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|---|---|---|
| <h3>Light Attack</h3> <p><b>Resolve:</b><br/>Deal 1 point of damage.</p> <p> 2 </p>   | <h3>Medium Attack</h3> <p><b>Resolve:</b><br/>Deal 2 points of damage</p> <p> 2 </p>   | <h3>Heavy Attack</h3> <p><b>Resolve:</b><br/>Deal 4 points of damage.</p> <p> 3 </p>  |
| <h3>Parry</h3> <p><b>Resolve:</b><br/>If the opposing lane is resolving any attacks this turn, negate any effects and damage. The wielders of these weapons lose 5 Stamina. Otherwise, you lose 2 stamina. This negates unblockable attacks.</p> <p> 2 </p> | <h3>Block</h3> <p><b>Resolve:</b><br/>If the opposing lane is resolving any attacks this turn, negate up to 2 points of damage and any additional modifier effects. The wielders of these weapons lose 2 Stamina.</p> <p> 1 </p> | <h3>Guard Break</h3> <p><b>Resolve:</b><br/>If your target is resolving a Defense card this turn, the target loses 7 stamina. If you take damage this turn, lose an additional 3 Stamina. This card cannot be adjacent to an Attack.</p> <p> 3 </p> |
| <h3>Rest</h3> <p><b>Resolve:</b><br/>The owner of this card regenerates up to 5 Stamina, then return this card to your hand. If you take damage while this card is being resolved, regenerate 2 Stamina instead.</p> <p> 0 </p>                             | <h3>Stunning Strike</h3> <p><b>Modifier:</b><br/>Target returns an unresolved attack to their hand and discards any modifiers applied to it.</p> <p> 3 </p>  | <h3>Telegraphed Swing</h3> <p><b>Modifier:</b><br/>Do not move forward this turn. Discard this modifier after Movement phase.</p> <p> 3 </p>  |



## Crushing Blow

### Modifier:

Target loses 5 Stamina.



## Unrelenting

### Modifier:

Ignore Block and Stunning Strike.



## Chained Block

### Modifier:

If the attached card is resolved, the wielder may immediately play Block without spending any stamina.



## Half-Sword

### Modifier:

Deal an additional 2 points of damage.



## Commitment

### Modifier:

The wielder of this weapon regenerates 6 Stamina.



## Heightened Senses

### Action:

Draw two cards from the Proficiencies deck.



## Feint

### Action:

Return your Weapon to your hand, along with any Modifiers. You may immediately play a Weapon card.



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## Feint

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## Frenzy

### Action, Passive:

While your team is down a player, you regenerate up to 2 Stamina every turn. Blocking or Parrying an attack will cause the attacker to lose an additional 2 Stamina.



## Battlecry

### Action:

If your team is down a player, remove any enemy Weapons from the board and discard any modifiers. The wielders of these weapons lose 7 Stamina.

