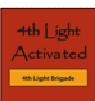


EVENTS CARD

EVENT	DETAILS
 2nd English Activated <small>2nd English Brigade</small>	2nd English Activated (2 chits): If Buller is killed or brigade eliminated, remove both chits from play. New order from Buller. The 2nd English Brigade's <i>Objective Marker (unless showing 'Fail')</i> may immediately be placed in any area no further than 5 areas away from its leader, even if it is already in play. Remove any <i>Planned Objective Marker</i> and return the chit to the cup.
 4th Light Activated <small>4th Light Brigade</small>	4th Light Activated (2 chits): If Buller is killed or brigade eliminated, remove both chits from play. New order from Buller. The 4th Light Brigade's <i>Objective Marker (unless showing 'Fail')</i> may immediately be placed in any area no further than 5 areas away from its leader, even if it is already in play. Remove any <i>Planned Objective Marker</i> and return the chit to the cup.
 5th Irish Activated <small>5th Irish Brigade</small>	5th Irish Activated: If Buller is killed or brigade eliminated, remove the chit from play. New order from Buller. The 5th Irish Brigade's <i>Objective Marker (unless showing 'Fail')</i> may immediately be placed in any area no further than 5 areas away from its leader, even if it is already in play. Remove any <i>Planned Objective Marker</i> and return the chit to the cup.
 Mounted Activated <small>Mounted Brigade</small>	Mounted Activated: If Buller is killed or brigade eliminated, remove the chit from play. New order from Buller. The Mounted Brigade's <i>Objective Marker (unless showing 'Fail')</i> may immediately be placed in any area no further than 5 areas away from its leader, even if it is already in play. Remove any <i>Planned Objective Marker</i> and return the chit to the cup.
 Drift (2 chits): <small>If a British unit is in an area bordering a drift area then the drift is found. Remove the Drift Marker and the chit from play. If there is no unit in such a position, nothing happens and return the chit to the cup.</small>	
 Buller Dithers	Buller Dithers: If Buller is killed, remove the chit from play. No command points are collected this game turn. Return the chit to the cup.
 Long gets Moving	Long gets Moving: If Long is killed, remove the chit from play. Any one brigade of batteries in the same area as Colonel Long will, together with Long, move towards the river. Place that brigade's <i>Objective Marker (unless showing 'Fail')</i> in an area bordering the river (<i>on the southern side</i>) which is closest to Long. If Long will move towards the river, place the chit on him and remove it from play when he arrives. If not, return the chit to the cup.
 Bob Hart	Bob Hart: If Hart is killed or brigade eliminated, remove the chit from play. Place the chit on Major-General Hart. All battalions in the '5th Irish' brigade are now in close order until the next <i>British Event Segment</i> . Return the chit to the cup before drawing a new chit next turn.
 Lieutenant Roberts	Lieutenant Roberts: If the 1st Royal Dragoon Regiment or 13th Hussar Regiment are within one area of a Boer unit then Lieutenant Roberts rolls for possible death. Roll one dice and he dies on a result of 2 or less. Move the Loss Marker one box higher (<i>getting the son of Bullers' boss killed wasn't that good for Buller</i>). If Roberts is killed, remove the chit from play. If not, return the chit to the cup.
 Close Order	Close Order (3 chits or 5 if variant chosen): Place the chit on the leader of any infantry brigade. All battalions in that brigade are now in close order until the next <i>British Event Segment</i> . Return the chit to the cup before drawing a new chit next turn.
 Hesitate <small>2nd English Brigade</small>	Hesitate (5 chits if variant chosen): Place the Hesitate chit on the leader corresponding to the chit. No units in that brigade may move during the <i>British Movement Segment</i> of this turn. Return the chit to the cup before drawing a new chit next turn.

EVENT	DETAILS
	1st Group Released (<i>Remove if 'No Hlangwane' variant chosen</i>): If group eliminated, remove the chit from play. If there are 5 or less battalion or regiment SP in the Lower Frontline areas then 1st Group is released (<i>black banner</i>). Place a <i>Released Marker</i> on each commando. Remove the chit from play if the group is released. If not released, return the chit to the cup and go to 'Boer Sortie' below.
	2nd Group Released: If group eliminated, remove the chit from play. If there are 4 or less battalion or regiment SP in the Central Frontline areas then 2nd Group is released (<i>grey banner</i>). Place a <i>Released Marker</i> on each commando. Remove the chit from play if the group is released. If not released, return the chit to the cup and go to 'Boer Sortie' below.
	3rd Group Released: If group eliminated, remove the chit from play. If there are 7 or less battalion or regiment SP in the Upper Frontline areas then 3rd Group is released (<i>red banner</i>). Place a <i>Released Marker</i> on each commando. Remove the chit from play if the group is released. If not released, return the chit to the cup and go to 'Boer Sortie' below.
	4th Group Released (2 chits): If group eliminated, remove both chits from play. If there are 11 or less battalion or regiment SP in the Upper Frontline areas then 4th Group is released (<i>white banner</i>). Place a <i>Released Marker</i> on each commando. Those in the 'Robinson's Drift area' will move into the map area next turn unless battalions or regiments are present, in which case they will move into the map area only if the area is vacated by these units. Remove one chit from play and place the second chit on the <i>Turn & Status Track</i> as a reminder, removing it from play once they move. If not released, return the chit to the cup and go to 'Boer Sortie' below.
	Hlangwane: If 1st Group (<i>black banner</i>) eliminated, remove the chit from play. If game turn 5 or later and the <i>Confidence Marker</i> is in a lower box than the <i>Game Turn Marker</i> then 1st Group will evacuate Hlangwane. If evacuating, place the Hlangwane chit in the Colenso Koppies area (<i>which will now be their new starting area</i>) and place a <i>Return Marker</i> on 1st Group. If not evacuating, return the chit to the cup and go to 'Boer Sortie' below.
	Boer Guns Misfire: Artillery may not fire next game turn. Place the chit on the <i>Turn & Status Track</i> as a reminder. Return the chit to the cup during the next <i>Boer Shell Fire Segment</i> .
	British Guns Ammo Shortage: Batteries more than 2 areas away from the area with the supply symbol may not fire next game turn. Place the chit on the <i>Turn & Status Track</i> as a reminder. Return the chit to the cup during the next <i>British Shell Fire Segment</i> .

BOER SORTIE

Carry out one action chosen using the following priority:

1. Eliminate a Battery

If a route of areas can be traced (*by normal movement*) from an area with a commando of the group present, to an area with a battery present, it is eliminated. This route may not start, end or enter any area with battalions or regiments present. No more than one battery can be eliminated in this way per sortie.

2. Suppress a Unit

Place a *Suppressed Marker* on one British unit within one area (*by normal movement*) of an area with a commando of the group present (*within two areas if one area is a drift or bridge*).

3. Disrupt a Unit

Place a *Disrupted Marker* on one British unit within two areas (*by normal movement*) of an area with a commando of the group present (*within three areas if one area is a drift or bridge*).

4. No Effect