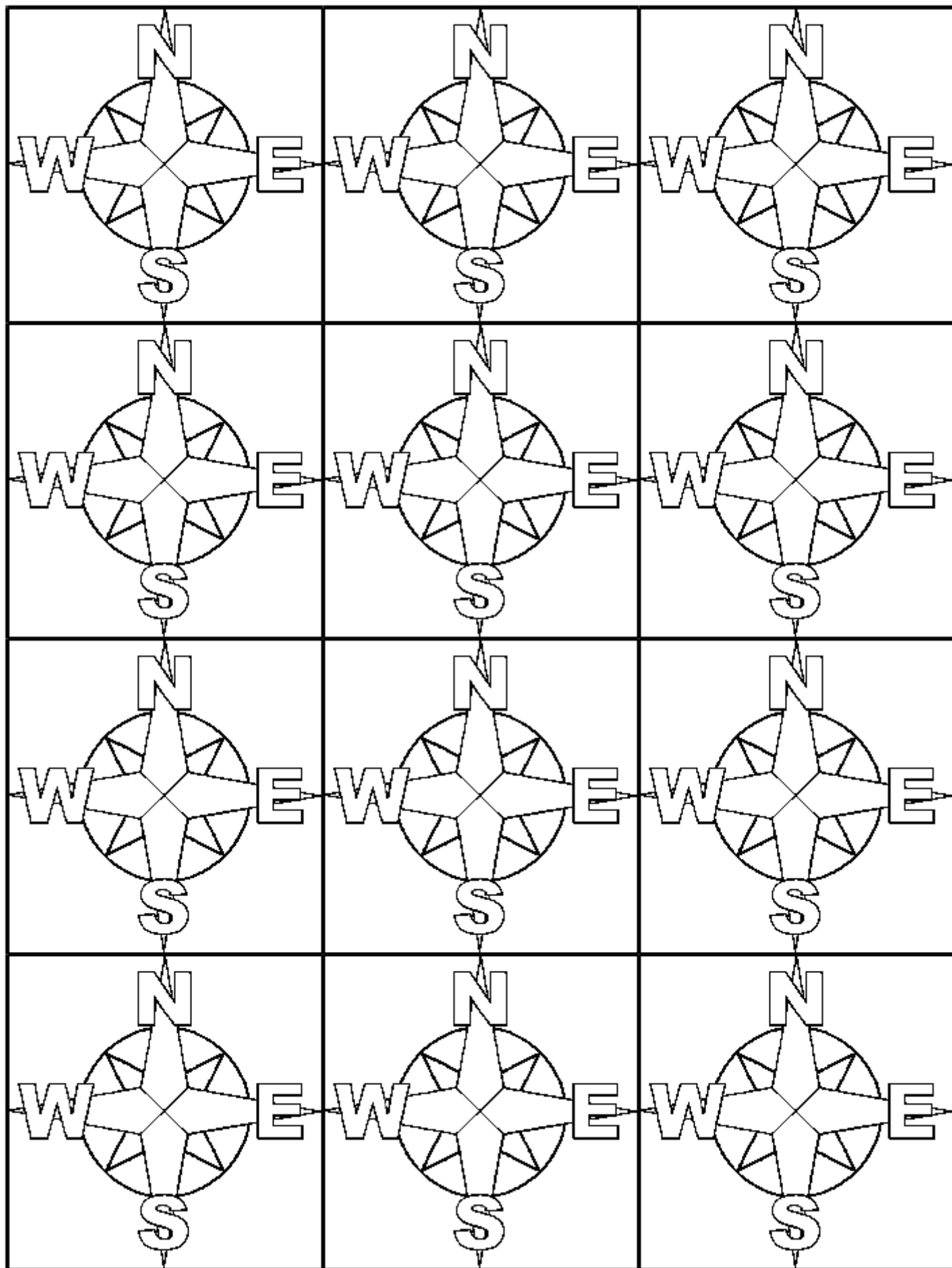




Print Whole File Double Sided, Flipped on Long Edge

