Bonus Deck

Forfeit

One enemy vessel can only make one action this turn (not two) and gets no free action, regardless of its Heading.

Re-Roll

Claim an immediate re-roll of a single dice or hand of dice you throw at any time during the current turn.
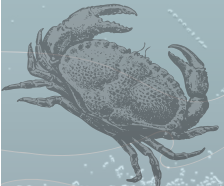
Special Event

Draw a card from the Special Events deck.

Play it immediately.

Note: Only two Special Events per game.

Dummy

Keep this card for the rest of the turn to make the enemy think you have something up your sleeve.

Perk

One of your vessels gets one extra order at any time during this turn.