

## CAPTURED ENEMY TACTICS



### EFFECT:

Gain insights: pick a faction; you may now reroll one attack against them each turn.



## FALSE COLORS



### EFFECT:

One enemy ship of chosen faction must roll morale or refuse to attack this turn.



## ILLUSORY FLEET

### EFFECT:

Create a phantom ship that confounds enemy attacks into the next round.



## KRAKEN BROODLINGS

- Reveal mid-battle
- Place swarm markers around a target ship
- Boarding checks against that ship automatically fail this turn

### KRAKEN QUIRK

- Place swarm markers before sailing."

## LEVIATHAN AMBUSH



☞ Reveal mid-battle; place Leviathan miniature.

- ☐ Target ship must roll vs. capsize
- ☐ All nearby ships lose 1 morale



## MIRROR-SAIL GLAMOUR

### Effect:

Sail reflects light in a dazzling display; ship cannot be targeted by ranged attacks this turn.

## SCUTTLED DECOY FLEET



### EFFECT:

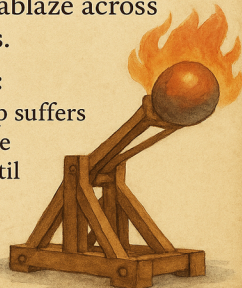
Place 2-3 burning wreck markers; enemy ships take damage or reroute when colliding, and visibility is obscured.

## SEA-FIRE CATAPULTS

Smuggled from far to the east, the incendiary stones of these dreaded devices set ships ablaze across the waves.

### EFFECT:

On hit, ship suffers ongoing fire damage until turn spent dousing.



## SILENT ROWERS



### EFFECT

For this turn, your ship makes no sound while moving.





## STORM SERPENT PACT

- Sacrifice one full Sail action to summon the Storm Serpent.
- Target hex attacks three adjacent ships, dealing 2 hull damage each.
- Cannot be summoned in shallow waters.

## HIDDEN ASSETS

