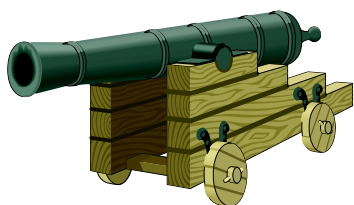


YOUR CHOICE



'Shrapnel!':

You load 1 cannon with schrapnel to target men.
CARD TO BE PLAYED PRIOR TO CASTING DICE.
May be used both on land & sea (casualties only, no ship damage points).

YOUR CHOICE

on top of your normal action



GRENADE!!!!!!!

Range: 2 hexes
Pick your target and cast 1D6: 1-2-3-4 = bingo!

Effects:
Men: 1 hit
Boat: sunk
Structure: 6 damage points

YOUR CHOICE



One of your men proves to be a born leader: true officer or NCO material!

Card to be used to replace an officer or NCO casualty both on land & sea.

YOUR CHOICE

on top of your normal action



GRENADE!!!!!!!

Range: 2 hexes
pick your target and cast 1D6: 1-2-3 = bingo!

Effects:
Men: 2 hits
Cannon: 1 hit
Boat: sunk
Structure: 10 damage points
Door/gate: destroyed

YOUR CHOICE

on top of your normal action



GRENADE!!!!!!!

Range: 2 hexes
Pick your target and cast 1D6: 1-2-3-4 = bingo!

Effects:
Men: 1 hit
Boat: sunk
Structure: 6 damage points

YOUR CHOICE

on top of your normal action

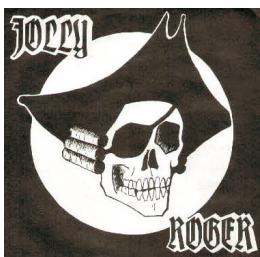


GRENADE!!!!!!!

Range: 2 hexes
Pick your target and cast 1D6: 1-2-3 = bingo!

Effects:
Men: 2 hits
Cannon: 1 destroyed
Boat: sunk
Structure: 15 damage points
Door/gate: destroyed

YOUR CHOICE

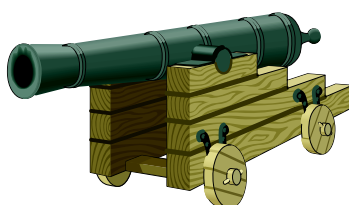


WILD CARD

Can be used to duplicate any card in your possession.

**USE THIS CARD FIRST
AND SHOW THE
ORIGINAL AS PROOF!**

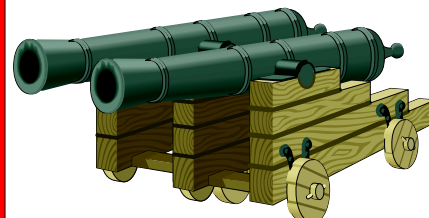
YOUR CHOICE



'Shrapnel!':

You load 1 cannon with schrapnel to target men.
CARD TO BE PLAYED PRIOR TO CASTING DICE.
May be used both on land & sea (casualties only, no ship damage points).

YOUR CHOICE



'Shrapnel!':

You load max. 2 cannon with schrapnel to target men.
CARD TO BE PLAYED PRIOR TO CASTING DICE.
May be used both on land & sea (casualties only, no ship damage points).