

TUNA TROOPER  1



Troop - Atlantis

[SURFACE]
Maim this troop.

[SUBMERGE]
This troop gains +1 TP
until cycled.



TUNA TROOPER  1



Troop - Atlantis

[SURFACE]
Maim this troop.

[SUBMERGE]
This troop gains +1 TP
until cycled.



TUNA TROOPER  1



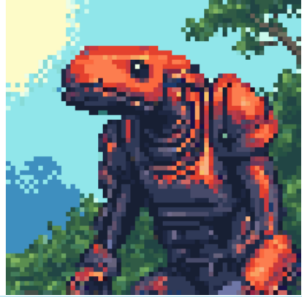
Troop - Atlantis

[SURFACE]
Maim this troop.

[SUBMERGE]
This troop gains +1 TP
until cycled.



EXPEDITION EEL  2

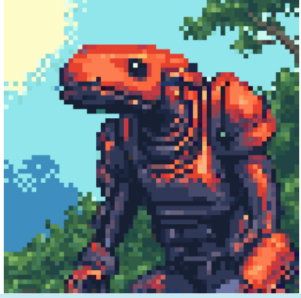


Troop - Atlantis

[SUBMERGE]
Gain 4 gold



EXPEDITION EEL  2

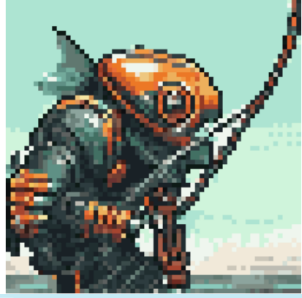


Troop - Atlantis

[SUBMERGE]
Gain 4 gold



ARCHERFISH  2



Troop - Atlantis

[SURFACE]
Maim up to one target
troop.



ARCHERFISH



Troop - Atlantis

[SURFACE]
Maim up to one target troop.



RECOVERY WRASSE



Troop - Atlantis

[SUBMERGE]
Return up to one troop you placed this turn back to your hand.



RECOVERY WRASSE



Troop - Atlantis

[SUBMERGE]
Return up to one troop you placed this turn back to your hand.



SCHOOL SWIMMER



Troop - Atlantis

[SURFACE]
If you have three troops played this turn, this troop gains +4 TP



SCHOOL SWIMMER



Troop - Atlantis

[SURFACE]
If you have three troops played this turn, this troop gains +4 TP



MENHADEN



Troop - Atlantis

[SKIRMISH]
Troops next to this troop gain +2 TP



MENHADEN 

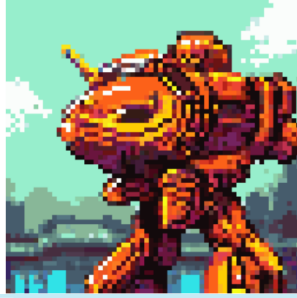


Troop - Atlantis

[SKIRMISH]
Troops next to this
troop gain +2 TP



ORANGE TETRA 



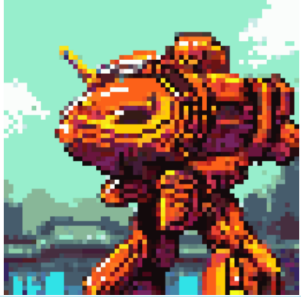
Troop - Atlantis

[SURFACE]
Target troop you control gains
1 armor until your [SKIRMISH]
turn.

[SKIRMISH]
Return this troop to your hand.



ORANGE TETRA 



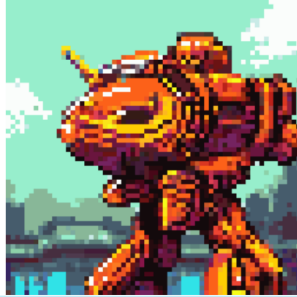
Troop - Atlantis

[SURFACE]
Target troop you control gains
1 armor until your [SKIRMISH]
turn.

[SKIRMISH]
Return this troop to your hand.



ORANGE TETRA 



Troop - Atlantis

[SURFACE]
Target troop you control gains
1 armor until your [SKIRMISH]
turn.

[SKIRMISH]
Return this troop to your hand.



PILOTFISH 



Troop - Atlantis

[SUBMERGE]
Draw 3 cards in a
combination of your
choosing from the
spell and troop decks.



PILOTFISH 



Troop - Atlantis

[SUBMERGE]
Draw 3 cards in a
combination of your
choosing from the
spell and troop decks.



CONTAINMENT COD 



Troop - Atlantis

[SURFACE]
Choose an opponent. Maim all troops that opponent controls. That player may not play any troops on their next turn.



STURGEONFISH 



Troop - Atlantis

[SUBMERGE]
Return up to two troops you control to your hand.



GOBY 



Troop - Leviathan

[SURFACE]
All spells targeting this troop this turn have double effect



GOBY 



Troop - Leviathan

[SURFACE]
All spells targeting this troop this turn have double effect



GOBY 



Troop - Leviathan

[SURFACE]
All spells targeting this troop this turn have double effect



BARNICLE 



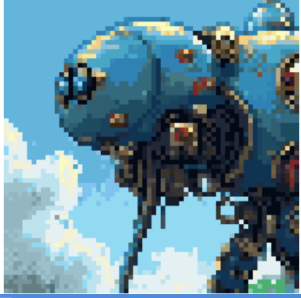
Troop - Leviathan

[SKIRMISH]
Maim this troop. It gains 1 armor until end of turn.

[SUBMERGE]
This troop gains +1 TP.



BARNICLE



Troop - Leviathan

[SKIRMISH]
Main this troop. It gains 1 armor until end of turn.

[SUBMERGE]
This troop gains +1 TP.



