

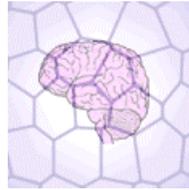
**Prescience
Event**



Cancel an Event card.

The power to see beyond sight, beyond what will be.

© BattlePlay, 2001. Illus. Saladin



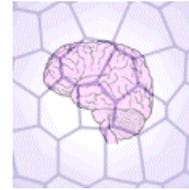
**Prescience
Event**



Cancel an Event card.

The power to see beyond sight, beyond what will be.

© BattlePlay, 2001. Illus. Saladin



**Prescience
Event**



Cancel an Event card.

The power to see beyond sight, beyond what will be.

© BattlePlay, 2001. Illus. Saladin



**Downpour
Event**



Target a unit. That unit must cease movement and may not move for the remainder of the round.

© BattlePlay, 2001. Illus. Saladin



**Brickwall
Event**



Target a unit. That unit must cease movement and may not move for the remainder of the round.

BONK! Oooouch!

© BattlePlay, 2001. Illus. Saladin



**Cannibals
Event: Damage**



Target a crew on a Land hex. D6: 1-3; Crew loses one step, 4-5; Crew may not move next turn, 6; No effect.

© BattlePlay, 2001. Illus. Saladin



**Poisonous Snakes
Event: Damage**



Target a crew on a Land hex. D6: 1-3; Crew loses one step, 4-5; Crew may not move next turn, 6; No effect.

© BattlePlay, 2001. Illus. Saladin



**Bog
Event: Damage**



Target a crew on a Land hex. D6: 1-2; Destroy the unit, 3-5; Crew loses one step, 6; Crew may not move next turn.

© BattlePlay, 2001. Illus. Saladin

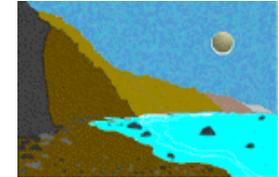


**Headhunters
Event: Damage**



Target a crew on a Land hex. D6: 1-2; Destroy the crew, 3-5; Crew loses one step, 6; No effect.

© BattlePlay, 2001. Illus. Saladin



**Rocky Coast
Event: Damage**



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

© BattlePlay, 2001. Illus. Saladin