

Alpha 8

R

Dodge

1 2 3
6 1 3
5 4
2

2

R/2

Reduce Physical or Ethereal Damage, OR Counter a Two-Handed Weapon Card of Melee Damage. Cannot be in a deck with Heavy Armor or Large Shields. Maximum of 2 Dodge Cards in a deck with Medium Armor or Medium Shields (exceptions noted elsewhere).

Skill All

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Skill All

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Alpha 8

Leadership

1 2 3
6 N 3
5 4

1 2 3
6 B 3
5 4

Play R Intellect Cards to affect R additional Allies

Affects R/2 Allies of your choice. Affected Allies can each play an additional Card or take an additional Action on their following Turn regardless of Round.

Human, Warrior, or Priest

Skill 3

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Leadership

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Human, Warrior, or Priest

Skill 3

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Alpha 8

4

Archery Expert



Choose one: Add 4 Damage to a Physical Ranged Attack, OR Attack in Melee Distance with a Physical Ranged Attack. You can play this card by itself for 2 Physical Ranged Damage

Warrior or Elf

Class Skill

1

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4

Archery Expert



Choose one: Add 4 Damage to a Physical Ranged Attack, OR Attack in Melee Distance with a Physical Ranged Attack. You can play this card by itself for 2 Physical Ranged Damage

Warrior or Elf

Class Skill

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Warrior or Elf

Class Skill

1

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Alpha 8

4

Expert Thrower



Add 4 Damage to a Physical Thrown Attack. You can play this card by itself for 2 Physical Thrown Damage

Warrior, Rogue, or Halfling

Class Skill

2

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Alpha 8

4

Expert Thrower



Add 4 Damage to a Physical Thrown Attack. You can play this card by itself for 2 Physical Thrown Damage

Warrior, Rogue, or Halfling

Class Skill

2

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Warrior, Rogue, or Halfling

Class Skill

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Warrior, Rogue, or Halfling

Class Skill

2

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Alpha 8

4

Defensive Style

1 2 3 4 5 6 B

Warrior or Dwarf

Class Skill

2

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Add 4 Defense to a Shield or Armor Card that You Play. You can play this Card by itself for 2 Defense

Alpha 8

4

Defensive Style

1 2 3 4 5 6 B

Warrior or Dwarf

Class Skill

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Add 4 Defense to a Shield or Armor Card that You Play. You can play this Card by itself for 2 Defense

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R

Shield Bash

1 2 3 4 5 6 N

2

Warrior, Shield Equipped

Class Skill

1

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Discard a Shield Card. Target takes Physical Damage as noted, and Target loses their next Action. You can Play another Physical Melee Attack Card. Play this Card by itself for 2 Damage.

Agility Attribute Card or Dodge Card.

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Shield Bash

1 2 3 4 5 6 N

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Warrior, Shield Equipped

Class Skill

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Agility Attribute Card or Dodge Card.

100

Alpha 8

Sneak

12
6N3
54

Int Attribute Card or Opponent/Foe matching
^v of this Card.

Rogue or Halfling

Class Skill

1

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Alpha 8

Sneak

12
6N3
54

Int Attribute Card or Opponent/Foe matching
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Int Attribute Card or Opponent/Foe matching
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Rogue or Halfling

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Alpha 8

Riposte

12
6B3
54
3

The Weapon Card or Attribute Card of the
Weapon used to attack you.

Warrior

Class Skill

2

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Alpha 8

Riposte

12
6B3
54
3

The Weapon Card or Attribute Card of the
Weapon used to attack you.

Warrior

Class Skill

2

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Alpha 8

Riposte

12
6B3
54
3

The Weapon Card or Attribute Card of the
Weapon used to attack you.

Warrior

Class Skill

2

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Alpha 8

Riposte

12
6B3
54
3

The Weapon Card or Attribute Card of the
Weapon used to attack you.

Warrior

Class Skill

2

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Alpha 8

Parry

Discard a Weapon Card from your Hand. Counter a single Physical Melee Weapon Card that is attacking You. You may Play 2 Parry Cards if you are Dual Wielding and Discard those 2 Weapon Cards. Play this Card by itself for 2 Physical Defense.

The Weapon Card or Attribute Card of the Weapon used to attack you.

Warrior, Rogue

Class Skill 2

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Warrior, Rogue

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The Weapon Card or Attribute Card of the Weapon used to attack you.

Warrior, Rogue

Class Skill 2

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Alpha 8

Intercept

If you are next to an Ally, you may redirect a Physical Attack to yourself. You may also play a Shield or Armor Card. Play this Card by itself for 2 Physical Defense.

Warrior

Class Skill 2

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Alpha 8

Dual Wield Expert

Lv/2

2
B
3
5/4

Warrior

Class Skill

3

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Play 2 Agility Cards to use this Card in Rounds 1 or 6

Add Lv/2 DMG to both Weapon Cards played as a Dual Wield Attack. If you only Play one Weapon Card this Turn then add Damage as stated plus 2. Play this Card by itself for 2 Damage. You may split the total damage of this Card between two Targets.

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Dual Wield Expert

Lv/2

2
B
3
5/4

Warrior

Class Skill

3

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Lv/2

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Class Skill

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Extra Attack

Lv/2

2
B
3
5/4

Warrior

Class Skill

3

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Playable only during the Primary Round of the Physical Attack Card. Play this Card after playing a Physical Attack Card. Play an additional Physical Attack Card. Play this Card by itself for 2 Physical Damage at the Distance of your primary Weapon.

Alpha 8

Extra Attack

Lv/2

2
B
3
5/4

Warrior

Class Skill

3

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Playable only during the Primary Round of the Physical Attack Card. Play this Card after playing a Physical Attack Card. Play an additional Physical Attack Card. Play this Card by itself for 2 Physical Damage at the Distance of your primary Weapon.

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Lv/2

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