



M **Milk Lady Brown**

None of your Barnyard Animals may be bribed or sent back to the Creature Pen during combat. (This overrides any Spell that says they can be).

Vitality 5
9

0

Misc. Human

CMP

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M **Artemus Copycat**

Treat the text box of Artemus Copycat as exactly the same of his primary match-up opponent for the duration of combat.

Vitality 3
6

0

Misc. Human

CMP

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M **Goblins Master**

No secondary attack vs the Goblins Master. +3 vitality to Goblins and +1 to Goblins OCB. Only one per space per player.

Vitality 5
8

2

Misc. Human

CMP

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M **Web Master**

Can channel to Misc Human on the net, even Misc Human that normally cannot receive channelling. -3 vs Bugs

Vitality 4

0

Misc Human

CMP 3

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L **Flying Fish** **F**

7 pt. ranged attack in Seven Seas and Rivers and Lakes.

Vitality 2
5

1

Sea Monster

CMP

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S **Sea Horse**

When Sea Horse is in play and unbeaten, all Knights are +2 Vitality in Seven Seas.

Vitality 5

0

Sea Monster

CMP

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L **Sea Turtle**

Immune to secondary attackers with a Base Vitality of 5 or less.

Vitality 15

2

Sea Monster

CMP

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L **Kraken**

+ 4 Vitality in Seven Seas. + 2 Vitality in Rivers and Lakes.

Vitality 18

6

Sea Monster

CMP

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L **Tiger Shark**

+ 3 Vitality in Seven Seas. + 1 Vitality in Rivers and Lakes.

Vitality 8

3

Sea Monster

CMP

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