

Universal Abilities

Available unless stated otherwise

Move ♠

Move 2 hexes.

Dash ♥

♥ or ♦: Move 1 hex.

Repeatable

If dashed next to an enemy, it counts as a charge. Gain charge bonus (+1 card drawn for the next melee attack, increased by Brutal Charge and reduced by enemy Charge Defence. Note that charge bonus can become negative.)

Punch ♥

Melee: 1

♥₈₊: ♣

Each empty hand has this ability.

Battlefield Calculus ♣

♣: ♣ 1.

Repeatable, cannot use while in melee.

You may then choose to shuffle the draw deck.

Recuperate ♠ Support: Self

♠₈₊: Heal ♣, cannot use while in melee.

Armour Checks

Armour checks happen when a unit suffers a hit while they have un-pierced armour.

To make an armour check, immediately execute the following action at no action cost:

Hold Fast (Draw equal to effective ♥ points)

♠: Ignore all the wounds. Note that you still suffer any other effects the attack may apply.

♠♠: The armour deflected the attack! Ignore the wounds *and* the effects.

Each un-pierced armour point allows you to draw 1 card each time the unit is hit.

Jokers and Queens still trigger their effects if drawn.

Universal Abilities

Available unless stated otherwise

Move ♠

Move 2 hexes.

Dash ♥

♥ or ♦: Move 1 hex.

Repeatable

If dashed next to an enemy, it counts as a charge. Gain charge bonus (+1 card drawn for the next melee attack, increased by Brutal Charge and reduced by enemy Charge Defence. Note that charge bonus can become negative.)

Punch ♥

Melee: 1

♥₈₊: ♣

Each empty hand has this ability.

Battlefield Calculus ♣

♣: ♣ 1.

Repeatable, cannot use while in melee.

You may then choose to shuffle the draw deck.

Recuperate ♠ Support: Self

♠₈₊: Heal ♣, cannot use while in melee.

Armour Checks

Armour checks happen when a unit suffers a hit while they have un-pierced armour.

To make an armour check, immediately execute the following action at no action cost:

Hold Fast (Draw equal to effective ♥ points)

♠: Ignore all the wounds. Note that you still suffer any other effects the attack may apply.

♠♠: The armour deflected the attack! Ignore the wounds *and* the effects.

Each un-pierced armour point allows you to draw 1 card each time the unit is hit.

Jokers and Queens still trigger their effects if drawn.