Ace

1. Worth: 1 point
2. Scuttle: Ace of \_\_\_\_\_ and lower
3. One-Off: Wipe points

Two

1. Worth: 2 points
2. Scuttle: Two of \_\_\_\_ and lower
3. One-Off: Destroy target rune
4. One-Off: Counter target one-off

Three

1. Worth: 3 points
2. Scuttle: Three of \_\_\_\_\_ and lower
3. One-off: Gain a card from the scrap

Four

1. Worth: 4 points
2. Scuttle: Four of \_\_\_\_\_ and lower
3. One-off: Choose one opponent, they discard two cards

Five

1. Worth: 5 points
2. Scuttle: Five of \_\_\_\_\_ and lower
3. One-off: Draw two cards

Six

1. Worth: 6 points
2. Scuttle: Six of \_\_\_\_\_ and lower
3. One-off: Wipe runes

Seven

1. Worth: 7 points
2. Scuttle: Seven of \_\_\_\_\_ and lower
3. One-off: Reveal top two deck cards, play one, return the other

Eight

1. Worth: 8 points
2. Scuttle: Eight of \_\_\_\_\_ and lower
3. Rune: Reveal an opponent’s hand

Nine

1. Worth: 9 points
2. Scuttle: Nine of \_\_\_\_\_ and lower
3. One-off: Return an opponent’s card to their hand, it’s unplayable next turn

Ten

1. Worth: 10 points
2. Scuttle: Ten of \_\_\_\_\_ and lower

Jack

1. Rune: Steal target point

Queen

1. Rune: Your other cards can’t be targeted

King

1. Rune: Reduce your points to win: 14/10/7/0

**Text Words**

Worth

Scuttle

One-off

Rune

**Keywords**

Wipe

Destroy

Worth