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Craze

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thinks he's in one.*

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Give your active unit an
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Maneuver

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Elite Endurance

Your unit has been running 7 miles a day in the harsh conditions of the DD-22 desert-scape.

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Vacuum Tube Escape

Professor Josiah, the key lord's cronie, has supplied your team a key code to the vacuum tube.

Use one complete unit phase to release one of your units from jail. Other units in the same jail remain imprisoned.



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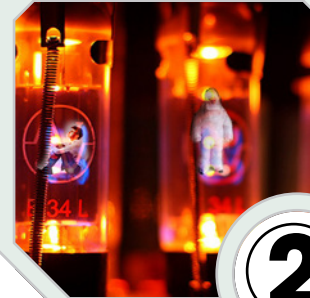
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3 **Outrageous
Maneuver**

One of your units has spent a month living with the native tribes on the Waspworth Plateau, and they have taught him a rare and potent maneuver.




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Superior Maneuver

Your unit performs a flashy feat of acrobatics to impress his Papa.




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4

Sabatoge of the Highest Order

Your unit has ben having a veritable field day while tampering with your opponents equipment.




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2 Step-N-Go

Your unit has undeniable multi-tasking capabilities.

Your active unit may perform an action in the middle of the movement phase.
(move, perform an action, and continue the rest of the move).




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3 Hyper Cube

Time is on your side. Yes it is.

Set the turn counter back by 1.




3

1 Jail Riot

The inhumane conditions of the jails have caused imprisoned units to rebel.

Release all units from every jail.




1

2 Move it Boy

The cheering fans urge one of your units to move it.

Give your active unit **2** movement for one movement phase.




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Ointment Balloon

Your unit has filled an old balloon with a greasy, life-saving balm.

Heal your active unit by  4 vitae.





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3

Killer Bee Hive

One of your units has brought his beekeeping pastime into the Death Dome and places a Killer Bee Hive on a control point.

Play when you flip a control point. Place the Hive counter on that control point. For the rest of the match, any unit stepping onto that control point space receives an immediate strength  10 close combat attack.



3

3

Mound of 1,000 Beetles

One of your units has disturbed a mound of scarab beetles under a control point.

Play when you flip a control point. Place the Mound counter on that control point. For the rest of the match, any unit stepping onto that control point space receives an immediate strength  10 close combat attack.







3

2

Pressured

One of your units is under extreme pressure because his mother is in the attendance.

Give your active unit  2 strength or  2 toughness or  2 movement until the beginning of your next turn.







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Get to the Chopper

One of your units is well on its way to the chopper.

Remove the incapacitation effect for all units on your team.



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5

Wrath of Legendary Proportions

One of your units blows a gasket.




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Go for Broke

The cheering fans urge one of your units to go for broke.

Give your active unit **3** movement for one movement phase.




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