Slash

STR

Skill - Melee, Slash

N/A

ATK 1   DEF 1

Slash

STR

Skill - Melee, Slash

N/A

ATK 1   DEF 1

Slash

STR

Skill - Melee, Slash

N/A

ATK 1   DEF 1

Slash

STR

Skill - Melee, Slash

N/A

ATK 1   DEF 1

Punch

STR

Skill - Melee

You may treat this skill as Augment - Melee.

ATK 1   DEF 1

Punch

STR

Skill - Melee

You may treat this skill as Augment - Melee.

ATK 1   DEF 1

Punch

STR

Skill - Melee

You may treat this skill as Augment - Melee.

ATK 1   DEF 1

Punch

STR

Skill - Melee

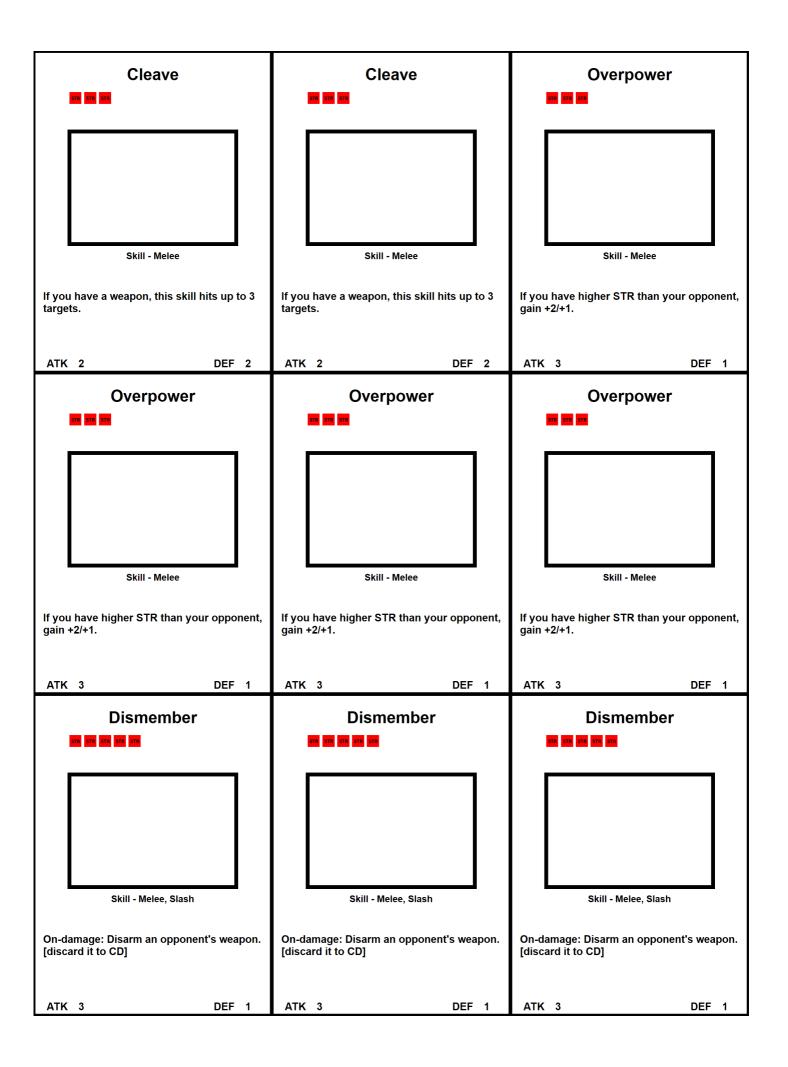You may treat this skill as Augment - Melee.

ATK 1   DEF 1

Brute Force

STR STR STR STR STR

Talent - Brutality

(2/4): All your Melee actions gain Crush type.
(X/4): Melee actions gain +X/+X.

ATK -   DEF -

Brute Force

STR STR STR STR STR

Talent - Brutality

(2/4): All your Melee actions gain Crush type.
(X/4): Melee actions gain +X/+X.

ATK -   DEF -

Brute Force

STR STR STR STR STR

Talent - Brutality

(2/4): All your Melee actions gain Crush type.
(X/4): Melee actions gain +X/+X.

ATK -   DEF -

Brute Force

STR STR STR STR STR

Talent - Brutality

(2/4): All your Melee actions gain Crush type.
(X/4): Melee actions gain +X/+X.

ATK -   DEF -

Two Handed Mastery

STR STR STR

Talent - Weaponmaster

(2/4): When you only have 1 Melee item on the board, give it +2/+2.
(4/4): Requires (STR)9. When you only have 1 Melee item on the board, it is immune to Disarm effects.

ATK -   DEF -

Two Handed Mastery

STR STR STR

Talent - Weaponmaster

(2/4): When you only have 1 Melee item on the board, give it +2/+2.
(4/4): Requires (STR)9. When you only have 1 Melee item on the board, it is immune to Disarm effects.

ATK -   DEF -

Two Handed Mastery

STR STR STR

Talent - Weaponmaster

(2/4): When you only have 1 Melee item on the board, give it +2/+2.
(4/4): Requires (STR)9. When you only have 1 Melee item on the board, it is immune to Disarm effects.

ATK -   DEF -

Two Handed Mastery

STR STR STR

Talent - Weaponmaster

(2/4): When you only have 1 Melee item on the board, give it +2/+2.
(4/4): Requires (STR)9. When you only have 1 Melee item on the board, it is immune to Disarm effects.

ATK -   DEF -

Cleave

STR STR STR

Skill - Melee

If you have a weapon, this skill hits up to 3 targets.

ATK 2   DEF 2

Cleave

STR STR STR

Skill - Melee

If you have a weapon, this skill hits up to 3 targets.