TEMPTING PEARL

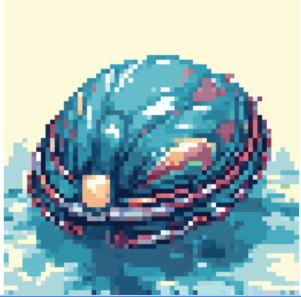


Troop - Leviathan

[SURFACE]
Choose up to one other troop you control. The first time that troop becomes the target of a spell this turn, this troop is targetted instead.



TEMPTING PEARL



Troop - Leviathan

[SURFACE]
Choose up to one other troop you control. The first time that troop becomes the target of a spell this turn, this troop is targetted instead.



AMPLIFYING RAY



Troop - Leviathan

[SURFACE]
The first 2 spells you play this turn which alter gold, TP, or TS have double effect.



AMPLIFYING RAY



Troop - Leviathan

[SURFACE]
The first 2 spells you play this turn which alter gold, TP, or TS have double effect.



NULLIFICATION RAY



Troop - Leviathan

[SURFACE]
Choose a troop. All [SKIRMISH] abilities do not occur for that troop this turn.



NULLIFICATION RAY 

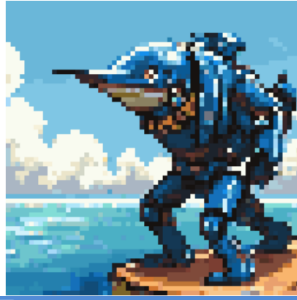


Troop - Leviathan

[SURFACE]
Choose a troop. All
[SKIRMISH] abilities do not
occur for that troop this turn.

3

BLUE MARLIN 



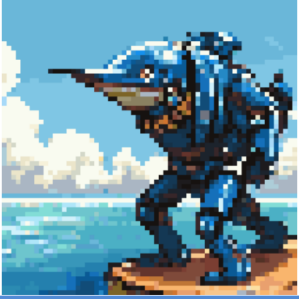
Troop - Leviathan

[SURFACE]
Reveal the top spell card.
You may play it if it is valid.

[SKIRMISH]
Return this troop to your hand.

3

BLUE MARLIN 



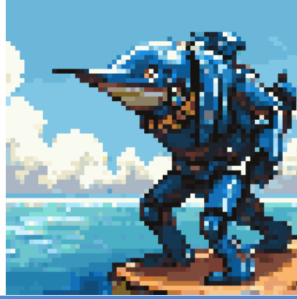
Troop - Leviathan

[SURFACE]
Reveal the top spell card.
You may play it if it is valid.

[SKIRMISH]
Return this troop to your hand.

3

BLUE MARLIN 



Troop - Leviathan

[SURFACE]
Reveal the top spell card.
You may play it if it is valid.

[SKIRMISH]
Return this troop to your hand.

3

BOBBIT WYRM 



Troop - Leviathan

[SKIRMISH]
For all troops with
base TP above 4,
they lose 4 TP this turn.

4

BOBBIT WYRM 



Troop - Leviathan

[SKIRMISH]
For all troops with
base TP above 4,
they lose 4 TP this turn.

4

LOOCKDOWN



Troop - Leviathan

[SURFACE]
Chose up to two troops.
Their TP is 0 until cycled.



LOOCKDOWN



Troop - Leviathan

[SURFACE]
Chose up to two troops.
Their TP is 0 until cycled.



GREAT SUNFISH



Troop - Leviathan

[SURFACE]
For the rest of this combat,
all cast spells which target
a troop target this troop instead.



IRONFISH



Troop - Leviathan

[SURFACE]
This troop's TS is treated
as 0 from now on.
[SKIRMISH] Maim this troop.
[SUBMERGE]
Next turn, this troop cannot
be targeted by spells.



PIRANHA



Troop - Calypso

[SKIRMISH]
If another Piranha is next
to this troop, double this
troop's TP until cycled.



PIRANHA



Troop - Calypso

[SKIRMISH]
If another Piranha is next
to this troop, double this
troop's TP until cycled.



PIRANHA



Troop - Calypso

[SKIRMISH]
If another Piranha is next to this troop, double this troop's TP until cycled.



RED SNAPPER



Troop - Calypso



RED SNAPPER



Troop - Calypso



REMORA



Troop - Calypso

[SURFACE]
All troops with base TP greater than or equal to 4 gain +4 TP until end of turn.



REMORA



Troop - Calypso

[SURFACE]
All troops with base TP greater than or equal to 4 gain +4 TP until end of turn.



RED ROCKET



Troop - Calypso

[SKIRMISH]
Cycle this troop and one other troop of your choice.



RED ROCKET 



Troop - Calypso

[SKIRMISH]
Cycle this troop and
one other troop of
your choice.



RED ROCKET 



Troop - Calypso

[SKIRMISH]
Cycle this troop and
one other troop of
your choice.



BARAZOOKA 



Troop - Calypso

[SURFACE]
Cycle one troop
of your choice.



BARAZOOKA 



Troop - Calypso

[SURFACE]
Cycle one troop
of your choice.



SEAGULL 



Troop - Calypso

[SKIRMISH]
Cycle all troops with
base TP less than 3.



SEAGULL 



Troop - Calypso

[SKIRMISH]
Cycle all troops with
base TP less than 3.



ORCUS MK. I  4



Troop - Calypso

[SURFACE] Cycle all troops with base TP less than 2

[SUBMERGE]
If you won this round, gain +4 gold, +4 TS next turn.



ORCUS MK. I  4



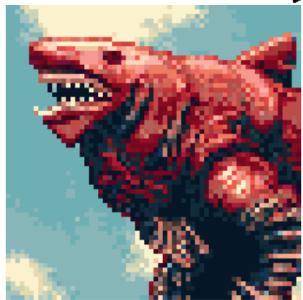
Troop - Calypso

[SURFACE] Cycle all troops with base TP less than 2

[SUBMERGE]
If you won this round, gain +4 gold, +4 TS next turn.



