

<p>Event Card GENERAL</p> <ol style="list-style-type: none"> 1 End turn 2 Skip Ahead 1d10 Cards 3 Skip Ahead 2d10 Cards 4 Skip Ahead 3d10 Cards 5 Air Superiority 6 Fog of War 7 Stray Round 8 Weather Change 9 Wind Direction Change 10 Wind Speed Change 	<p>Event Card GENERAL</p> <ol style="list-style-type: none"> 1 End turn 2 Skip Ahead 1d10 Cards 3 Skip Ahead 2d10 Cards 4 Skip Ahead 3d10 Cards 5 Air Superiority 6 Fog of War 7 Stray Round 8 Weather Change 9 Wind Direction Change 10 Wind Speed Change 	<p>Event Card GENERAL</p> <ol style="list-style-type: none"> 1 End turn 2 Skip Ahead 1d10 Cards 3 Skip Ahead 2d10 Cards 4 Skip Ahead 3d10 Cards 5 Air Superiority 6 Fog of War 7 Stray Round 8 Weather Change 9 Wind Direction Change 10 Wind Speed Change 	<p>Event Card FOREST</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Animal - Hostile 3 Cower 4 Information 5 Lucky Wound 6 Nervous Breakdown 7 OBA Lost 8 Radio Malfunction 9 Spy 10 Air Attack 	<p>Event Card FOREST</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Body 3 Frostbite 4 Inspiration 5 Mechanical Breakdown 6 No Fire 7 Prisoner 8 Spotted 9 Sympathizer 10 Nothing
<p>Event Card FOREST</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Booby Trap 3 Heroics 4 Lost 5 Miracle 6 Mishap 7 No Move 8 Quick Thinking 9 Nothing 10 Nothing 	<p>Event Card JUNGLE</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Animal - Hostile 3 Cower 4 Information 5 Mechanical Breakdown 6 No Fire 7 Prisoner 8 Spotted 9 Sympathizer 10 Nothing 	<p>Event Card JUNGLE</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Body 3 Heatstroke 4 Lost 5 Miracle 6 Mishap 7 No Move 8 Radio Malfunction 9 Spy 10 Nothing 	<p>Event Card JUNGLE</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Booby Trap 3 Heroics 4 Inspiration 5 Lucky Wound 6 Nervous Breakdown 7 OBA Lost 8 Quick Thinking 9 Air Attack 10 Nothing 	<p>Event Card CITY</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Civilian 3 Cower 4 Information 5 Lucky Wound 6 Nervous Breakdown 7 OBA Lost 8 Radio Malfunction 9 Sniper 10 Nothing
<p>Event Card CITY</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Booby Trap 3 Heroics 4 Inspiration 5 Mechanical Breakdown 6 No Fire 7 Prisoner 8 Spotted 9 Spy 10 Sympathizer 	<p>Event Card CITY</p> <ol style="list-style-type: none"> 1 Skip Ahead 2d10 Cards 2 Animal - Domestic 3 Body 4 Lost 5 Miracle 6 Mishap 7 No Move 8 Quick Thinking 9 Nothing 10 Nothing 	<p>Event Card DESERT</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Animal - Hostile 3 Cower 4 Heatstroke 5 Inspiration 6 Nervous Breakdown 7 OBA Lost 8 Radio Malfunction 9 Spy 10 Nothing 	<p>Event Card DESERT</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Body 3 Information 4 Lucky Wound 5 Mechanical Breakdown 6 Quick Thinking 7 No Move 8 Spotted 9 Sympathizer 10 Nothing 	<p>Event Card DESERT</p> <ol style="list-style-type: none"> 1 Skip Ahead 1d10 Cards 2 Booby Trap 3 Heroics 4 Lost 5 Miracle 6 Mishap 7 No Fire 8 Prisoner 9 Air Attack 10 Nothing