Wind Card



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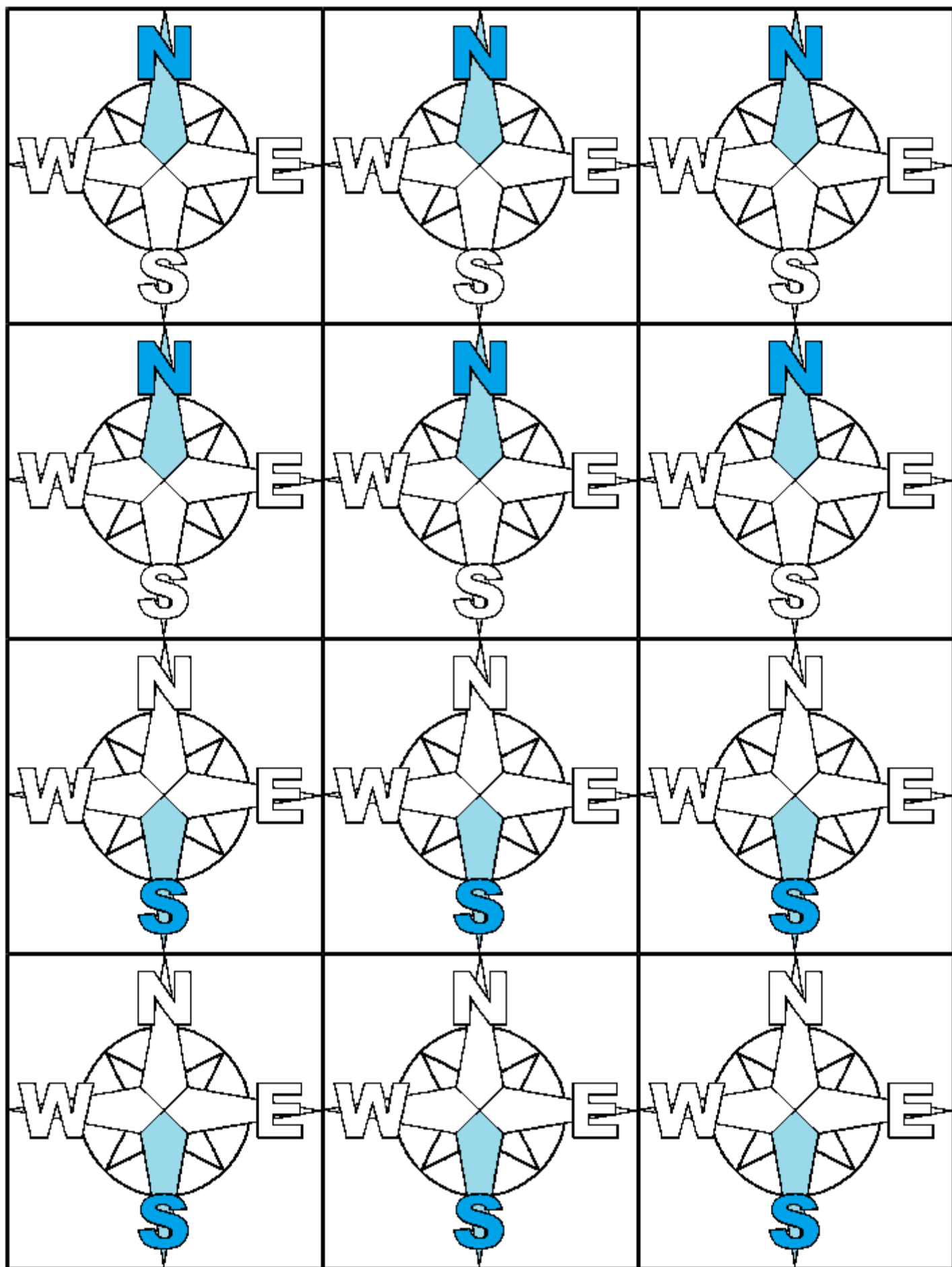