GREAT STEEL SHARK  5



Troop - Calypso

[SURFACE]
Pick a troop. Return it to their owner's hand.



GREAT STEEL SHARK  5



Troop - Calypso

[SURFACE]
Pick a troop. Return it to their owner's hand.



MECHRAKEN  6



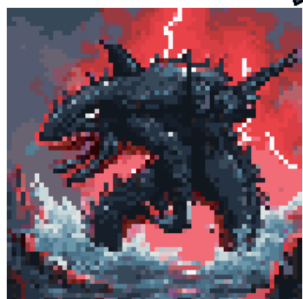
Troop - Calypso

[SURFACE]
Cycle all troops with base TP greater than 3.

[SKIRMISH]
This troop gets +6 TP.



ORCUS MK. II  7



Troop - Calypso

[SURFACE] This troop gains 1 armor until end of turn.

[SKIRMISH] Each player cycles two troops.

[SUBMERGE] If you won the round, gain +10 total TP during next turn's [SKIRMISH] phase.



PIRANHA



Troop - Outlaw

[SKIRMISH]
If another Piranha is next to this troop, double this troop's power until cycled.

[SUBMERGE]
Gain 1 less gold next turn.



PIRANHA



Troop - Outlaw

[SKIRMISH]
If another Piranha is next to this troop, double this troop's power until cycled.



PIRANHA



Troop - Outlaw

[SKIRMISH]
If another Piranha is next to this troop, double this troop's power until cycled.



BURGLARFISH



Troop - Outlaw

[SURFACE]
Steal 3 gold from any target player.



BURGLARFISH



Troop - Outlaw

[SURFACE]
Steal 3 gold from any target player.



OCTOSWITCH



Troop - Outlaw

[SKIRMISH]
Return this troop to your hand. You may put another troop from your hand in it's place. Ignore troop space constraints this turn for that card. It's [SKIRMISH] abilities will trigger.



OCTOSWITCH



Troop - Outlaw

[SKIRMISH]
Return this troop to your hand.
You may put another troop from
your hand in it's place. Ignore
troop space constraints this turn
for that card. It's [SKIRMISH]
abilities will trigger.



OCTOSWITCH



Troop - Outlaw

[SKIRMISH]
Return this troop to your hand.
You may put another troop from
your hand in it's place. Ignore
troop space constraints this turn
for that card. It's [SKIRMISH]
abilities will trigger.



DREADFIN



Troop - Outlaw

[SKIRMISH]
If an opponent's troop has
a troop with base TP lower than
2, this troop gains +5 TP



DREADFIN

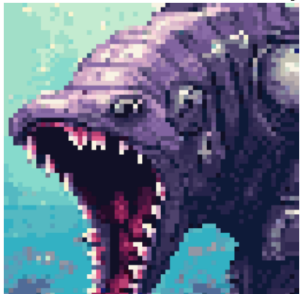


Troop - Outlaw

[SKIRMISH]
If an opponent's troop has
a troop with base TP lower than
2, this troop gains +5 TP



GULPER EEL

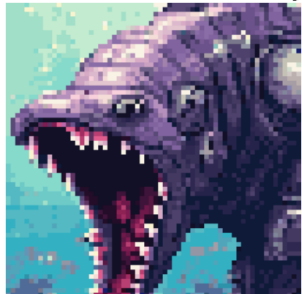


Troop - Outlaw

[SURFACE]
Gain no gold next turn.



GULPER EEL



Troop - Outlaw

[SURFACE]
Gain no gold next turn.



PIKE



Troop - Outlaw

[SKIRMISH]
If this troop has no troops
next to it, it gains +5 TP



PIKE



Troop - Outlaw

[SKIRMISH]
If this troop has no troops
next to it, it gains +5 TP



GOLDFISH



Troop - Outlaw

[SURFACE] Gain 2 gold
[SKIRMISH]
This troop gains TP
equal to the amount
of gold you have.
[SUBMERGE] Gain 1 gold



GOLDFISH



Troop - Outlaw

[SURFACE] Gain 2 gold
[SKIRMISH]
This troop gains TP
equal to the amount
of gold you have.
[SUBMERGE] Gain 1 gold



GATFISH



Troop - Outlaw

[SURFACE] Exchange this troop
with any one other troop.
Ignore TS restraints
for this exchange.
[SUBMERGE] Lose 2 gold
next turn.



GATFISH

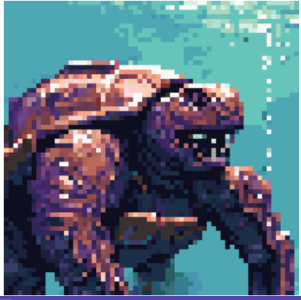


Troop - Outlaw

[SURFACE] Exchange this troop
with any one other troop.
Ignore TS restraints
for this exchange.
[SUBMERGE] Lose 2 gold
next turn.



SNAPJAW TURTLE 

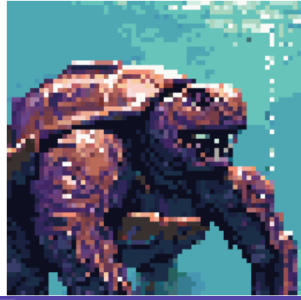


Troop - Outlaw

[SKIRMISH]
At the end of this [SKIRMISH] phase, the player with the 2nd highest TP score wins the round instead.




SNAPJAW TURTLE 



Troop - Outlaw

[SKIRMISH]
At the end of this [SKIRMISH] phase, the player with the 2nd highest TP score wins the round instead.



