

# PENANCE

## Nomad Collective - Complete Card Deck Design

Absolution Through Steel

Generated deck-equipment-system

# Nomad Collective - Complete Card Deck Design

**Faction Motto:** "We move. We adapt. We survive. That is enough."

**Playstyle:** Ultra-mobile striker, opportunistic damage, hit-and-run tactics, salvage-focused

**Core Mechanic:** Improvisation - Movement mastery, salvage economy, unpredictable tactics

**Frame Type:** Scout (6 SP per turn)

## Design Philosophy

The Nomad Collective embodies survival through motion. Every card reflects their philosophy:

- **Movement is Life:** 60% of cards involve movement or positioning
- **Improvisation:** Scavenged gear, adaptive tactics, unpredictable effects
- **Opportunism:** Punish enemy mistakes and weaknesses
- **No Attachments:** Efficient card cycling, resource flexibility
- **Convoy Culture:** Team support options for pack tactics
- **Survival Over Glory:** Tactical retreats are valid strategies

# FACTION CARDS (10 Total - Players Choose 6)

## 1. Ghost Step

- **Type:** Reactive-Movement
- **Cost:** 0 SP
- **Range:** Self
- **Effect:** Play after making an attack. Move up to 2 hexes in any direction. Free action - does not cost SP.
- **Keywords:** reactive, movement, free-action
- **Lore:** "Strike and vanish. The Nomad way."

## 2. Survivor's Instinct

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: When your deck has 15 cards or fewer remaining, gain +1 SP per turn. Desperation sharpens the mind.
- **Keywords:** passive, sp-gain, conditional
- **Lore:** "The closer to death, the faster we move."

## 3. Scavenger's Cunning

- **Type:** Utility
- **Cost:** 1 SP
- **Range:** Self
- **Effect:** Draw 3 cards, then discard 2 cards of your choice. Sift through options, take what's useful.
- **Keywords:** utility, card-draw, hand-manipulation
- **Lore:** "One person's trash is another's lifeline."

## 4. Smoke and Mirrors

- **Type:** Utility-Movement
- **Cost:** 2 SP
- **Range:** Self
- **Effect:** Create a smoke cloud in your current hex (blocks line of sight until end of round). Immediately move up to 2 hexes. Enemies lose targeting on you.
- **Keywords:** utility, movement, concealment, terrain
- **Lore:** “Can’t hit what they can’t see.”

## 5. Opportunist

- **Type:** Passive
- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: Your attacks deal +2 damage to enemies who moved during their last turn. Punish repositioning.
- **Keywords:** passive, damage, conditional
- **Lore:** “Catch them off-balance. Strike when they’re exposed.”

## 6. Desperate Gamble

- **Type:** Gambit
- **Cost:** 0 SP
- **Range:** Self
- **Effect:** Discard 3 cards from your hand. Your next attack this turn deals +5 damage and ignores all Defense. All or nothing.
- **Keywords:** gambit, self-harm, buff, high-risk
- **Lore:** “When cornered, burn everything to survive.”

## 7. Wolves’ Pact

- **Type:** Passive

- **Cost:** 0 SP
- **Range:** N/A
- **Effect:** Passive: Your attacks deal +1 damage when you are adjacent to 2 or more allied Caskets. The pack hunts together.
- **Keywords:** passive, ally, damage, tactical
- **Lore:** “Alone we survive. Together we thrive.”

## 8. Scrapper

- **Type:** Reactive
- **Cost:** 0 SP
- **Range:** 3 hexes
- **Effect:** When an enemy Casket within 3 hexes is destroyed, immediately draw 2 cards and recover 2 cards from your discard pile. Salvage what remains.
- **Keywords:** reactive, death-trigger, card-draw, healing
- **Lore:** “Every wreck is a resource. Waste nothing.”

## 9. Feint and Strike

- **Type:** Attack-Movement
- **Cost:** 3 SP
- **Range:** Melee (1 hex)
- **Damage:** 5
- **Effect:** Deal 5 damage. After attack resolves, move up to 1 hex in any direction.
- **Keywords:** attack, movement, hit-and-run, melee
- **Lore:** “Hit them where they don’t expect. Be gone before they react.”

## 10. Winds of Change

- **Type:** Utility
- **Cost:** 2 SP
- **Range:** Self

- **Effect:** Shuffle your entire discard pile back into your deck. Remove 1 Heat. Adapt or perish.
- **Heat:** -1
- **Keywords:** utility, deck-shuffle, heat, reset
- **Lore:** “The road is long. Reinvent yourself as needed.”

