



Twister

Event: Damage



Target a land hex. D6: 1;
One unit in that hex is
destroyed, 2-5; One unit
loses 1 step, 6; No effect.

Mooooo!

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Hail Storm

Event: Damage



Target a Sea or Clear
hex. D6: 1-3; All crew
units in that hex lose 1
step,
4-6; No effect.

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Tidal Wave

Event: Damage



Target a Sea hex or a
coastline hex. D6: 1-2;
All units in that hex lose
1 step, 3-6; No effect.
Those units may not
move next turn.

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Lightning Storm

Event: Damage



Target a hex. Choose
one crew unit in that
hex to lose 1 step.

*"I've been hit by lightning. Of
course, you may not like it."*

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Hurricane

Event: Damage



Target a hex. D6: 1-2;
All units in that hex lose
1 step, 3-6; No effect.
Those units may not
move next turn.

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Infested Seaweed

Event: Damage



Target a ship in a Sea hex.
D6: 1-2; Target ship loses
one step, 3-4; No Effect, 5-6;
Ship may not move next turn.

"Looks like me wifes cookin'!"

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Rampaging Narwhal

Event: Damage



Target a ship in a Sea
hex. D6: 1; Target ship
loses 1 step, 2-5; Ship
moves one hex in a
random direction, 6; No
effect.

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Pirate Ship

Event: Damage



Target a ship. D6: 1-3;
Target crew loses 1
step, 4-5; No effect, 6;
Crew gains one step.

Ship off the port bow!

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Giant Shrimp

Event: Damage



Target a ship in a Sea
hex. D6: 1-3; Target
crew loses 1 step, 4-5;
No effect, 6; Crew
gains one step.

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Well Placed Coconut

Event: Damage



Target a crew on a
Land hex. D6: 1-2; That
crew loses one step, 3-
5; Unit may not move
next turn, 6; No effect.

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