STOPLIGHT LOOSEJAW 

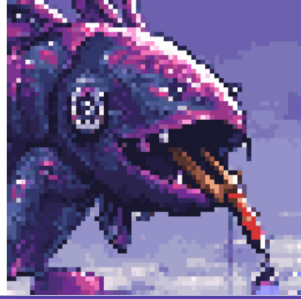


Troop - Outlaw

[SKIRMISH]
Each player cycles one troop of their choice. For each troop cycled, you gain 1 gold.



ANGLER 

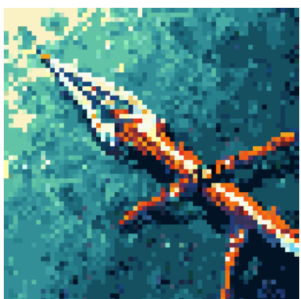


Troop - Outlaw

[SKIRMISH]
For each empty troop slot you control, choose a troop an opponent controls. You may put that troop in your empty troop slot.



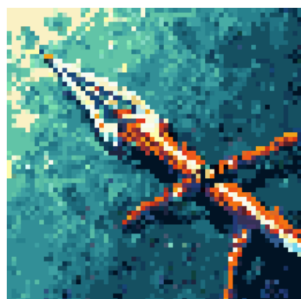
MAIM



Spell

Maim up to 1 target troop.

MAIM



Spell

Maim up to 1 target troop.

MAIM



Spell

Maim up to 1 target troop.

MAIM



Spell

Maim up to 1 target troop.

EJECT



Spell

Cycle up to 1 target troop.

EJECT



Spell

Cycle up to 1 target troop.

EJECT



Spell

Cycle up to 1 target troop.

EJECT



Spell

Cycle up to 1 target troop.

EJECT



Spell

Cycle up to 1 target troop.

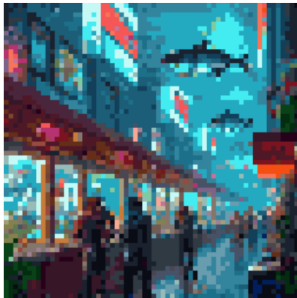
EJECT



Spell

Cycle up to 1 target troop.

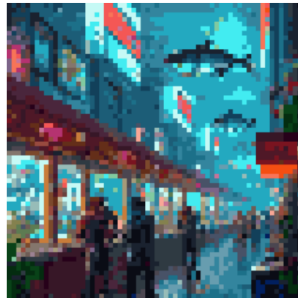
FISH MARKET



Spell

Exchange control of two troops between any two players.

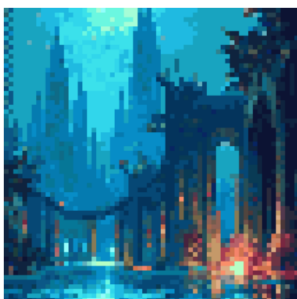
FISH MARKET



Spell

Exchange control of two troops between any two players.

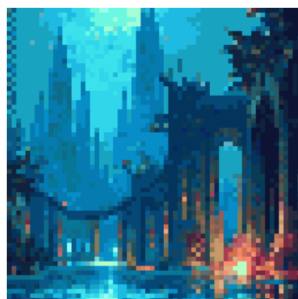
ARCHITECT'S GAMBIT



Spell

Flip a coin. If heads, destroy target player's monument. If tails, destroy one of your monuments.

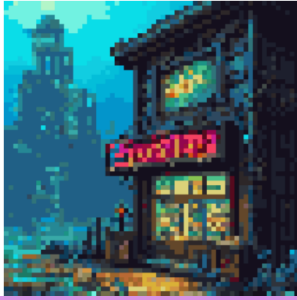
ARCHITECT'S GAMBIT



Spell

Flip a coin. If heads, destroy target player's monument. If tails, destroy one of your monuments.

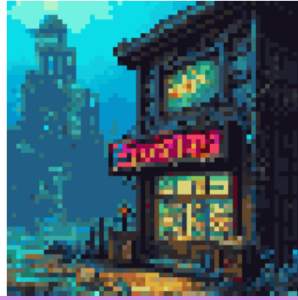
PRAWNSHOP



Spell - [SURFACE]

Choose any number of troops you played this turn. Cycle all that you chose. For each troop you cycled, gain 3 gold.

PRAWNSHOP



Spell - [SURFACE]

Choose any number of troops you played this turn. Cycle all that you chose. For each troop you cycled, gain 3 gold.

ROB THE RICH



Spell

Choose an opponent. If that opponent has higher TP than you, that player loses 3 gold and you gain 3 gold.

ROB THE RICH



Spell

Choose an opponent. If that opponent has higher TP than you, that player loses 3 gold and you gain 3 gold.

DOUBLE OR NOTHING



Spell - [SKIRMISH]

Choose a player. Flip a coin. If it lands on heads, that player doubles their total TP this turn. If tails, then their total TP is 0.

DOUBLE OR NOTHING



Spell - [SKIRMISH]

Choose a player. Flip a coin. If it lands on heads, that player doubles their total TP this turn. If tails, then their total TP is 0.

DOUBLE OR NOTHING



Spell - [SKIRMISH]

Choose a player.
Flip a coin. If it lands on heads, that player doubles their total TP this turn. If tails, then their total TP is 0.

WINNER TAKES ALL



Spell - [SURFACE]

Put the top two troop cards and the top two spell cards from the two decks face down under this card.

The winner of this round wins the monument alongside these cards.

WINNER TAKES ALL



Spell - [SURFACE]

Put the top two troop cards and the top two spell cards from the two decks face down under this card.

The winner of this round wins the monument alongside these cards.

