



Earthquake



All Garhs affected.

Roll 1 D6 to determine earthquake strength.
1-5: Garhs sustain damage.
6: Garhs destroyed.

Garh defense bonuses non-applicable this turn.



Forest Fires



Forest fires rage across the region, causing enormous damage and causing havoc amongst villagers.

- 1 Revenue lost per Pergana.

All Chieftain Units immobilized this round.



Drought



A drought affects the whole region, reducing harvest yields.

- 1 Revenue lost per Pergana.



Famine



Famine sweeps the land, claiming victims in every corner of the region.

- 1 Unit lost per Pergana.



Plague



A terrible plague stalks the land, with townsfolk suffering the most.

- 1 Unit lost per Pergana.

Roll 1 D6 to determine number of Units lost per Garh.



Rebellion



A rebellion erupts across your territory, as local insurgents declare Azad Panchayats.

All perganas without occupying Units present become free once more.



Desertion



Malcontents within your army's ranks induce others to desert their posts.

Roll 1 D6 to determine number of Units lost to desertion.



Landslides



Flash floods induce landslides across the region.

Units immobilized in D6 perganas.

Roll to determine which perganas.

