

Explanation of Dangers

	DETAILS	WHO MUST USE IT?
Incompetence Lose 1 random order tactic after choosing them A D	After orders are chosen, player must choose out one at random and discard it. Discard after use.	Any Commander who is an Amateur.
Mistrust Counts as 1 level lower in Commitment	Placed on any commander who has any fellow commanders with Enmity issues (he is "Anti" to in any of them in any way) in the army. If familial, (i.e. Anti Neville) All commanders involved count one level of Commitment lower. If he has Enmity to his side's Cause (York or Lancaster) then only the non-cause Commander is affected- he becomes Treacherous.	Any Commander with Enmity.
Impetuous Falter Check failure may trigger attack	Any commander who has an enemy make a feint in front of, or receives a "Galling" result from Archery, must make a Faltering Check. If he fails he will execute a Piecemeal Approach and/or a Tired attack instead his current tactic. Other attacks are lost.	Any Commander who has an Impetuous Characteristic.
Lethargy No move until Ward chit is pulled D	The owning player will place an Action Chit and two Lethargic chits into the Ward Activation Cup at start, instead of a Lethargic Commander's ward chit. He Will only activate this ward if an "Action" ward chit is drawn first- but will remain inactive if a Lethargic chit is drawn first instead. Discard after ward becomes active.	Any Commander who has a Lethargy Characteristic.
Treachery As Lethargy, but deserts if Tr. chit is pulled D	As Lethargic, but a "Treachery" chit is also added to the cup. If it is drawn first, the ward commander will change sides.	Any Commander who has is a Trimmer, or has Enmity to his side's cause.
Revenge Fights Comm. with Enmity more fiercely	If in contact with Enemy company which contains any Commanders who have Enmity with the bearer of this Danger, they will not wound each other if engaged in personal contact, but kill instead. Also, they will slaughter such commanders if captured while routing.	Any Commander who has personal hatred of another Commander.
Timorous Will flee if Cause is in Crisis	Once an army's Cause is "in Crisis" on their Chronicle, a Commander with this Danger will take a Faltering check at the start of each turn. If he fails, he will immediately change his order to Withdraw.	Any Commander who has a Timorous Characteristic.
Bloodthirsty Will kill any Captured Commander	Bloodthirsty Commanders will kill any enemy Commanders captured by his ward in a rout during the game.	Any Commander who has an Bloodthirsty Characteristic.
Confusion Must pull 4+ to change order A D	Any Amateur commander must pull one card each time he wishes to change an order. Success on 4+. If he fails, he may halt (or continue with current order if possible or desired. On a 6, discard Danger (he clears his head).	Any Commander who is an Amateur.
Merciful Will spare any Captured Commander	Merciful Commanders will attempt to spare any enemy Commanders (except ones he hates) captured by his ward in a rout during the game. If Commander in Chief, he will attempt to spare all captives remaining taken at the end of fighting from the block, except any he has Enmity with.	Any Commander who has a Merciful Characteristic.

ALLOWANCES

Each Ward commander in a host must draw any Danger that is associated with any of his own characteristics.

All of these are placed in the danger square for his ward on the Ward card.

- a) **Amateurs:** they must take one of each of the Danger counters with a yellow "A" on them (Incompetence & Confusion). They then randomly draw one of the two and place it on their Danger space- the other counter is discarded.