

BATTLE DISPATCHES REPORT (BD CHITS)



1-4 **Reinforcements:** Both players may select up to 3 units, if available, from their reinforcement Boxes and enter them into play.



5-7 **Change Sides:** Defending player selects one Village and one warrior unit within 5 hexes of it (count regardless of terrain), that both belong to the attacker. If neither is stacked with anything (including leaders) except with each other, then change their allegiance into your side.



8-9 **Seek Peace:** Defending player selects one Maori unit or one Queenite unit and rolls a die. A result of 4-6 makes it a Neutral. Place a new neutral Village in an empty hex adjacent to the unit and move the unit onto it (select a unit where this is possible).



10*-11* **Quick-march:** Any one British or Australian unit within 3 hexes of the current combat may join the battle, within stacking limits. It does not apply to Artillery or Gunboat.



12-15 **According to Plan:** No surprisingly good fortune this turn, but no ill fortune either.



16 **Engine Trouble:** Gunboats cannot move this turn. If they have moved, they must return to their starting hex along with any units/leaders they may have transported.



17-18 **Abandon Defenses:** Defending player retreats units, if they occupy a Settlement, Village, or Pa, and is attacked by a larger enemy force. A Fort is unaffected.



19-22 **Improved Defenses:** If Britain draws: Replace any Settlement with a Fort, with no VP penalty. If Maori draws: Replace a Village with a Pa. Improvement is not allowed in a hex currently under attack.



23 **Ferocity:** Add a +2 DRM to the Maori force in this battle.



24-26 **Effective Ambush:** Defending player conducts an immediate Raid on the main map or in the Bush Raider Box/Map and add an additional +1 DRM. Ignore this action if you have no units in the Bush Raider Box/Map.



27 **Missionaries as Spies:** British receive a +1 DRM in this combat.



28 **Spoiled Ambush:** Defending player may Disrupt any one enemy unit in the Bush Raider Box/Map.



29-30 **Send in the Marines!:** If combat is taking place in a coastal hex or along a navigable river, reinforce it with a Naval unit, if it is within 5 hexes (count regardless of terrain) of the combat hex.



31-32 **Supply Breakdown:** Defending player returns one single stack that contains 3 or more units to the nearest Fort or Pa. If stacking limits there are violated, place any exceeding units in any adjacent hex. Ignore this BD chit if units must move more than 5 hexes or if there is no such stack.



33 **Atrocities:** If Britain draws: Upgrade two Settlements to Forts, with no VP penalty. If Maori draws: Upgrade two Villages to Pa. Neither case needs any unit to be present.



34* **Artillery Ineffective:** Artillery and Gunboats are ineffective and therefore unavailable this Game Turn for Bombardment.



35 **Low Ammunition:** The attacker gets a -1 DRM to a single Attack die roll, if any is done.



36* **New Religion:** Religious ideals spark further uprising. The Maori player converts two neutral villages and the units in them to hostile Maori.



37 **Strained Relations:** Replace a Neutral village and its unit with a Maori Village and a Maori unit.



38 **Leader Fails:** The Governor restricts operations. No Infantry may move in the British Movement Phase next Game Turn.



39 **Concerned Tribes:** A Queenite or Maori leader is taken by surprise. Remove any such enemy leader of your choice but add only +1 VP.



40 **Bad Weather:** Defending player moves all units that belong to the phasing player and that are declared to participate in a single Attack back one hex. That Attack does not take place.