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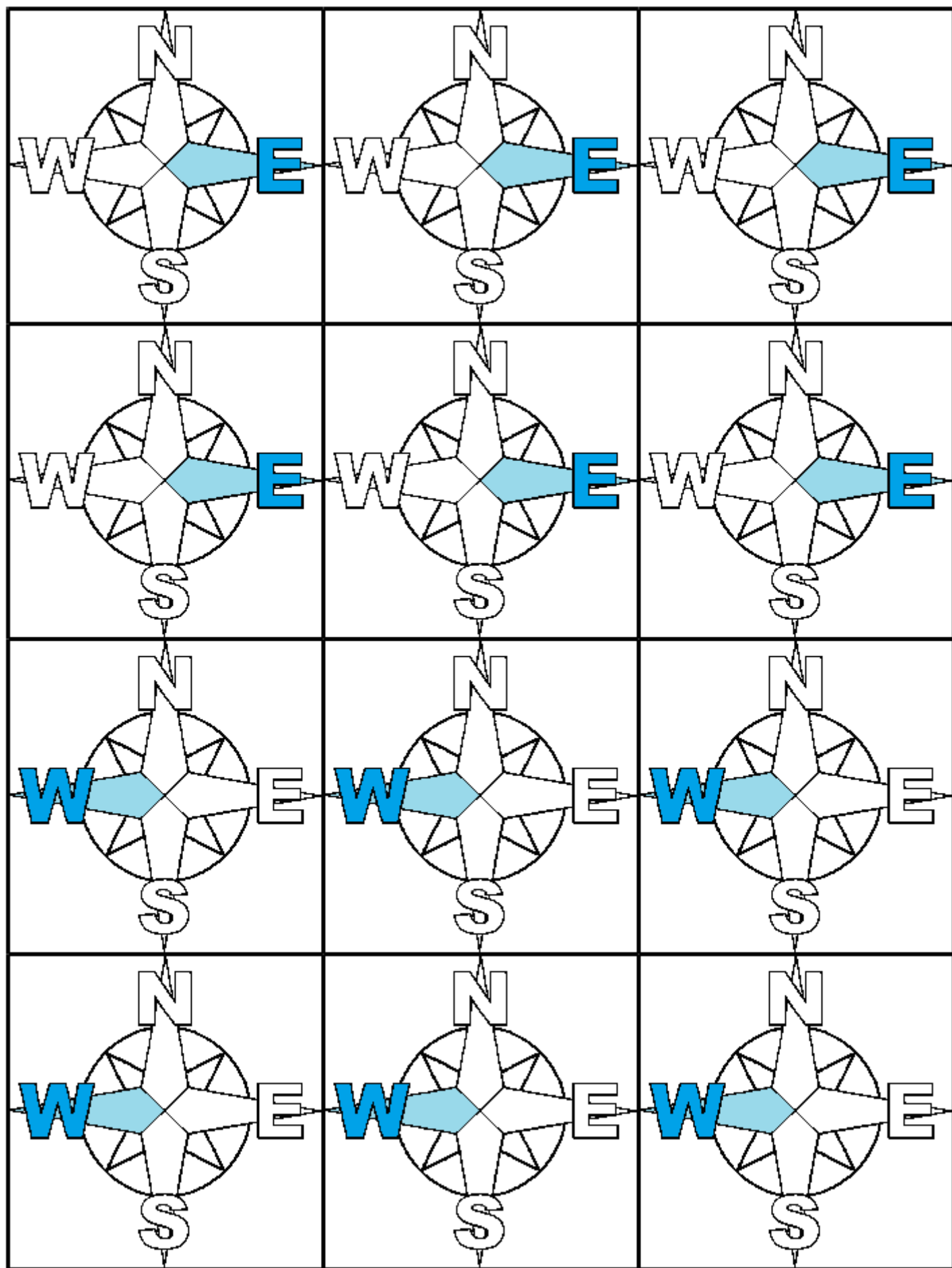


