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Alliances Fail

Random Regions. If two or more players have an alliance, their forces cannot cooperate in any manner this turn. If there is more than one alliance, roll randomly for determination.

Event

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Breakaway Territory

Random Region/Territory. A force of at least 500 points must move to this territory for the turn or the economic value of the territory is 0 for this turn.

Event

30



Mild Winter

Random Regions/Territories. A mild winter results in longer planting seasons and more crops. Add 5 to the economic value of 10 random territories.

Event

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Cadres

Random Region. Experienced units are integrated with newer troops. For this turn only new units purchased by this player are 75% of the normal cost and you get one free Battle Honor to assign to any one unit just purchased.



Event

32



Crusade!

Random Region. This player must embark on a holy crusade this turn or by the end of the next turn. Roll for the Region/Territory that is the goal for the crusade. Refer to the card notes.

Remove this card from the deck when played.

Event

33



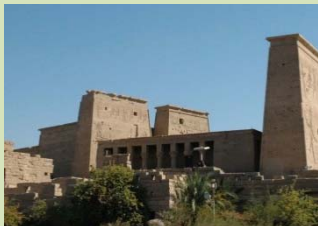
Locusts!

3 Random Region/Territories. A plague of locusts affects crop and food production at various locations across Marnon. The affected territories lose 10 from their Economic Value this turn.

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Event

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Food Storage

Random Region. Due to foresight and planning, sufficient food storage has been built up to support large operations. This player's forces are in supply anywhere in Marnon for this turn.

Event

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Hired Transport

Random Region. Deal struck with merchants and pirates for temporary transport. This player can move 3,000 points of forces two sea zones this turn only without needing to use their own fleets.

Event

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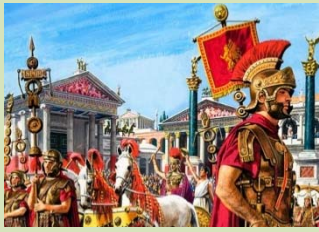


Caravan Season

All Regions. Lack of bandits, good weather, and plenty of trade goods help the Marnon economy. Each player receives 10 crowns for this turn.

Event

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**Coup Attempt**

Random Region. A coup attempt by top commanders disrupts the operations of the armed forces. All fleets and land forces cannot move this turn, but may return to a port or territory in their home region.

Event

38

**Horse Breeding**

Random Region. Large herds of quality horses increase numbers of cavalry units. All cavalry units purchased by the player this turn are at 75% of their normal cost.

Event

39

**Siege Broken**

Random Siege. The besieging army loses heart due to high losses, weather, lack of supplies, and losses among the engineers. Force must withdraw one space or return to a friendly port if fleets are available for transport.

Event

40

**Raid!**

Random Port. Raiding forces from beyond Marnon's shores attack a port. If there are no forces in the port's territory or fleets in the port, lose 10 crowns this turn. If there are forces and/or fleets, lose only 5 crowns.

Event

41

**Mercs Go Home**

Random Region. Dissension, complaints about food and pay, etc., cause mercenary units to leave. Any mercenary unit cards in this player's forces are returned to the mercenary deck.

**Event**

42

**One True King**

One player proclaims himself to be the one true king of Marnon, setting off a series of wars and alliances across the continent. Refer to the card notes to see how this card is played.

Remove this card from the deck when played.

Event

43

**Bad Weather**

Random Region. This player can use this card to cancel any enemy movement or battles in the territories of the player's region or an adjacent region for this turn only.

Event

44

**Officer Corps**

Random Region. Advanced military training produces additional leaders. Add one free general and two free leaders to this Region's forces.

R**Event**

45

**Militia**

Random Region. More forces are needed at the front, so all reserves are called up. Add three of the lowest points cost infantry units to this Region's forces.

Event

46



Divine Wind

Random Sea Zone. Roll 1D6; 1-2 Zone A, 3-4 Zone B, 5 Zone C, and 6 Zone D. All fleets in the affected zone roll 1D6 and on a 5 or 6 they are destroyed by violent storms.

Event

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Mobilization I

All Regions. Marnon prepares for all out war. Each region receives two free units of the cheapest, non-skirmish infantry from their army list.

Remove this card from the deck when played.

Event

48



Mobilization II

All Regions. Marnon prepares for all out war. Each region receives one free unit of the cheapest, non-skirmish cavalry (or infantry if no cavalry units on the list) from their army list.

Remove this card from the deck when played.

Event

49



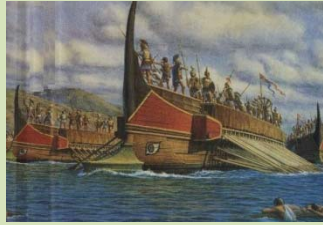
Legends...or not

All Regions. Each player **MAY** roll 1D6 for each general they have. On the roll of a 6 their command rating increases by 1. If a 1 is rolled the command rating is reduced by 1.

Remove this card from the deck when played.

Event

50



Mobilization III

All Regions. Each player receives one free fleet that can be placed at any port in their region. If a player is not eligible for a fleet, they may take one free cavalry unit from their army list.

Remove this card from the deck when played.

Event

51



Siege Engines

Random Region. For this turn only the player owning this Region does not have to pay to either start a siege or prolong one.

Event

52



Invasion!

Random Region/Territory. A nation from beyond the seas invades Marnon. See the card notes in the rules for how to handle this event. This event is completely optional as explained.

Remove this card from the deck when played.

