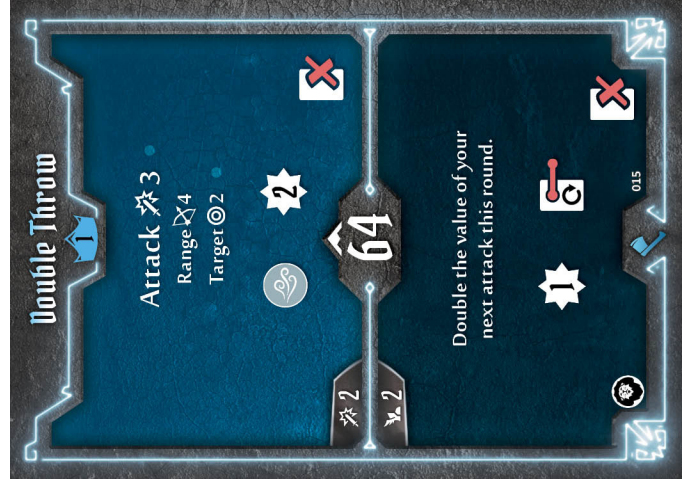






Follow Through

Attack ⚔ 2
Range ⚔ 4
Add +2 Attack ⚔ and gain 🏆 if the target has your Favorite token.

Move 🏃 2
.....
PUSH ➡ 2
Target one adjacent enemy
.....
🚫: Move 🏃 2

018

Power Pitch

Attack ⚔ 6
Range ⚔ 3
2

60

Move 🏃 3
.....
🌀

017

Disorienting Barrage

Attack ⚔ 1
Range ⚔ 3
Target 🎯 3
MUDDLE ?

51

Move 🏃 2
.....
All adjacent enemies suffer 1 damage.

Move 🏃 1
.....
All adjacent enemies suffer 2 damage.

Move 🏃 1
.....
🏆

016

Extra Lift

Attack ⚔ 2
Range ⚔ 3
🚫: +1 Attack ⚔, +2 Range ⚔, 🏆

21

Move 🏃 4
.....
On your next four Move abilities, add +2 Move 🏃.

021

Care Package

Attack ⚔ 2
Range ⚔ 3
.....
Heal 💧 2
Target one ally adjacent to the target of the attack

30

Move 🏃 3
.....
Heal 💧 1
Range ⚔ 1
🌿

020

Second Wind

Heal 💧 6
Self
2

18

Move 🏃 3
.....
Add +2 Move 🏃 and gain 🏆 if you killed an enemy this round.

019



Ricochet

Attack ⚔️ 2
Range ⚔️ 3
.....
Attack ⚔️ 2

Target a different enemy within Range ⚔️ 2 of the target of the previous Attack ability

56

On your next four attacks when possible, one enemy adjacent to the target suffers 2 damage.

8

2

2

024

Repeat Shot

Attack ⚔️ 3
Range ⚔️ 3

Add +2 Attack and gain 🛡️ if the target has your Favorite token.

31

Attack ⚔️ 5
Range ⚔️ 3

🛡️

2

2

023

Fancy Hat

Move 🏃 3
.....
Shield 🛡️ 2

🛡️

12

Add +1 Attack ⚔️ to all your attacks this round.

🛡️

2

2

022

Ripped From the Flesh

Loot 🗑️ 1
.....

If an adjacent enemy has your Favorite token, you may return the token to its card. If you do, the adjacent enemy suffers 2 damage and gains WOUND 🩸

20

Heal 🩸 3
Range ⚔️ 2

Add STRENGTHEN 📈 and gain 🛡️ if you killed an enemy this round.

🛡️

2

2

027

Sharpened Blades

On your next five attacks, add +1 Attack ⚔️ and WOUND 🩸

8

1

1

44

Move 🏃 4
🛡️: +2 Move 🏃

2

2

026

Fearsome Efficiency

Attack ⚔️ 6
Range ⚔️ 4

If this attack kills the target, one enemy adjacent to the hex in which it died suffers X damage, where X is the amount of damage the target would have suffered in excess of what was needed to kill it.

58

Attack ⚔️ 1
Range ⚔️ 3

Add +2 Attack ⚔️ and gain 🛡️ if you killed an enemy this round.

🛡️

2

2

025



Flesh Shield

Any time you suffer damage, you may have one of your summoned allies suffer the damage instead.

2

42

The next time one of your summoned allies takes damage this round, negate the damage, and you suffer 1 damage.

000

Wretched Advance

All summoned allies may perform:

Move ♣ +1
Attack ♣ +0

with you controlling the actions.

Suffer 2 damage.

2

52

One of your summoned allies may perform:

Move ♣ 6
Jump ♣

with you controlling the action.

POISON

Target all enemies moved through

000

Overwatch

Attack ♣ 3
Range ♣ 4

♣ : +1 Attack ♣, +1 Range ♣

40

The next five times an enemy ends a Move ability within Range ♣ 5, perform an "Attack ♣ 2, Range ♣ 5" action targeting that enemy.

8

028

Thresh and Flail

Attack ♣ 1
.....
Attack ♣ 2
.....
Attack ♣ 3

52

Move ♣ 3
.....
PUSH

Affect all adjacent allies and enemies

023

Fire Bugs

Attack ♣ 3
Range ♣ 3
Target ♣ 4

♣ : MUDDLE ♣
♣ : +1 Attack ♣

55

Move ♣ 4

028

Mandible Storm

Attack ♣ 3
CURSE

IMMOBILIZE
Self

30

Move ♣ 4
♣ : +1 Move ♣, Jump ♣
.....
Shield ♣ 2
Self

♣ : +1 Shield ♣

021