WINNER TAKES ALL

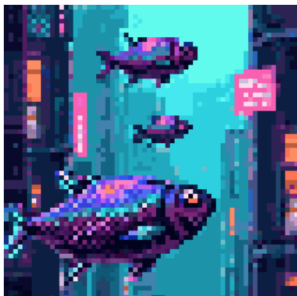


Spell - [SURFACE]

Put the top two troop cards and the top two spell cards from the two decks face down under this card.

The winner of this round wins the monument alongside these cards.

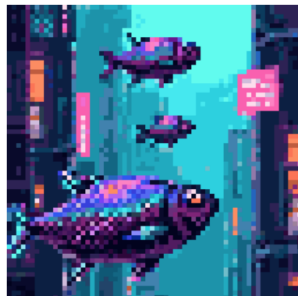
SCHOOLING



Spell

If you have atleast 3 troops placed this turn, all troops you control gain +2 TP.

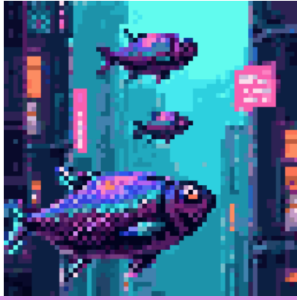
SCHOOLING



Spell

If you have atleast 3 troops placed this turn, all troops you control gain +2 TP.

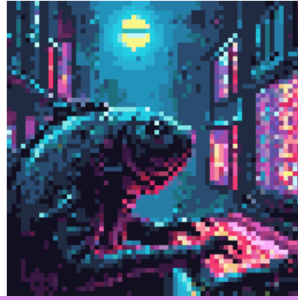
SCHOOLING



Spell

If you have atleast 3 troops placed this turn, all troops you control gain +2 TP.

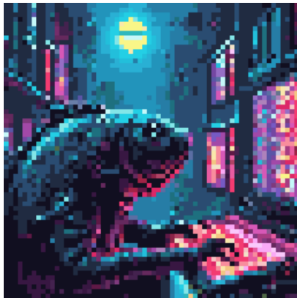
OVERTIME



Spell

Choose up to one troop you control. Maim it for 2 turns.

OVERTIME



Spell

Choose up to one troop you control. Maim it for 2 turns.

AUCTION



Spell

Discard any number of cards that you have in your hand. You gain 1 gold for each card you discarded.

If you discarded more than 5 cards, gain 2 gold for each card discarded instead.

AUCTION

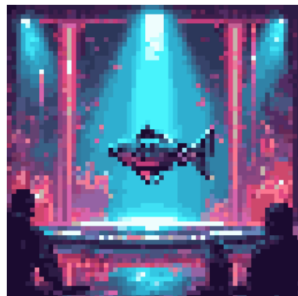


Spell

Discard any number of cards that you have in your hand. You gain 1 gold for each card you discarded.

If you discarded more than 5 cards, gain 2 gold for each card discarded instead.

AUCTION



Spell

Discard any number of cards that you have in your hand. You gain 1 gold for each card you discarded.

If you discarded more than 5 cards, gain 2 gold for each card discarded instead.

COLOSSIZE



Spell

Choose up to one troop.
That troop gets +4 TP
this turn.

COLOSSIZE



Spell

Choose up to one troop.
That troop gets +4 TP
this turn.

COLOSSIZE



Spell

Choose up to one troop.
That troop gets +4 TP
this turn.

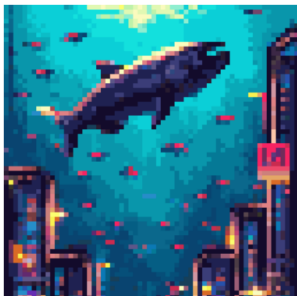
COLOSSIZE



Spell

Choose up to one troop.
That troop gets +4 TP
this turn.

COLOSSIZE



Spell

Choose up to one troop.
That troop gets +4 TP
this turn.

COLOSSIZE



Spell

Choose up to one troop.
That troop gets +4 TP
this turn.

COLOSSIZE



Spell

Choose up to one troop.
That troop gets +4 TP
this turn.

COLOSSIZE



Spell

Choose up to one troop.
That troop gets +4 TP
this turn.

WEAKEN



Spell

Choose up to one troop.
That troop gets -4 TP
this turn.

WEAKEN



Spell

Choose up to one troop.
That troop gets -4 TP
this turn.

WEAKEN



Spell

Choose up to one troop.
That troop gets -4 TP
this turn.

WEAKEN



Spell

Choose up to one troop.
That troop gets -4 TP
this turn.

WEAKEN



Spell

Choose up to one troop.
That troop gets -4 TP
this turn.

WEAKEN



Spell

Choose up to one troop.
That troop gets -4 TP
this turn.

WEAKEN



Spell

Choose up to one troop.
That troop gets -4 TP
this turn.

WEAKEN



Spell

Choose up to one troop.
That troop gets -4 TP
this turn.

SHARKS AND MINNOWS



Spell

Cycle all troops with
base TP less than 2.

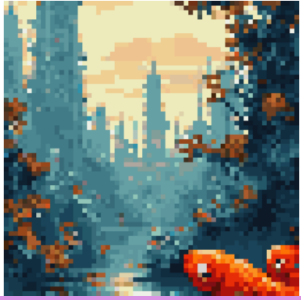
SHARKS AND MINNOWS



Spell

Cycle all troops with
base TP less than 2.

