



### Pungie Sticks

Event: Damage



Cancel an attempt to explore a hex. D6: 1-3; The exploring unit loses one step and may not explore next turn, 4-6 No additional effect.

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### Pit Trap

Event: Damage



Cancel an attempt to explore a hex. D6: 1-3; The exploring unit loses one step and may not explore next turn, 4-6 No additional effect.

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### Mists

Event



D6: 1-4; Cancels battle damage on one of your units, 5-6; No effect.

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### Lucky Devil

Event



D6: 1-3; Cancels a Damage Event which is targeting one of your units, 4-6; No effect.

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### Drop of Her Tears

Event



Target unit gains one step. This card may not target ships or items.

*She weeps for those who no longer can.*

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### Sun in Their Eyes

Event



Cancels a Damage Event which is targeting one of your units.

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### Thick Skull

Event



D6: 1-3; Cancels a Damage Event which is targeting one of your units, 4-6; No effect.

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### Thick Skull

Event



D6: 1-3; Cancels a Damage Event which is targeting one of your units, 4-6; No effect.

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### Patch 'em Up

Event



D6: 1-3; Restores one lost step to a target unit, 4-6; No effect.

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### Improvised Armor

Event



Cancels the results of a battle.

*"Is that where I think it's from?", "Yep...it works doesn't it."*

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