

BONUS DECK

FORFEIT

Play on an enemy unit when it is given an Order Token - this turn it can take only one (not two) actions.

RE-ROLL

Re-roll one die or a hand of dice.

SPECIAL EVENT

Draw a card from the Special Event deck. Play it now or save it to play any time later in the battle.

PERK

Take a free action with one unengaged friendly unit.

DUMMY

Keep this card to make the enemy think you might have a trick up your sleeve.