

Limbus Company.

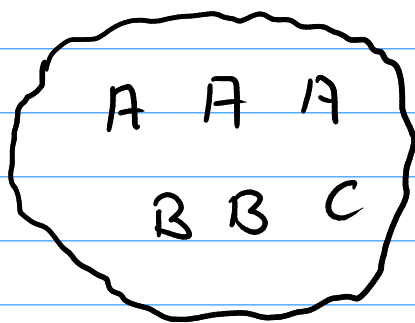
§ Advanced Mechanics 1

Card Draw Manipulation. 15 03 23

By Syx.

1. The Bag of Skills.

Each identity in battle has a bag of skills.



3 x Skill 1 'A'

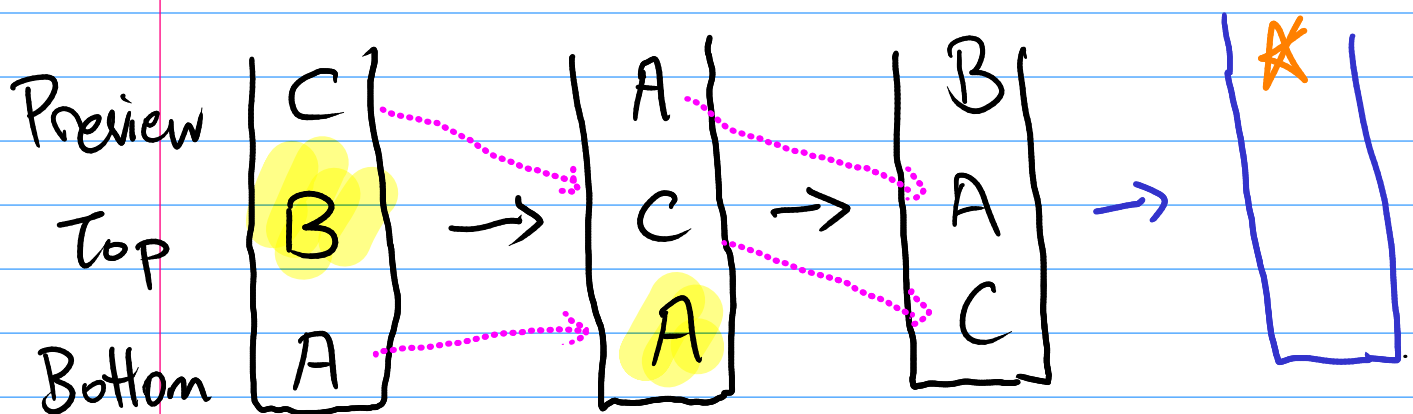
2 x Skill 2 'B'

(1 x Skill 3 'C')

On up tie 3.

In Combat

Convention: Highlighted skills are used.



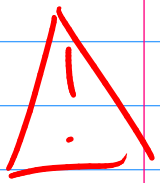
Draw Order A B C A B

Which ever skill you use, ✖ will be A!

When the bag empties

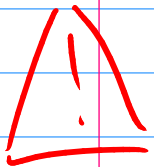
A B C A B A

Bag gets refilled



Next 6 skills you draw will be 3A, 2B, C in some order

This gets repeated until end of battle.

