

**Dagger**

3  
12  
6 N 3  
5 4  
2

Melee or Thrown. To throw you must declare the attack as Thrown. Can be used in a Grapple.

Equipment: Weapon S All

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**Dagger**

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Alpha 8

7

1 2  
6 N 3  
5 4  
3

Greatsword



Halve the Damage Reduction (DEF) of Light Armor or Medium Armor. Requires 2 hands to wield.

Equipment: Weapon XL All

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Alpha 8

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1 2  
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5 4  
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Alpha 8

## Handaxe



If declared as Thrown play an Agility Card to Counter an Opponent's Shield. Opponent may play the appropriate Attribute Card to Re-Counter.

Melee or Thrown. To throw you must declare the attack as Thrown.



Equipment: Weapon

M All

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Alpha 8

## Handaxe



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M All

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Alpha 8

9

1 2  
6 N 3  
5 4  
3

Greataxe



Halve the Damage Reduction (DEF) of Light Armor or Medium Armor. Requires 2 hands to wield.

Equipment: Weapon XL All

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Alpha 8

9

1 2  
6 N 3  
5 4  
3

Greataxe



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Equipment: Weapon XL All

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Alpha 8

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Alpha 8

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5 4  
3

Greataxe



Halve the Damage Reduction (DEF) of Light Armor or Medium Armor. Requires 2 hands to wield.

Equipment: Weapon XL All

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**Hammer**

3

1 2  
6 N 3  
5 4  
2

2

1

★ If declared as Thrown play an Agility Card to Counter an Opponent's Shield. Opponent may play the appropriate Attribute Card to Re-Counter.

Melee or Thrown. Halve the Damage Reduction (DEF) of Shields in Melee Range. To throw you must declare the attack as Thrown.

Equipment: Weapon M All

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**Hammer**

3

1 2  
6 N 3  
5 4  
2

2

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★ If declared as Thrown play an Agility Card to Counter an Opponent's Shield. Opponent may play the appropriate Attribute Card to Re-Counter.

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1 2  
6 N 3  
5 4  
2

2

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Equipment: Weapon M All

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Warhammer



5  
1 2  
6 N 3  
5 4  
2

6

6B You can use a Warhammer in two hands during Rounds 5 and 6, for 6 damage. You must have both hands free to do so.

Halve the Damage Reduction (DEF) of Shields

Equipment: Weapon L All

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Warhammer



5  
1 2  
6 N 3  
5 4  
2

6

6B You can use a Warhammer in two hands during Rounds 5 and 6, for 6 damage. You must have both hands free to do so.

Halve the Damage Reduction (DEF) of Shields

Equipment: Weapon L All

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Warhammer



5  
1 2  
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2

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Halve the Damage Reduction (DEF) of Shields

Equipment: Weapon L All

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Information Card

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Halve the Damage Reduction (DEF) of Shields

Equipment: Weapon L All

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Alpha 8

8

12

6N3

54

3





Requires 2 hands to wield. Halve the Damage Reduction (DEF) of Shields and Armor.

Equipment: Weapon

XL All

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Alpha 8

8

12

6N3

54

3





Requires 2 hands to wield. Halve the Damage Reduction (DEF) of Shields and Armor.

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Alpha 8

8

12

6N3

54

3





Requires 2 hands to wield. Halve the Damage Reduction (DEF) of Shields and Armor.

Equipment: Weapon

XL All

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Alpha 8

8

12

6N3

54

3





Requires 2 hands to wield. Halve the Damage Reduction (DEF) of Shields and Armor.

Equipment: Weapon

XL All

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Alpha 8

4

12  
6N3  
54  
2

Shortbow



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield.

Equipment: Weapon M All

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Alpha 8

4

12  
6N3  
54  
2

Shortbow



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield.

Equipment: Weapon M All

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Alpha 8

4

12  
6N3  
54  
2

Shortbow



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield.

Equipment: Weapon M All

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Alpha 8

4

12  
6N3  
54  
2

Shortbow



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield.

Equipment: Weapon M All

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Alpha 8

4

12  
6N3  
54  
2

Shortbow



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Equipment: Weapon M All

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Alpha 8

4

12  
6N3  
54  
2

Shortbow



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield.

Equipment: Weapon M All

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Alpha 8

5

1 2  
6 N 3  
5 4  
2

Longbow



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield.

Equipment: Weapon L All

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5

1 2  
6 N 3  
5 4  
2

Longbow



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield.

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and Indigenous American  
owned & operated.  
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Information Card

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Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield.

Equipment: Weapon L All

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## Hand Crossbow



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Can be fired one-handed. Cannot be dual-wielded with another Ranged Distance Weapon. Requires a free hand to reload. You can reload immediately before or after firing, or pre-load this weapon.



Equipment: Weapon

S All

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Equipment: Weapon

S All

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## Crossbow

7  
1 2  
6 N 3  
5 4  
2



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield. Requires a free hand to reload. You can reload immediately before or after firing, or pre-load this weapon.



Equipment: Weapon

M All

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## Crossbow

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1 2  
6 N 3  
5 4  
2



Ranged Weapon: Halve the Damage Reduction (DEF) of Armor. Requires 2 hands to wield. Requires a free hand to reload. You can reload immediately before or after firing, or pre-load this weapon.