ATK 2   DEF 2

Cleave

`STR` `STR` `STR`

Skill - Melee

If you have a weapon, this skill hits up to 3 targets.

ATK 2   DEF 2

Cleave

`STR` `STR` `STR`

Skill - Melee

If you have a weapon, this skill hits up to 3 targets.

ATK 2   DEF 2

Overpower

`STR` `STR` `STR`

Skill - Melee

If you have higher STR than your opponent, gain +2/+1.

ATK 3   DEF 1

Overpower

`STR` `STR` `STR`

Skill - Melee

If you have higher STR than your opponent, gain +2/+1.

ATK 3   DEF 1

Overpower

`STR` `STR` `STR`

Skill - Melee

If you have higher STR than your opponent, gain +2/+1.

ATK 3   DEF 1

Overpower

`STR` `STR` `STR`

Skill - Melee

If you have higher STR than your opponent, gain +2/+1.

ATK 3   DEF 1

Dismember

`STR` `STR` `STR` `STR` `STR`

Skill - Melee, Slash

On-damage: Disarm an opponent's weapon. [discard it to CD]

ATK 3   DEF 1

Dismember

`STR` `STR` `STR` `STR` `STR`

Skill - Melee, Slash

On-damage: Disarm an opponent's weapon. [discard it to CD]

ATK 3   DEF 1

Dismember

`STR` `STR` `STR` `STR` `STR`

Skill - Melee, Slash

On-damage: Disarm an opponent's weapon. [discard it to CD]

ATK 3   DEF 1

Dismember

STR STR STR STR STR

Skill - Melee, Slash

On-damage: Disarm an opponent's weapon. [discard it to CD]

ATK 3   DEF 1

Reforge

STR STR STR STR STR

Utility

Tap (STR). Retrieve a Melee Item from your removed pile and place it on the top of your cycle.

ATK -   DEF -

Reforge

STR STR STR STR STR

Utility

Tap (STR). Retrieve a Melee Item from your removed pile and place it on the top of your cycle.

ATK -   DEF -

Strong Grip

STR STR STR

Augment - Melee

Target Item remains on board this turn.

ATK -   DEF -

Strong Grip

STR STR STR

Augment - Melee

Target Item remains on board this turn.

ATK -   DEF -

Strong Grip

STR STR STR

Augment - Melee

Target Item remains on board this turn.

ATK -   DEF -

Strong Grip

STR STR STR

Augment - Melee

Target Item remains on board this turn.

ATK -   DEF -

Woodcutter

STR STR STR

Item - Melee, Slash

You may Reserve(1) from your hand to this card. Keep it on the board at the end of the turn.

ATK 2   DEF 1

Woodcutter

STR STR STR

Item - Melee, Slash

You may Reserve(1) from your hand to this card. Keep it on the board at the end of the turn.

ATK 2   DEF 1

Woodcutter

STR STR STR

Item - Melee, Slash

You may Reserve(1) from your hand to this card. Keep it on the board at the end of the turn.

ATK 2   DEF 1

Woodcutter

STR STR STR

Item - Melee, Slash

You may Reserve(1) from your hand to this card. Keep it on the board at the end of the turn.

ATK 2   DEF 1

Furious Battleaxe

STR STR STR STR STR STR

Item - Melee, Slash

When this Item is played, Draw(1). On-damage, Interrupt.

ATK 7   DEF 4

Furious Battleaxe

STR STR STR STR STR STR

Item - Melee, Slash

When this Item is played, Draw(1). On-damage, Interrupt.

ATK 7   DEF 4

Furious Battleaxe

STR STR STR STR STR STR

Item - Melee, Slash

When this Item is played, Draw(1). On-damage, Interrupt.

ATK 7   DEF 4

Furious Battleaxe

STR STR STR STR STR STR

Item - Melee, Slash

When this Item is played, Draw(1). On-damage, Interrupt.

ATK 7   DEF 4

Headbutt

STR STR

Skill - Melee

Cannot attach Items to this skill.
Tap (STR). Choose 1: Interrupt, or Daze(1) [opponent Discard(1), your choice].

ATK 1   DEF 1

Headbutt

STR STR

Skill - Melee

Cannot attach Items to this skill.
Tap (STR). Choose 1: Interrupt, or Daze(1) [opponent Discard(1), your choice].

ATK 1   DEF 1

Headbutt

STR STR

Skill - Melee

Cannot attach Items to this skill.
Tap (STR). Choose 1: Interrupt, or Daze(1) [opponent Discard(1), your choice].

ATK 1   DEF 1

Headbutt

STR STR

Skill - Melee

Cannot attach Items to this skill.
Tap (STR). Choose 1: Interrupt, or Daze(1)
[opponent Discard(1), your choice].

ATK 1   DEF 1

Push the Limit

STR STR STR STR STR STR STR

Skill - Melee

Remove opponent blocking card, if any.
Remove cards attached to this card.

ATK 3   DEF 3

Push the Limit

STR STR STR STR STR STR STR

Skill - Melee

Remove opponent blocking card, if any.
Remove cards attached to this card.

ATK 3   DEF 3

Push the Limit

STR STR STR STR STR STR STR

Skill - Melee

Remove opponent blocking card, if any.
Remove cards attached to this card.

ATK 3   DEF 3

Push the Limit

STR STR STR STR STR STR STR

Skill - Melee

Remove opponent blocking card, if any.
Remove cards attached to this card.

ATK 3   DEF 3

Bodybuilding

STR STR STR

Utility

Treat this as (STR) until the end of your
turn. If this is tapped, discard it.

ATK -   DEF -

Bodybuilding

STR STR STR

Utility

Treat this as (STR) until the end of your
turn. If this is tapped, discard it.

ATK -   DEF -