



### 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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