

Shiny Trinkets

0



Equipment



## Equipment

After this creature has rolled combat dice, its owner may choose one of its dice and re-roll it.



Equipment

## Equipment

After this creature's combat dice have been rolled, its combat total is reduced by 2.

## Equipment

When this creature becomes committed, its owner may discard up to three strategy cards. Then that player draws cards equal to the number discarded this way.

## Equipment

This creature's owner cannot transfer it during the Pre-Season phase unless he or she discards two strategy cards.



## Equipment

**Dominance:** The defending player must discard a card at random from their hand.



Equipment



## Equipment

When this creature defends, the attacking player chooses the type of fight.

## Equipment

**Dominance:** This creature's owner may choose to discard Fragmentation Maul. If they do, the defending creature's controller must transfer it. If it was committed, commit its replacement.

## Equipment

When this creature becomes committed, its owner may draw a strategy card.

## Equipment

After this creature has rolled combat dice, its owner may choose one of its dice and re-roll it. **Dominance:** Take an additional victory card.



## Equipment

**Dominance:** This creature's owner may choose one piece of equipment attached to any creature. Discard that equipment.

## Equipment

Opponents of this creature's owner may not choose it or its owner as an option for a scheme unless they discard 2 strategy cards (Multiple Cloaking Devices do not stack).



## Equipment

This creature cannot start a fight unless its owner discards a strategy card.

## Equipment

This creature's owner may not choose to transfer it during the pre-season phase.

This creature does not roll dice during combat. Instead, its combat total is set to 3 (before any modifiers are applied).

## Equipment

When this creature is fighting, immediately after the defending player has chosen the type of fight, its owner may transfer this creature. Attach all equipment attached to it to the new creature.



## Equipment

If this creature has made a challenge, its owner may play an extra two strategies this combat turn.

## Equipment

When this creature fights, its owner does not roll dice. Instead, for each dice its owner would roll, he or she may choose a number on that die.

## Equipment

When this creature is transferred, its owner may take two victory cards and then draw two strategy cards.