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
You may then choose to shuffle the draw deck.

Recuperate ♠   Support: Self
♠₈₊: Heal 🌙

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.