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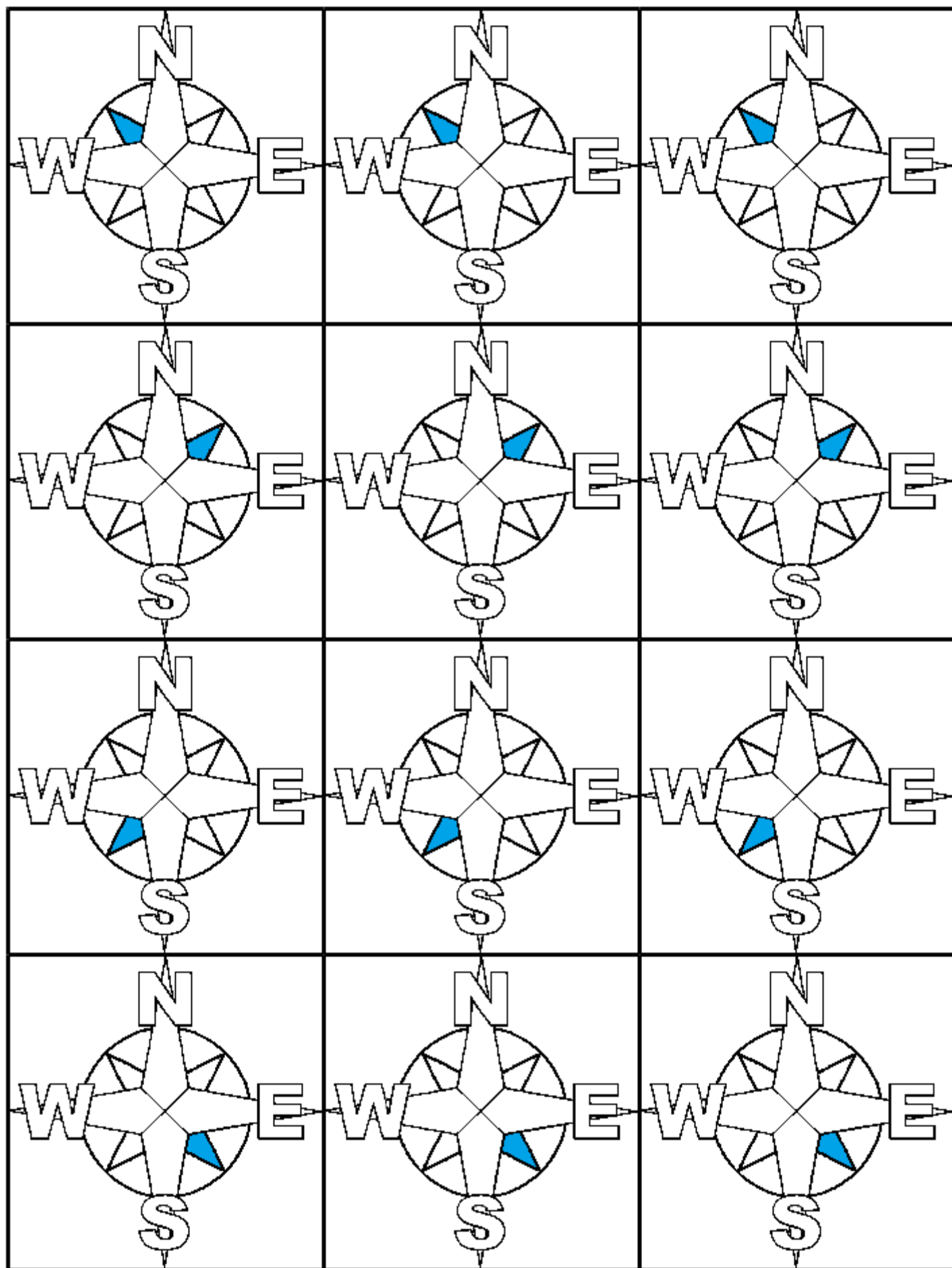


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Barbarian:**Create Ring of Fire****CD 5+ / Dispel 3+**

An enormous Ring of Fire (4" diameter) surrounds the target. Moving through it causes 1 hit and also causes a fire on a 1D6 roll of 1-4. □

Dwarf:**Create Crushing Rocks****CD 5+ / Dispel 3+**

Jagged rocks rise up on either side of a target (including a flier) causing 1 hit and trapping it on a 1-4 roll.

Elf:**Summon Kelp King****CD 6+ / Dispel 5+**

The Kelp King is a magical creature of the sea. It is powerful and slams its massive trident into the enemy at 2D6.

Goblinoid:**Create Sandbar****CD 4+ / Dispel 6**

Place the Sandbar (approx. 1"x3") in any open sea area. If put directly under a ship, it Runs Aground.

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Place the Sandbar (approx. 1"x3") in any open sea area. If put directly under a ship, it Runs Aground.

Realmsmen:**Create Whirlpool****CD 6+ / Dispel 2+**

Place in open sea. All models touched by it take 1 damage. It moves 1D6" in a random direction before each magic phase.

Saurians:**Amethyst Abyssal Titan****CD 6+ / 5+**

A powerful titan able to fire deadly crystals at the enemy at 2d6. Can Submerge and freely move over reefs or any land obstacle.

Technomage:**Summon Pale-Tooth Maw****CD 6+ / Dispel 3+**

Can Submerge. It bites the at 2D6. If a hit is scored, roll 1D6; on a 1 a surface ship is destroyed.

Undead:**Create Volcano****CD 5+ / Dispel 3+**

Place a (3" dia.) island volcano in open sea. The Volcano erupts before each magic phase. Any model within 6" takes 1 damage on a 1D6 roll of 5+.