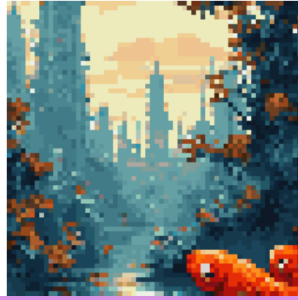
FINDER'S KEEPERS



Spell

Choose an opponent.
Play I Spy with my Little Eye something (color).
You choose the object. They get 3 guesses. Be honest.
If they win, they get 6 gold.
If you win, you get 4 gold

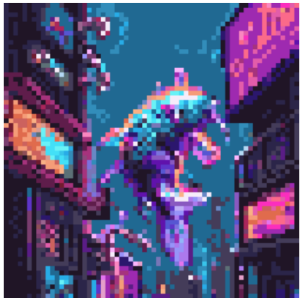
FINDER'S KEEPERS



Spell

Choose an opponent.
Play I Spy with my Little Eye something (color).
You choose the object. They get 3 guesses. Be honest.
If they win, they get 6 gold.
If you win, you get 4 gold

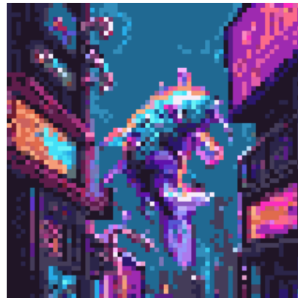
MAXIMIZE



Spell

Choose a troop.
It gains +6 TP this turn. Maim it. It's total TP is 0 next turn and cannot change.

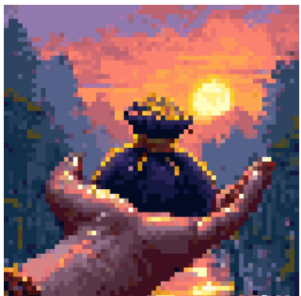
MAXIMIZE



Spell

Choose a troop.
It gains +6 TP this turn. Maim it. It's total TP is 0 next turn and cannot change.

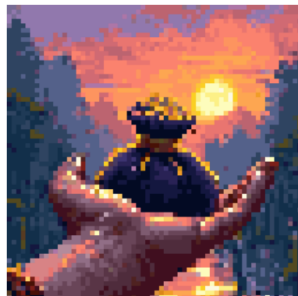
BRIBE



Spell

You must have enough gold available to use this spell, and an open troop slot on your side. Ignore TS constraints. Choose a troop you don't control, and pay gold equal to it's TS. Move it into your empty troop slot.

BRIBE



Spell

You must have enough gold available to use this spell, and an open troop slot on your side. Ignore TS constraints. Choose a troop you don't control, and pay gold equal to it's TS. Move it into your empty troop slot.

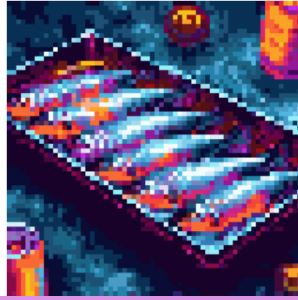
BRIBE



Spell

You must have enough gold available to use this spell, and an open troop slot on your side. Ignore TS constraints. Choose a troop you don't control, and pay gold equal to it's TS. Move it into your empty troop slot.

PACKED LIKE SARDINES



Spell

This turn, all spells which affect an individual troops instead effect all troops that the targetted troop's controller controls.

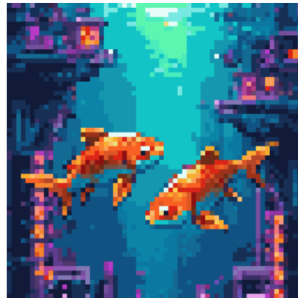
PACKED LIKE SARDINES



Spell

This turn, all spells which affect an individual troops instead effect all troops that the targetted troop's controller controls.

MIMIC



Spell

Choose a troop you control. Then choose another troop. Until cycled, that troop becomes a copy of the second troop you chose.

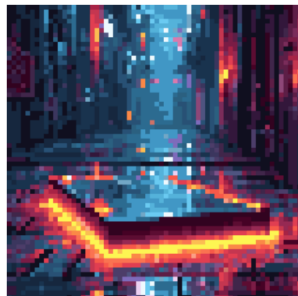
MIMIC



Spell

Choose a troop you control. Then choose another troop. Until cycled, that troop becomes a copy of the second troop you chose.

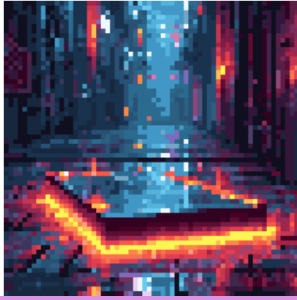
FULL METAL INFUSION



Spell

Target troop gains 1 armor until end of turn.

FULL METAL INFUSION



Spell

Target troop gains 1 armor until end of turn.

LAST MINUTE RECRUITMENT



Spell - [SUBMERGE]

Choose a played troop card and put it in your hand.

LAST MINUTE RECRUITMENT



Spell - [SUBMERGE]

Choose a played troop card and put it in your hand.

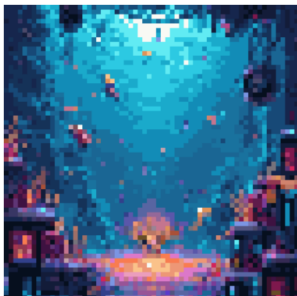
LAST MINUTE RECRUITMENT



Spell - [SUBMERGE]

Choose a played troop card and put it in your hand.

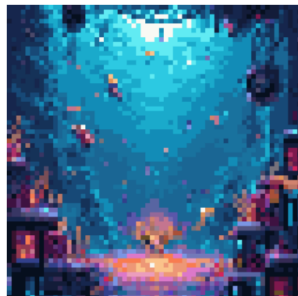
DO YOU HEAR THE ENCORE?



Spell

Choose a [SURFACE], [SKIRMISH], or [SUBMERGE] ability on a troop you control that has been used this turn. Repeat it's effects again.