## PRIMARY WEAPON: Scavenger Blade + Holdout Pistol (12 cards)

### Quick Slash (×3)

- **Cost:** 2 SP
- **Range:** Melee (1 hex)
- **Damage:** 3
- **Effect:** Deal 3 damage. Fast, efficient, reliable.
- **Keywords:** attack, melee, nomads, primary

### Pistol Shot (×3)

- **Cost:** 2 SP
- **Range:** 4 hexes
- **Damage:** 3
- **Effect:** Deal 3 damage at range. Keep your distance.
- **Keywords:** attack, ranged, nomads, primary

### Hit and Run (×2)

- **Cost:** 3 SP
- **Range:** Melee (1 hex)
- **Damage:** 4

- **Effect:** Deal 4 damage. After attack resolves, move up to 2 hexes.
- **Keywords:** attack, melee, movement, nomads, primary

## Opportunist Strike (×2)

- **Cost:** 2 SP
- **Range:** Melee (1 hex)
- **Damage:** 5 (or 3)
- **Effect:** Deal 5 damage if target moved during their last turn. Otherwise deals 3 damage.
- **Keywords:** attack, melee, conditional, nomads, primary

## Dual Wield (×1)

- **Cost:** 4 SP
- **Range:** Melee + 4 hexes
- **Damage:** 6 total (3+3)
- **Effect:** Make two attacks: 3 damage melee to adjacent target, then 3 damage ranged to target within 4 hexes. Can target same enemy twice.
- **Keywords:** attack, melee, ranged, multi-attack, nomads, primary

## Reckless Slash (×1)

- **Cost:** 3 SP
- **Range:** Melee (1 hex)
- **Damage:** 6
- **Effect:** Deal 6 damage. Discard 1 card. Move up to 1 hex after attack.
- **Keywords:** attack, melee, self-harm, movement, nomads, primary

## SECONDARY EQUIPMENT: Improvised Gear (6 cards)

### Smoke Bomb (×2)

- **Cost:** 1 SP
- **Range:** 3 hexes
- **Effect:** Target hex becomes smoke terrain (blocks line of sight). Lasts until end of round.
- **Keywords:** utility, terrain, concealment, nomads, secondary

### Grappling Hook (×1)

- **Cost:** 1 SP
- **Range:** Self
- **Effect:** Move up to 3 hexes in straight line, ignoring all terrain and obstacles. Cannot move through enemies.
- **Keywords:** movement, terrain-ignore, nomads, secondary

### Flash Grenade (×1)

- **Cost:** 2 SP
- **Range:** 4 hexes
- **Damage:** 2
- **Effect:** Deal 2 damage. Target has -1 to their next attack roll.
- **Keywords:** attack, ranged, debuff, nomads, secondary

### Adaptive Armor (×1)

- **Cost:** 0 SP (Reactive)
- **Range:** Self



- **Effect:** Play when targeted by attack. Reduce damage by 1 (minimum 1). After damage resolves, move 1 hex in any direction.
- **Keywords:** reactive, defense, movement, nomads, secondary

## Scavenge (×1)

- **Cost:** 1 SP
- **Range:** Self
- **Effect:** Draw 2 cards, then discard 1 card. Sort through the wreckage.
- **Keywords:** utility, card-draw, hand-manipulation, nomads, secondary

# ADDITIONAL FACTION CARDS (Expansion Options)

## Trade Routes Knowledge

- **Type:** Passive
- **Cost:** 0 SP
- **Effect:** Passive: Difficult terrain does not slow your movement. You know every path through the Wastes.
- **Keywords:** passive, movement, terrain
- **Lore:** “Four centuries of mapped paths. We know the way.”

## Convoy Tactics

- **Type:** Buff
- **Cost:** 2 SP
- **Range:** 3 hexes
- **Effect:** Choose 1 allied Casket within 3 hexes. That ally gains +2 SP this turn. The convoy moves as one.
- **Keywords:** utility, ally, sp-gain

- **Lore:** “Share resources. Survive together.”

## No Looking Back

- **Type:** Movement
- **Cost:** 3 SP
- **Range:** Self
- **Effect:** Move up to 4 hexes in straight line away from nearest enemy. Generate 1 Heat. Sometimes retreat is survival.
- **Heat:** +1
- **Keywords:** movement, tactical-retreat
- **Lore:** “Pride is for the dead. We endure.”

## Vulture’s Eye

- **Type:** Attack
- **Cost:** 3 SP
- **Range:** 6 hexes
- **Damage:** 6 (or 3)
- **Effect:** Deal 6 damage to an enemy Casket with 15 or fewer cards remaining in their deck. Otherwise deals 3 damage. Target the weak.
- **Keywords:** attack, ranged, execute, conditional
- **Lore:** “Finish what others started.”

## Improvised Explosive

- **Type:** Attack
- **Cost:** 4 SP
- **Range:** 5 hexes
- **Damage:** 4 + 2 AoE
- **Effect:** Deal 4 damage to target. All adjacent enemies take 2 damage. Discard 2 cards (unstable components). Scrap turned weapon.
- **Keywords:** attack, ranged, aoe, self-harm

- **Lore:** “Built from rust and desperation. Effective nonetheless.”

