

## STANDARD BEARER



**Boat of Amon-Râ**

Type SHIP

When defending, the first Creature BEATEN under this Shield is healed. It applies only if another Creature of this Shield is still alive after combat.

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## STANDARD BEARER



**Skiff of the Devil**

Type SHIP

Demons and Devils under this Shield that are bribed go to the discard pile instead of the Creature Pen. Creatures beaten by Demons and Devils under this Shield are discarded too.

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## STANDARD BEARER



**Noah's Ark**

Type SHIP

After combat, a maximum of 2 beaten animals and/or Barnyard Animal under this Shield can go back to the Creature Pen instead of the discard pile.

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## STANDARD BEARER



**Sledge Drakkar**

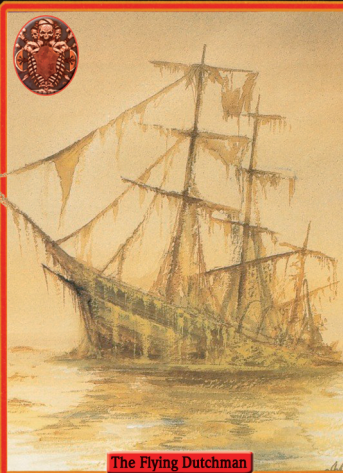
Type SHIP

Off Color Bonus of Creatures under this Ship applies against any Type of Creatures. In Ice Floe, +2 to this OCB.

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## STANDARD BEARER



**The Flying Dutchman**

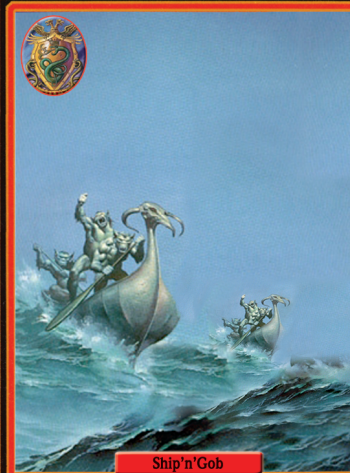
Type SHIP

For one Power Stone, no secondary attacker vs one Undead.

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## STANDARD BEARER



**Ship'n'Gob**

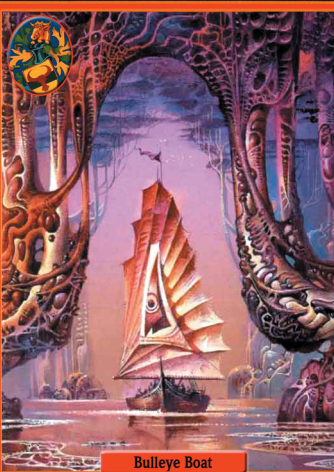
Type SHIP

Every time you and your opponent have the same bribery icon(s) on your creature's match up, gain one Power Stone.

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## STANDARD BEARER



**Bulleye Boat**

Type SHIP

Your opponent must show you his Combat Hand before combat begin, pay one Power Stone, if your opponent has a Standard Bearer, or nothing if it is a Shield.

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## STANDARD BEARER



**Ship of the Lost Souls**

Type SHIP

Before combat, pick any Undead from your discard pile, show your opponent this Creature and add it to your Combat Hand. After combat discard this Creature which doesn't count towards the space control.

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## STANDARD BEARER



**Voodoo Puppet**

Play as a Command Card. All Vitality bonuses of opponent creatures are ignored, except Terrains bonuses.

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