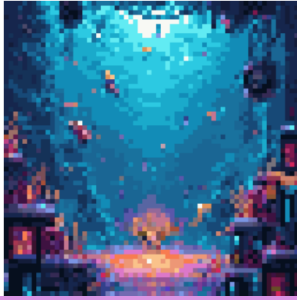
DO YOU HEAR THE ENCORE?



Spell

Choose a [SURFACE], [SKIRMISH], or [SUBMERGE] ability on a troop you control that has been used this turn. Repeat it's effects again.

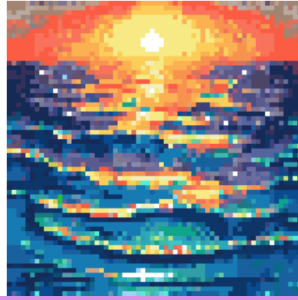
DO YOU HEAR THE ENCORE?



Spell

Choose a [SURFACE], [SKIRMISH], or [SUBMERGE] ability on a troop you control that has been used this turn. Repeat it's effects again.

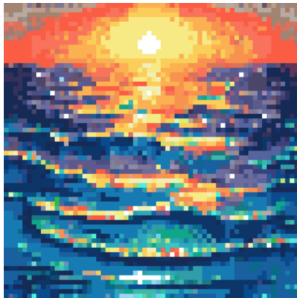
RAYS OF REFLECTION



Spell - [SURFACE]

Choose a troop. The next one time this troop would be the target of a troop ability, or spell, you may choose a new target for the spell or troop ability.

RAYS OF REFLECTION



Spell - [SURFACE]

Choose a troop. The next one time this troop would be the target of a troop ability, or spell, you may choose a new target for the spell or troop ability.

GRAVEDIG



Spell

Search the troop discard pile for a troop and put it in your hand.

GRAVEDIG



Spell

Search the troop discard pile for a troop and put it in your hand.

MORALE EVENT



Spell

Choose a corporation (Atlantis, Calypso, or Leviathan). All troops from this corporation gain +3 TP this turn.

MORALE EVENT



Spell

Choose a corporation (Atlantis, Calypso, or Leviathan). All troops from this corporation gain +3 TP this turn.

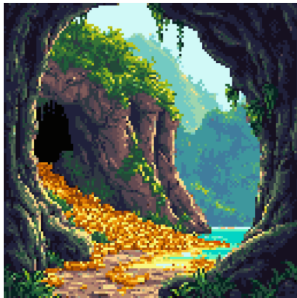
MORALE EVENT



Spell

Choose a corporation (Atlantis, Calypso, or Leviathan). All troops from this corporation gain +3 TP this turn.

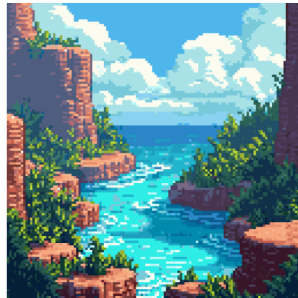
GOLD MINES



Monument

Gain +2 Gold/Turn

CALM SEAS



Monument

Gain +4 Troop Space

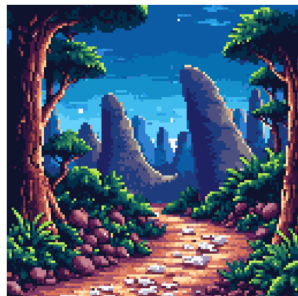
SPIRE OF REBIRTH



Monument

Each turn, before cycling, return one troop you control to your hand.

FINYARD



Monument

After cycling, if you cycled at least two troops this turn, you may put a troop card which would have been cycled into your hand.

THE TEMPEST GATES



Monument

Gain +1 Gold/Turn
Gain +2 Troop Space
Gain +3 total TP
during [SKIRMISH]

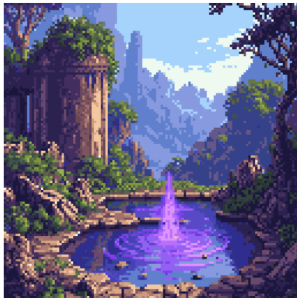
TREE OF LIFE



Monument

At the start of your
turn, draw a free troop
card.

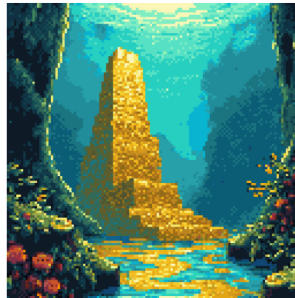
ALCHEMIST LAKE



Monument

At the start of your
turn, draw a free spell
card.

GOLD RESERVES

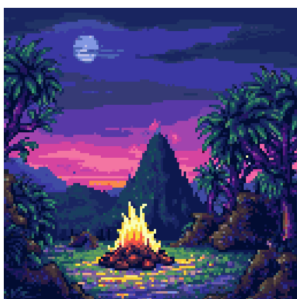


Monument

This monument starts with 0 counters.
Each turn, add X counters to this monument,
where X is 1 more than however many counters
added to this monument last turn.

You may cash out this monument during any
setup phase for gold equal to the number of
counters it has. It then cannot gain
counters.

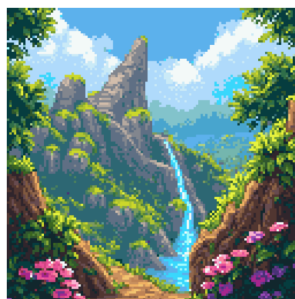
OUTLAW'S MERRIMENT



Monument

All outlaw troops
do not cost TS.

ABUNDANCE



Monument

All players gain +2 gold
per turn.

All players gain +3 TS.

NATURAL SELECTION



Monument

During the [SKIRMISH] phase, you may cycle up to one troop with TP lower than a troop you control.

