



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!

© BattlePlay, 2001. Illus. Luis Vidal



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.

© BattlePlay, 2001. Illus. Saladin



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.

© BattlePlay, 2001. Illus. Saladin



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."

© BattlePlay, 2001. Illus. Luis Vidal



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.

© BattlePlay, 2001. Illus. Luis Vidal



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!"

© BattlePlay, 2001. Illus. Luis Vidal



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.

© BattlePlay, 2001. Illus. Luis Vidal



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!

© BattlePlay, 2001. Illus. Luis Vidal



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.

© BattlePlay, 2001. Illus. Luis Vidal



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.

© BattlePlay, 2001. Illus. Saladin