

**NOW!!!!!!!**



**'I feel lucky... again!'**

Take another card, but only if you wish to...

**YOUR CHOICE**



**'PARLEY OF MERCY'**

To tend to the wounded, **all** units involved in **this melee** agree on a temporary truce (1 turn).

*These units fall 1 hex back.  
(May be ignored by a "Parley? No way!" card).*

**NOW!!!!!!!**



**'Pegleg':**

One of your pirates has a wooden leg that gets stuck in a hole in the ground.

*He cannot take part in combat for 1 turn and 2 other pirates help him out.  
Cast one die less.*

**NOW!!!!!!!**



**'Avoid contact':**

The person in charge of your unit is uncertain as to commit his troops to combat.

*The whole unit retires 1 hex and does not battle.*

**NOW!!!!!!!**

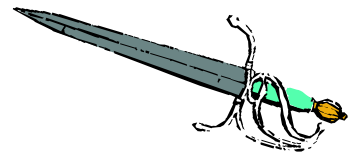


**'Buccaneer':**

One of your men is a former buccaneer (or cannibal). Every dead opponent is to him just a pile of meat to be smoked.

*Two of your men leave the **melee** in order to prevent him from skinning fallen foes.  
Cast 1 die less.*

**YOUR CHOICE**



**'Swashbuckler':**

One of your men is a skilled swordsman.

*The opposing unit suffers one extra hit.  
(for troops with **swords** and in **melee** only.)*

**NOW!!!!!!!**



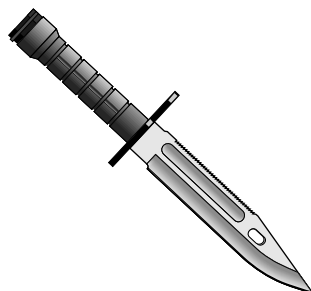
**'Gold rush':**

**In melee only**

Seems like one of the fallen foes has treasure on him.  
*2 of your men stop fighting to investigate.*

*Cast 1 die less.*

**YOUR CHOICE**

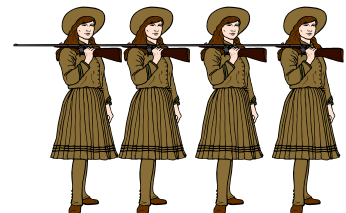


**'Fix bayonets!':**

**FOR REGULARS ONLY.**

*Cast 1 die extra.*

**NOW!!!!!!!**



**'Have a break':**

There is a lull in the fight...

*This turn passes for both attacking and attacked units without movement or battle.*

**NOW!!!!!!!!!!**



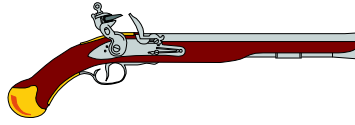
**'Berserker':**

After consuming some mushrooms, your men believe themselves to be invincible!

*Your unit attacks twice this turn.*

**YOUR CHOICE**

You may play this card against your opponent when under fire but prior to him casting the dice.

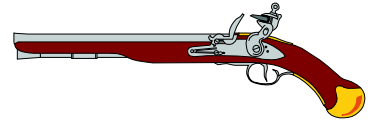


**'Opportunity knocks!':**

Your opponent hesitates and one of your men fires quickly his weapon.

*1 enemy figure is killed.*

**NOW!!!!!!!!!!**

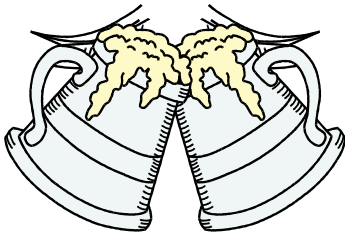


**'Opportunity knocks!':**

You hesitate and one of your opponent's men fires quickly his weapon.

*1 of your figures is killed.*

**NOW!!!!!!!!!!**

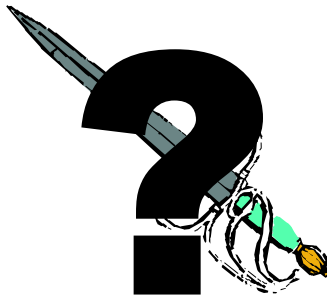


**Brothers in arms!**

What's the use of all this fighting...? Let's be friends and have a drink!

*Units stay in contact, but no melee this turn; cheers!*

**NOW!!!!!!!!!!**



**GENERAL  
CONFUSION!**

*Due to contradictions in the orders, this unit does not fire!*