





# ATTACK

Deal 1 damage to a player.



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# BACKSTAB

Deal 1 damage to a player.  
Ignore attack limit.



# BACKSTAB

Deal 1 damage to a player.  
Ignore attack limit.



# BACKSTAB

Deal 1 damage to a player.  
Ignore attack limit.



# CAPTURE

Steal another player's  
*building.*



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Steal another player's  
*building.*



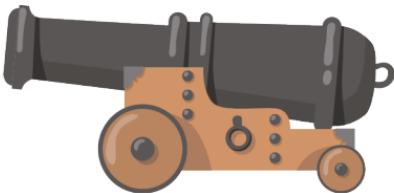
# CAPTURE

Steal another player's  
*building.*



# CAPTURE

Steal another player's  
*building.*



# DESTROY

Remove a **building** and  
all copies of it from a player.



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all copies of it from a player.



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Remove a **building** and  
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# HEIST

Switch hands with  
another player.



# PLUNDER

Steal a random card  
from another player's hand.



# PLUNDER

Steal a random card  
from another player's hand.



# SABOTAGE

Discard 2 random cards  
from a player's hand.



# SPY

Reveal another player's  
hand to you.



# DEFEND

Block an **offensive** card used  
against ANY player.



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# GOODY BAG

Draw 2 cards.  
Ignore hand size.



# GOODY BAG

Draw 2 cards.  
Ignore hand size.



# GOODY BAG

Draw 2 cards.  
Ignore hand size.



# GOODY BAG+

Draw 3 cards.  
Ignore hand size.



# BARRACKS

Increase your attack  
limit by 1.



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Increase your attack  
limit by 1.



# BARRACKS

Increase your attack  
limit by 1.



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limit by 1.



# BARRACKS

Increase your attack  
limit by 1.



# FARM

Increase your hand size by 1.



# FARM

Increase your hand size by 1.



# FARM

Increase your hand size by 1.



# FARM

Increase your hand size by 1.



# FORT

Discard to block all damage  
from a card.



# FORT

Discard to block all damage  
from a card.



# SPELL TOWER

ALL players can use [spells](#).

Increase your **ATTACK**  
damage by 1.



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Increase your **ATTACK**  
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ALL players can use [spells](#).

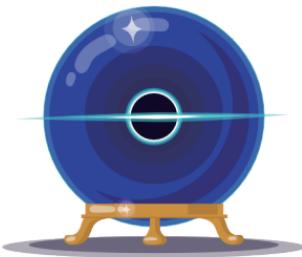
Increase your **ATTACK**  
damage by 1.



# BARRIER

A **SPELL TOWER** must be present to use this.

You cannot be targeted until your next turn.



# BLACK HOLE

A **SPELL TOWER** must be present to use this.  
Destroy **ALL** player buildings.



# BLOOD MAGIC

A **SPELL TOWER** must be present to use this.  
Switch health with another player.



# NULLIFY

A **SPELL TOWER** must be present to use this.

Block ANY card played at ANY time.