

**Grenadoes and ladders (Parliament card)**



This may be played on any dismounted unit to gain a 'doubled dice roll' bonus in an attack against defended obstacles or fortifications.

**Naval interception (Parliament effect)**



Any Royalist supplies arriving by boat may be intercepted and cancelled out using this card.

**Good harvest (immediate effect)**



Any crops collected on this day by the Royalists are worth double the number of provision points.

**Royalist Relief (Immediate effect)**



Sir Marmaduke Rawdon's Foot arrive in Chichester to help relieve the beleaguered garrison. They have 2 bases of Pike and shot foot and 1 base of commanded shot.

**Clubmen (immediate effect)**



A random location resists military troops moving through their territory and form a clubmen unit to defend it. This will possibly block line of supply back to Southampton.

**London trained bands (Immediate effect)**



Surprise re-enforcements arrive from London at Havant. Add 2 bases of London trained bands to the Parliamentary forces.

**Atrocities (Player with the least cards in their hand)**



The other side have carried out terrible atrocities, too terrible to write about here! Immediately switch the alignment completely of one off table town. Any enemy forces are forced to retire to their nearest friendly location.

**Sir Kenelm Digby (Royalist card)**



Sir Kenelm Digby a Royalist supporter of Goring arrives in Fareham with a troop of Royalist horse.

**Parliamentary navy (Parliamentary card)**



Parliamentary ships arrive under the command of the Earl of Warwick. You can use them to pick up friendly troops and drop them anywhere on the coast of Portsmouth outside of 18" of Royalist troops. This takes one day.

**Royalist supply boats (Royalist Card)**



A Royalist boat arrives from the Isle of Wight with 5 points of provisions. +1 to the garrisons morale.

**A quiet day in England (Immediate event)**



Nothing of any great consequence occurs today.

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**Plague (immediate event)**



An outbreak of plague occurs in a random town. 1d6 1-2 Southampton, 3-4 Chichester, 5-6 Portsmouth. The strategic location must be evacuated. If in Portsmouth simply drop Royalist morale by one point.

**Thick mud (immediate event)**



Thick mud makes movement nearly impossible. All movement rates are halved this day. All strategic moves are successful only on a 5+.

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