



## **Belt of Wampum**

*Play this card immediately when another player declares an attack on your tribe. If there is another eligible opponent, they must attack them instead. If you are the last remaining possible opponent, then the card may not be played. This card cannot be used to overrule the Covenant Chain rule.*

## **Deceit in Council**

*Play this card immediately after all War and Hunt cards have been played and this turn's continuum has been established. You may move your card forwards or backwards along the continuum one space (swapping positions with that player). The cards that were played are still discarded. It is their effects that are altered.*

## **Prophecy in Dreams**

*Play this card immediately after all players have chosen and played their card, but before the first player announces who he will attack. You may take back your card played and choose a new one from your hand instead.*

## **Fast Before Battle**

*When playing this card, your tribe receives one level higher of upgrades for this coming battle. For example, if your SVPs would normally allow you 4 upgrades, you receive 6 instead.*

## **Fights Like a Veteran**

*Play this card before a battle, but after choosing your roster. One of your Youths is immediately upgraded to a Warrior's statistics (it loses the Wavering trait and its combat scores goes to 2 instead of 1).*

## **Gift from Our Brothers**

*When playing this card, your tribe receives one level higher of figures that may swap their Bow for a Firearm in this battle. For example, if the number of Beaver Pelts your tribe has attained would normally allow 2 Firearms swaps, you receive 3 instead.*

## **Strikes Fear Into Hearts**

*Play immediately before a battle, but after both rosters have been chosen and compared. Your tribe's warriors have developed a fearsome reputation that strikes fear into enemy hearts. Your opponent will take their Morale Check for falling below 50% strength at one loss sooner than normal. For example, a force of 9 figures would normally check upon losing its fifth figure. If this card were played prior to the battle, the enemy would check upon losing their fourth figure.*

## **Turning the Tables**

*Play immediately after rolling for a scenario. Your war leader cleverly turns the tables on an enemy. Swap positions in the scenario — if you were the Defender, you become the Attacker, or vice versa. Also, the opponent must deploy first -- no matter what the scenario instructions state.*

## **Wait for Me!**

*Play while selecting your roster for a battle, but before either of you shows each other your roster. You receive a last-minute reinforcement who runs up just before the battle commences. Add one standard warrior with no upgrades or weapon swaps to your roster.*

## Heart of the Panther

*Play this card after a figure has failed a morale test. It does not make any flee moves at all, and instead is treated as if passed all three rolls.*

## Leader is Born

*Play this card immediately after your leader is wounded and out of action during a battle. Nominate one of your surviving figures. That figure is immediately upgraded to a Leader (Quality 3, Combat 3, with Leadership trait). It retains any other purchased upgrades it received prior to the battle. This happens immediately before making Quality Checks for the other surviving figures. The new leader does NOT have to make the checks himself.*

## Stands Like an Oak

*Play this card immediately after one of your figures loses a combat and is wounded and out of action in a battle. The figure takes the enemy blow solidly and shrugs off the effect of the wound. No effect on the figure.*

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