



## AGGRESSIVE DEFENCE

*'Come closer, dear heart...' - the Briar Queen*

**Reaction:** Play this during an Attack action that targets a friendly fighter, before the attack roll. You cannot make a defence roll, but the target of the Attack action cannot be driven back. After the Attack action, if the friendly fighter survives, immediately make an Attack action with that fighter that targets their attacker.

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## DAMNING PACT

*'Dark Gods! I offer unto you my heart's blood. Now let fly your wrath!' - Theddra*

Choose a friendly wizard. They suffer 1 damage. The first time they attempt to cast a spell before the next power step, any fighter damaged by that spell suffers 1 additional damage.

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## HAYMAKER

*'My grandsire taught me how to punch, and he once felled a troggoth!' - Mad Maegrim*

+2 Dice for the first Attack action made by a friendly fighter in the next activation. You cannot make defence rolls for that fighter. The latter effect persists until that fighter is out of action or the end of the round, whichever happens first.

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## BAFFLING ILLUSION

*In Shadespire, you can't even trust your eyes.*

The first time a fighter would make a Move action in the next activation, their player instead Scatters X from the hex that fighter occupies, and pushes the fighter along the chain to the end hex. X is the fighter's Move characteristic. If the fighter cannot be pushed into a hex, the push ends in the last hex in the chain they can occupy. Place a Move token next to that fighter.

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## DANCING WITH DEATH

*The whirl of a close-fought melee can have a strange beauty. It soon turns to ugliness.*

**Reaction:** Play this after an Attack action that targets a friendly fighter and fails. You can push the target up to two hexes.

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## INSTINCTIVE DENIAL

*A will of iron can sometimes be better protection than a suit of sigmarite armour.*

**Reaction:** Play this when an enemy fighter adjacent to a friendly fighter casts a spell, before the spell is resolved. Roll a defence dice. On a roll of or that spell is not cast.

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## CENTRE OF ATTENTION

*Sometimes it's good to be right in the middle of things - battle being a notable exception.*

Choose a fighter and push all other fighters that are within two hexes of that fighter up to one hex so that they are closer to that fighter in an order you choose. If a fighter cannot be pushed in this way, do not push them.

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## EMBOLDENED

*'Ha! They ain't so tough! We got 'em where we wants 'em, ladz!' - Zarbag*

**Reaction:** Play this after an Attack action that targets a friendly fighter and fails. Remove up to one wound token from that fighter's fighter card.

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## LETHAL WARD

*Some of Shadespire's haunted relics have a life of their own - and power enough to kill.*

Choose an objective token. Any fighter in the same hex as that token suffers 1 damage.

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### QUICK EXCHANGE

*'Bait, switch, and hack.' - Targor to Arnulf, prior to the decapitation of Sir Valorine*

Choose two adjacent friendly fighters who each have at least one upgrade that could be applied to the other fighter. Take an upgrade from each fighter and apply it to the other fighter. Each fighter must be eligible for that upgrade.

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### REGAL VISION

*The echoes of futures yet to come can inspire hope as well as strike fear into the heart.*

Choose a friendly fighter that is holding an objective. That fighter becomes Inspired.

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### REVOKE

*'An improperly obtained grudge-clause shall be subject to immediate revocation.'*  
- Amendment 36 of the Kharadron Code

Choose one persisting ploy. That ploy is discarded.

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### SPIKED SURFACE

*In Shadespire, the walls have ears. Sometimes they also have spikes.*

**Reaction:** Play this during a friendly fighter's Attack action in which the target fighter is trapped and is in an edge hex and/or adjacent to a blocked hex. The target fighter suffers 1 damage.

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### SUDDEN PARANOIA

*'You all call me paranoid when my tail is turned, yes-yes?' - Skritch Spiteclaw*

Enemy fighters cannot provide support during the first Attack action in the next activation.

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### UNCHECKED ENERGY

*Some shadeglass-rich sites can discharge the vital force of those trapped within the mirrors.*

Choose a lethal hex. Roll an attack dice for each fighter in or adjacent to that hex. On a roll of 7 or 8 the fighter being rolled for suffers 1 damage.

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