Bloodthirst!**CD 4+ / Dispel 4+**

Choose any ship. That ship's crew roll +1D6 for any boarding actions this round. If they win this round, roll 1D6; on a 4+ the spell stays in effect.

Death Cannon**CD 4+ / Dispel 4+**

Choose 1 ship to roll 1D6 extra on all shooting rolls this round.

Disrupting Dispel

This card automatically dispels any spell (except one cast along with Mega Magic).

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This card automatically dispels any spell (except one cast along with Mega Magic).

Eagles' Eye**CD 4+ / Dispel 4+**

Choose 1 ship; all shooting is at +1.

Eagles' Eye**CD 4+ / Dispel 4+**

Choose 1 ship; all shooting is at +1.

Eagles' Eye**CD 4+ / Dispel 4+**

Choose 1 ship; all shooting is at +1.



Lightning
CD 5+ / Dispel 3+

Chose 1 enemy model to
take 1 damage.

Lightning
CD 5+ / Dispel 3+

Chose 1 enemy model to
take 1 damage.

Magic Flux
CD 3+ / Dispel 5+

1st: Wind Burst, Change the
wind to ANY direction.
2nd: Draw 2 more Spell Cards.

Mega Magic

Play this with another magic card
to auto-cast that spell with no
chance for an opponent to dispel it.

Mega Magic

Play this with another magic card
to auto-cast that spell with no
chance for an opponent to dispel it.

Mega Magic

Play this with another magic card
to auto-cast that spell with no
chance for an opponent to dispel it.

Rum for Everyone!
CD 3+ / Dispel 5+

Choose 1 model that has taken
hits and remove 1 hit token.
On a Casting Roll of 6, remove
ALL hits taken.

Rum for Everyone!
CD 3+ / Dispel 5+

Choose 1 model that has taken
hits and remove 1 hit token.
On a Casting Roll of 6, remove
ALL hits taken.

Rum for Everyone!
CD 3+ / Dispel 5+

Choose 1 model that has taken
hits and remove 1 hit token.
On a Casting Roll of 6, remove
ALL hits taken.

Siren Call
CD 3+ / Dispel 5+

Choose any ship. The ship can
move, but cannot attack in ANY
way this round.

Teleport
CD 5+ / Dispel 3+

Move any 1 model anywhere on
the seascape 6" from the table edge.
The owner chooses the facing.

Typhoon
CD 6+ / Dispel 2+

The caster can move 1D6 enemy
ships 1" in any direction OR change
their facing. Resolve damage from
this if needed.

Wind Burst
CD 4+ / Dispel 4+

Change the wind to
ANY direction.

Wind Burst
CD 4+ / Dispel 4+

Change the wind to
ANY direction.

Wind Burst
CD 4+ / Dispel 4+

Change the wind to
ANY direction.

Wind Gust
CD 2+ / Dispel 5+

Change the wind direction
up to 2 points on the compass.

Wind Gust
CD 2+ / Dispel 5+

Change the wind direction
up to 2 points on the compass.

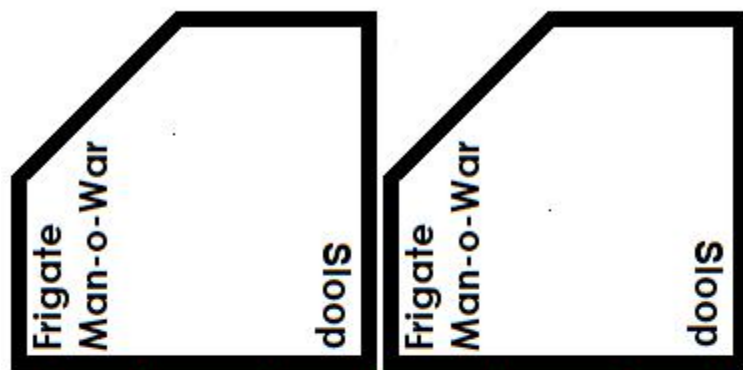
Wind Gust
CD 2+ / Dispel 5+

Change the wind direction
up to 2 points on the compass.



Black Spot Game Tokens and Templates

Glue this sheet to some thin cardboard
and then cut the items out.



Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	Hit
Hit	Hit	Hit	Hit	Hit	hit
order	order	order	order	order	order
order	order	order	order	order	order
order	order	order	order	order	order
Flag Ship	Flag Ship	1D	1D	1D	1D
Run Aground	Run Aground	2D	2D	2D	2D

Long 5+

Long 5+

SHORT 4+



SHORT 4+