BLOOD MOON



Monument

If you won the round last round, gain +5 TS, and all of your troops gain +1 TP this turn.

GREAT DESERT



Monument

All players may play up to 4 troops instead of only three. TS constraints still apply.

All players gain +3 TS.

RIVER OF TEARS

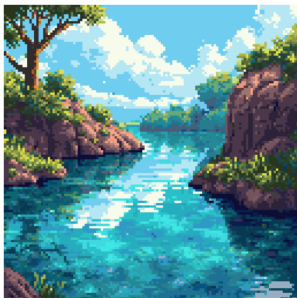


Monument

During your [SKIRMISH] phase, you can cycle out one of your troops.

Whenever one of your troops is cycled out before [SUBMERGE], gain 2 gold.

CLEARGLASS LAKE

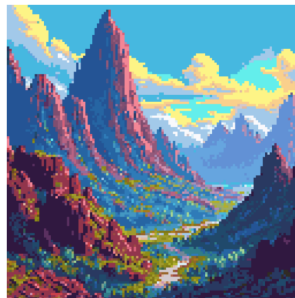


Monument

During the [SURFACE] phase, you may choose to share or not.

If you chose share, all players must reveal all their cards in hand until the end of this turn.

REBOUND RIDGE



Monument

The first player to play a spell each turn may return that spell immediately back to their hand after it's effects occur.

THE REEFMONGER

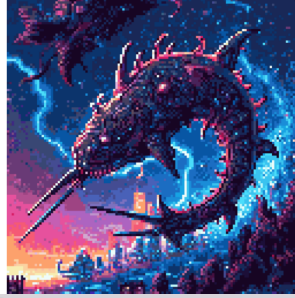


Commander

You may choose to reveal your cards at the end of the [SURFACE] phase (once everyone else has gone). While face down, your troops can still be the target of spells and abilities. You must play spells during your original [SURFACE] phase.

Troops you control with [SURFACE] effects gain +2 TP.

SKIRMISHFISH



Commander

During the [SKIRMISH] phase, choose a troop you control with a [SKIRMISH] effect. You may activate it again.

Troops you control with [SKIRMISH] effects gain +1 TP.

FINN.



Commander

You can choose to repeat up to one troop you control's [SURFACE], [SKIRMISH], or [SUBMERGE] ability during the [SUBMERGE] phase.

Troops you control with [SUBMERGE] abilities gain +3 TP.

THE JURY OF ATLANTIS



Commander

All Atlantis troops you control gain +2 TP.

During the [SKIRMISH] phase, you may choose a troop which is not from Atlantis. That troop becomes maimed and loses 2 TP.

THE LEVIATHAN



Commander

All Leviathan Troops you control gain +2 TP.

Whenever you play your first spell each turn, draw a card from the spell deck.

ORGUS MK III.



Commander

All Calypso troops you control gain +2 TP.

Whenever you cycle an enemy troop, troops you control gain +1 TP this turn.

DON DOLPHIN



Commander

All Outlaw Troops you control gain +2 TP.

At the start of your turn, pick an opponent. You may take a card from that player at random.

GAMBLER GUPPY



Commander

You can't draw troop cards. You have 100 TS. At the start of your turn, flip a coin.

If heads, place the top 3 cards from the troop deck face down in front of you. If tails, put the top 1. Do not look.

If you have less slots available than you rolled for, instead fill up however many troop slots you have empty.

SAINT SALMON



Commander

All opponents gain +1 Gold/turn
All opponents can draw a free spell or troop card at the start of their turn.

You do not have TS constraints.

BONNIE AND CLYDE



Commander

You can only have up to two troops in play at once. If you have two troops in play, troops you control get +3 TP.

If you have one troop in play, when the [SURFACE] phase begins, reveal the top card of the troop deck. Put it in your empty troop slot. It's [SURFACE] abilities trigger.

CRAB BAG



Commander

Start the game with
4 additional troop cards
4 additional spell cards
and in your hand.

You only gain 3 gold per turn.

SWINDLERFISH



Commander

After putting cards face down, and right before [SURFACE], you can trade troops two times between any two players.

Troops you control that were traded, stole, or bribed gain +3 TP.

HARRY HOARDER



Commander

During the [SUBMERGE] phase, you may maim up to one troop you control.

Maimed troops you control get +3 TP for each additional turn they have been in play.

ESCAPIST EEL



Commander

During the [SURFACE] or [SKIRMISH] phase, before abilities are activated, you may pay 2 gold to return an un-maimed troop card you control to your hand. You can do this as many times as you'd like.

Gain +1 Gold/turn.

TAX COLLECTOR



Commander

All other players lose 1 gold per turn. You gain the difference.

THE CHOSEN



Commander

You can choose up to one troop you control to be your chosen this game.

That troop's base TP becomes 6, and does not cycle out after [SUBMERGE]. It has 3 armor, meaning people must cycle it out on 4 separate occasions in order to cycle it out.

SAM SHELLBACK



Commander

During the [SKIRMISH] phase, You may choose up to one troop you control. That troop gains 1 armor until the end of turn.

BARRY BULLSHARK



Commander

You may play troop cards as spells, where each troop increases a troop's TP by 4 until end of turn.

You may only play troop cards this way during the [SURFACE] phase.

DOC. FISHBONES



Commander

At the start of your turn, before setup, you can choose to not be able to spend any gold on drawing this turn, and instead search the discard pile for a troop or spell and put that in your hand.

THE SEER



Commander

At the start of your turn, pick a deck, troop or spell.

You may look at the top 3 cards of the deck you chose, choose one, and put it in your hand. Put the rest in the discard pile.

ALBACORE ALCHEMIST



Commander

The first spell you play each turn has double effect if it's effects are numerical.

































































