

Strategic Analysis

0

Event

Prevent the use of an Event.

Lucky Shot

1

Event

3 damage directly to any target.

Battle Damage

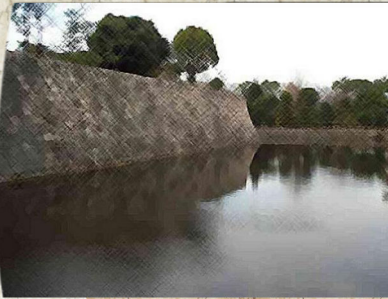
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Event

Remove a Modifier from play.

Moat

1



Modifier

-
+3 +0/+3/+0
Can only play on a Wall.

Ramparts

1



Modifier

Increase direct damage inflicted by characters on your side by 1.
Can only play on a Wall.

Wall

4

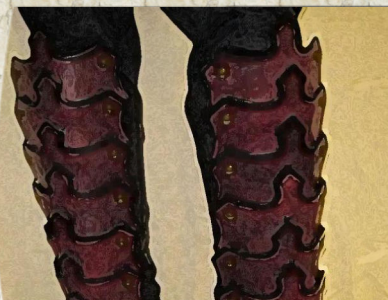


Character

0
8 Wall. Cannot attack. Speed is not factored in battle. Walls cannot block at inside locations.

Greaves

1



Modifier

-
+1 +0/+1/+0
Cannot be used by Mutations.

Bow and Arrows

2



Modifier

Use to inflict 1 damage directly to any target.
Cannot be used with any other weapons. Cannot be used by Mutations.

Sword

1



Modifier

+2
- +2/+0/+0
- Cannot be used with any other weapons. Cannot be used by Mutations or Elewo.

Gauntlets

1



Modifier

-
+1 +0/+1/+0
Cannot be used by Mutations.

New Rules

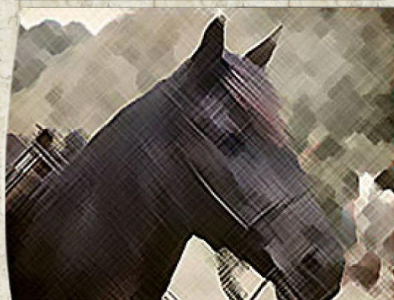
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Event

Target player shuffles entire hand back into deck and draws 7 new cards from top of deck.

Horse

1



Modifier

+2
+1 +2/+1/+2
Cannot be used by Mutations.

Ride Out The Storm

1

Event

Remove target Element from play.

Burn Location

1



Event

Remove target location from play.

Cup of Water

0

Event

Target character gains Preemptive Attack against target Mutation or remove Preemptive Attack from attacking Mutation.

Return to Location

1

Event

Retrieve a Location from the discard pile and put it directly into play.

Helm of Leadership

1



Modifier

Leader.

For The Greater Good

1

Modifier

Remove this character from play during your attack to kill target character or deal 5 damage to opponent.

Greater love has no one than this: to lay down one's life for one's friends.

Rebirth

0

Event

Remove a target persona from play to play the same persona from your hand, provided you have the necessary resources available. The new persona comes into play in the same state that the old one left.

Siege Tower

1



Event

Allow speed to be a factor against target wall during an attack. Wall's unmodified speed is 0.

Siege Engine

3



Event

Remove target wall from play.