Equipment: Weapon

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7  
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2



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Equipment: Weapon

M All

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**Pike**

Requires 2 hands to wield. Halve the Damage Reduction (DEF) of Armor. Not throwable, but can reach into Thrown Distance. Can be Parried at Melee and Thrown Distance.

Equipment: Weapon XL All

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**Pike**

Requires 2 hands to wield. Halve the Damage Reduction (DEF) of Armor. Not throwable, but can reach into Thrown Distance. Can be Parried at Melee and Thrown Distance.

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Equipment: Weapon XL All

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**Small Shield**

Reduce Physical Damage or Counter 1 Weapon Card of Ranged/Thrown Damage. Cannot be used with a Two-Handed Weapon or Dual Wielding. Cannot be used in a Grapple.

Equipment: Shield

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**Small Shield**

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Equipment: Shield

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Alpha 8

**Light Armor**

Reduce Physical Damage

Equipment: Armor

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**Light Armor**

Reduce Physical Damage

Equipment: Armor

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Alpha 8

**Light Armor**

Reduce Physical Damage

Equipment: Armor

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Alpha 8

**Light Armor**

Reduce Physical Damage

Equipment: Armor

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Alpha 8

**Medium Shield**

Reduce Physical Damage or Counter 2 Weapon Cards of Ranged/Thrown Damage. Cannot be used with a Two-Handed Weapon or Dual Wielding. Maximum of 2 Dodge Cards allowed in this Deck (Race/Class Card excepting). Cannot be used in a Grapple.

Equipment: Shield

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Alpha 8

**Medium Shield**

Reduce Physical Damage or Counter 2 Weapon Cards of Ranged/Thrown Damage. Cannot be used with a Two-Handed Weapon or Dual Wielding. Maximum of 2 Dodge Cards allowed in this Deck (Race/Class Card excepting). Cannot be used in a Grapple.

Equipment: Shield

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Alpha 8

**Medium Shield**

Reduce Physical Damage or Counter 2 Weapon Cards of Ranged/Thrown Damage. Cannot be used with a Two-Handed Weapon or Dual Wielding. Maximum of 2 Dodge Cards allowed in this Deck (Race/Class Card excepting). Cannot be used in a Grapple.

Equipment: Shield

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**Medium Shield**

Reduce Physical Damage or Counter 2 Weapon Cards of Ranged/Thrown Damage. Cannot be used with a Two-Handed Weapon or Dual Wielding. Maximum of 2 Dodge Cards allowed in this Deck (Race/Class Card excepting). Cannot be used in a Grapple.

Equipment: Shield

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**Medium Armor**

Reduce Physical Damage. Maximum of 2 Dodge Cards allowed in this Deck (Race/Class Card excepting)

Equipment: Armor

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**Medium Armor**

Reduce Physical Damage. Maximum of 2 Dodge Cards allowed in this Deck (Race/Class Card excepting)

Equipment: Armor

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Alpha 8

**Medium Armor**

Reduce Physical Damage. Maximum of 2 Dodge Cards allowed in this Deck (Race/Class Card excepting)

Equipment: Armor

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Alpha 8

**Medium Armor**

Reduce Physical Damage. Maximum of 2 Dodge Cards allowed in this Deck (Race/Class Card excepting)

Equipment: Armor

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Alpha 8

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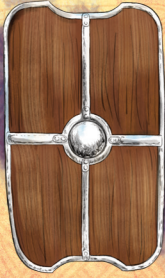
Information Card

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## Large Shield



Reduce Physical Damage or Counter 3 Weapon Cards of Ranged/Thrown Damage. Cannot be used with a Two-Handed Weapon or Dual wielding. Cannot be in a Deck with Dodge or any type of Sneak Cards. Cannot be used in a Grapple.



Equipment: Shield

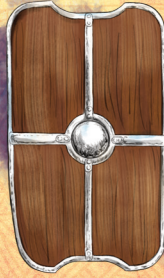
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## Large Shield



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Equipment: Shield

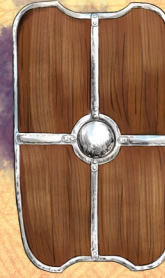
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Equipment: Shield

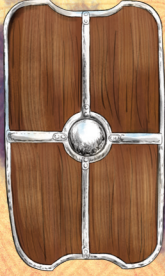
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## Large Shield



Reduce Physical Damage or Counter 3 Weapon Cards of Ranged/Thrown Damage. Cannot be used with a Two-Handed Weapon or Dual wielding. Cannot be in a Deck with Dodge or any type of Sneak Cards. Cannot be used in a Grapple.



Equipment: Shield

L All

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## Heavy Armor



Reduce Physical Damage. There cannot be any Dodge or any type of Sneak Cards in this Deck



Equipment: Armor

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## Heavy Armor



Reduce Physical Damage. There cannot be any Dodge or any type of Sneak Cards in this Deck



Equipment: Armor

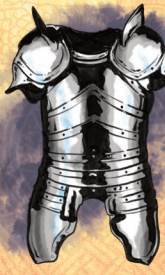
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## Heavy Armor



Reduce Physical Damage. There cannot be any Dodge or any type of Sneak Cards in this Deck



Equipment: Armor

All

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## Heavy Armor



Reduce Physical Damage. There cannot be any Dodge or any type of Sneak Cards in this Deck



Equipment: Armor

All

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