## Marked for Salvage

- **Type:** Debuff
- **Cost:** 1 SP
- **Range:** 5 hexes
- **Effect:** Mark target enemy. When that enemy is destroyed, you immediately recover 3 cards from discard pile and draw 2 cards.
- **Keywords:** debuff, death-trigger, salvage
- **Lore:** “Already planning how to strip their Casket.”

## THE BRANDED (Schism Variant Cards)

For mirror matches or alternate vengeance-focused playstyle:

### Vendetta Mark

- **Type:** Gambit
- **Cost:** 0 SP
- **Range:** 10 hexes
- **Effect:** Mark 1 visible enemy as your Vendetta Target. Your attacks against them deal +3 damage and ignore all Defense. You cannot use movement cards that would increase distance from Vendetta Target. Lasts until they are destroyed or end of mission.
- **Keywords:** gambit, mark, buff, restriction
- **Lore:** “The contract is absolute. Chase until completion.”

### Blood Contract

- **Type:** Reactive
- **Cost:** 0 SP

- **Range:** N/A
- **Effect:** When your Vendetta Target is destroyed, gain +2 SP permanently for rest of mission. Remove Vendetta Mark restrictions. Contract fulfilled.
- **Keywords:** reactive, sp-gain, vendetta
- **Lore:** “Payment in blood. Now we are free.”

## Suicide Pursuit

- **Type:** Movement
- **Cost:** Special (All remaining SP)
- **Range:** Self
- **Effect:** Spend all your remaining SP. Move double that distance in straight line toward your Vendetta Target. Ignore all terrain. Can only be used while Vendetta Mark is active.
- **Keywords:** movement, vendetta, desperation, special-cost
- **Lore:** “Nothing matters but the hunt.”

## SAMPLE DECK LOADOUTS

### “Ghost Outrider” (Hit-and-Run Specialist)

**Faction Cards (6):** Ghost Step, Survivor’s Instinct, Opportunist, Smoke and Mirrors, Feint and Strike, Trade Routes Knowledge

**Strategy:** Maximum mobility, never get hit, strike when enemies are exposed. Use Ghost Step after every attack to reposition. Opportunist punishes enemy movement. Survivor’s Instinct kicks in late-game for 7 SP turns.

**Strengths:** - Highest mobility in game - Hard to pin down - Opportunistic damage spikes  
- Late-game power increase

**Weaknesses:** - Low sustained damage - Fragile if caught - Resource hungry - Requires positioning skill

**Opening:** Advance with Grappling Hook/movement cards, look for enemies who moved, strike with Opportunist Strike (5 damage), Ghost Step away (free).

**Mid-Game:** Smoke and Mirrors for concealment, reposition constantly, never stand still. Hit and Run keeps you mobile.

**Late-Game:** Survivor's Instinct activates (7 SP!), become unstoppable. Use Feint and Strike + Ghost Step combo for maximum movement.

## **"Convoy Scrapper" (Team Support + Salvage)**

**Faction Cards (6):** Scrapper, Wolves' Pact, Convoy Tactics, Scavenger's Cunning, Winds of Change, Marked for Salvage

**Strategy:** Fight alongside allies, gain bonuses from Wolves' Pact. Use Scrapper and Marked for Salvage to recover resources when enemies die. Support team with Convoy Tactics. Cycle deck efficiently.

**Strengths:** - Excellent in team fights - Resource generation from kills - Support capabilities - Deck cycling efficiency

**Weaknesses:** - Weak alone - Needs allies nearby - Lower burst damage - Reliant on enemy deaths

**Opening:** Position adjacent to 2+ allies for Wolves' Pact bonus. Mark strongest enemy with Marked for Salvage.

**Mid-Game:** Convoy Tactics to boost ally SP. Scavenger's Cunning to find key cards. Wolves' Pact gives +1 damage constantly.

**Late-Game:** Scrapper triggers give massive card advantage. Winds of Change resets deck when needed.

## “Desert Vulture” (Opportunistic Executioner)

**Faction Cards (6):** Vulture’s Eye, Opportunist, Desperate Gamble, No Looking Back, Improvised Explosive, Survivor’s Instinct

**Strategy:** Target weakened enemies with Vulture’s Eye. Use Desperate Gamble for burst damage when needed. Improvised Explosive for AoE cleanup. Retreat with No Looking Back when overwhelmed. Late-game power spike with Survivor’s Instinct.

**Strengths:** - Execute specialist - High burst potential - AoE damage - Tactical flexibility

**Weaknesses:** - Conditional damage - Self-harm cards - Needs setup - High risk plays

**Opening:** Poke with Pistol Shot, look for weakened targets ( $\leq 15$  HP).

**Mid-Game:** Vulture’s Eye for 6 damage finishers. Improvised Explosive for multi-target situations. Opportunist punishes movers.

**Late-Game:** Desperate Gamble + Vulture’s Eye = 11 damage ignore Defense finisher. Survivor’s Instinct gives 7 SP for aggressive plays.

## “The Branded” (Vengeance Build)

**Faction Cards (6):** Vendetta Mark, Blood Contract, Suicide Pursuit, Desperate Gamble, Feint and Strike, Opportunist

**Strategy:** Mark highest-threat enemy with Vendetta Mark. Tunnel vision pursuit with +3 damage, ignore Defense. Use Suicide Pursuit to close distance rapidly. Desperate Gamble for burst finisher. Gain permanent +2 SP after kill. High-risk assassin build.

**Strengths:** - Extreme single-target damage - Ignore Defense - Permanent SP gain on kill - Terrifying pursuit

**Weaknesses:** - Locked into one target - Cannot disengage - All-in commitment - Useless if target protected

**Opening:** Vendetta Mark on priority target (leader, damage dealer, support). +3 damage, ignore Defense begins immediately.

**Mid-Game:** Suicide Pursuit to close distance (spend 6 SP = move 12 hexes!). Desperate Gamble for +5 damage. Total: +8 damage ignore Defense.

**Late-Game:** Kill Vendetta Target. Blood Contract triggers: +2 SP permanently (now 8 SP per turn!). Hunt remaining enemies freely.

## TACTICAL GUIDELINES

### Positioning

- **Always have an escape route:** Plan 2 hexes ahead for Ghost Step
- **Use terrain:** Smoke Bomb blocks line of sight, Grappling Hook ignores obstacles
- **Punish movement:** Opportunist and Opportunist Strike reward enemy repositioning

### Resource Management

- **Cycle aggressively:** Scavenger's Cunning, Scavenge, Winds of Change keep hand fresh
- **Time Desperate Gamble:** Only use when you can confirm kill or critical damage
- **Save Ghost Step:** Free action after attacks = always reposition after damage

### Team Fighting

- **Wolves' Pact positioning:** Stay adjacent to 2+ allies for +1 damage
- **Convoy Tactics timing:** Boost ally SP before their turn for maximum impact
- **Scraper triggers:** Coordinate focus fire for card advantage

### Solo Play

- **Survivor's Instinct timing:** Below 15 cards = 7 SP turns
- **Kiting patterns:** Pistol Shot → Ghost Step away → Pistol Shot → repeat
- **Escape tools:** No Looking Back, Smoke and Mirrors, Grappling Hook

## LORE INTEGRATION

Every card reflects core Nomad philosophy:

**“We move”** - Ghost Step, Hit and Run, Feint and Strike, No Looking Back, Grappling Hook, Smoke and Mirrors

**“We adapt”** - Scavenger’s Cunning, Winds of Change, Improvised Explosive, Adaptive Armor, Marked for Salvage

**“We survive”** - Survivor’s Instinct, Desperate Gamble, Scrapper, Opportunist, Vulture’s Eye

**Convoy Culture** - Wolves’ Pact, Convoy Tactics, Trade Routes Knowledge

**The Branded Schism** - Vendetta Mark, Blood Contract, Suicide Pursuit (vengeance over freedom)

## DESIGN NOTES

### Balance Considerations

- **Mobility vs Damage:** High movement compensates for lower base damage than Church/Dwarves
- **Conditional Triggers:** Opportunist, Vulture’s Eye, Wolves’ Pact reward smart play
- **Self-Harm Costs:** Desperate Gamble, Improvised Explosive balanced by discard costs
- **Late-Game Scaling:** Survivor’s Instinct prevents early domination, rewards survival

### Unique Mechanics

- **Free Actions:** Ghost Step doesn’t cost SP (unique to Nomads)
- **Mid-Battle Salvage:** Scrapper, Marked for Salvage (resource generation from kills)



- **Conditional Damage:** Opportunist, Vulture's Eye (punish mistakes, finish wounded)
- **Deck Cycling:** More cycling options than any faction (Scavenger's Cunning, Winds of Change)

## Counterplay

- **Against Nomads:** Area denial, immobilize effects, multi-target attacks
- **Nomad Counters:** Elves (Root Bind), Dwarves (Earthshaker terrain), Church (auto-hit attacks)

## VERSION HISTORY

**v1.0 (2025-10-15):** Initial complete design - 10 faction cards designed - 12 primary weapon cards - 6 secondary equipment cards - 6 expansion faction cards - 3 Branded schism cards - 4 sample deck loadouts - Full tactical guidelines

"Attachment is death. Movement is life. We endure."

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