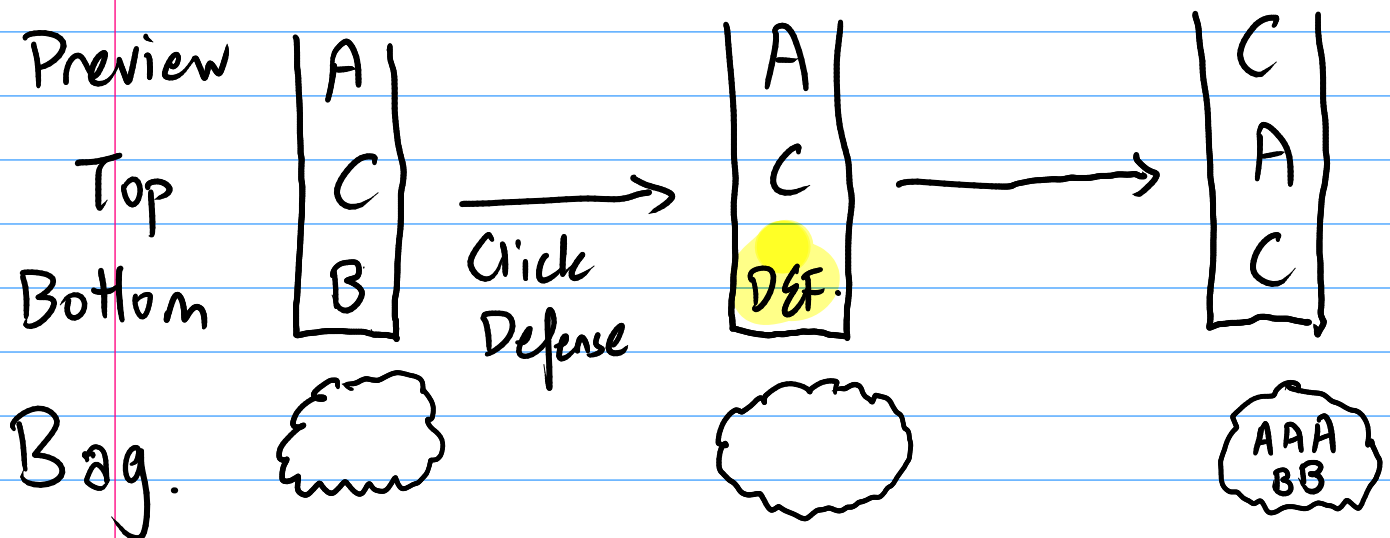
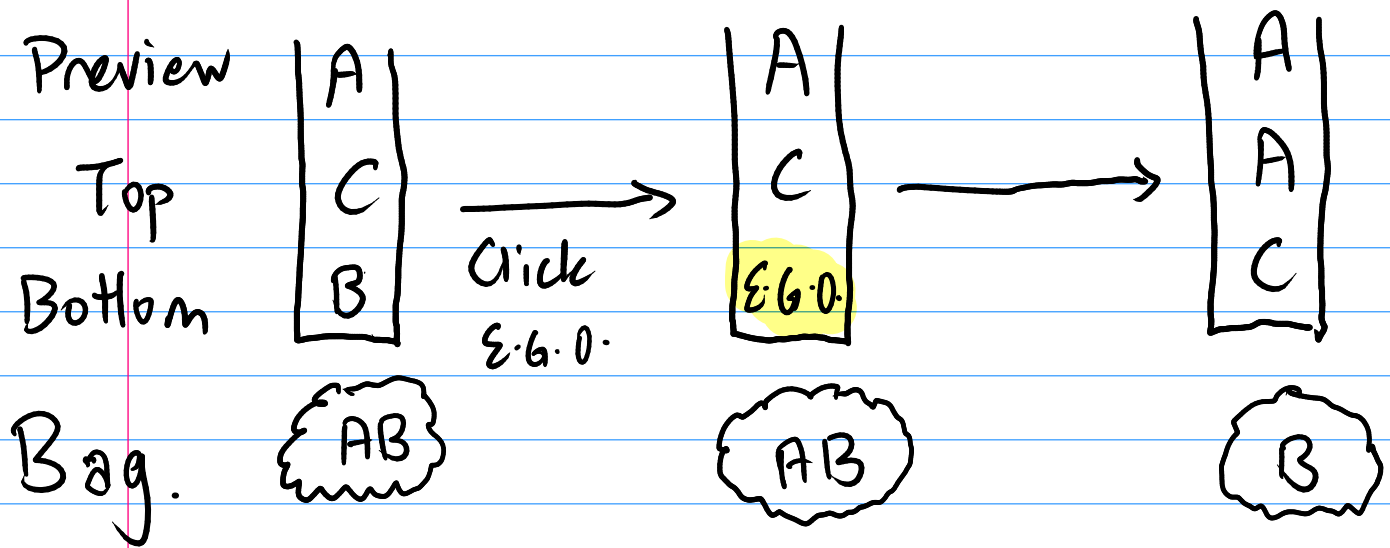


This is kept in-between waves of a battle.

2. E.G.O & Defensive Skills

Using E.G.O or Defensive Skills
replaces the bottom skill.

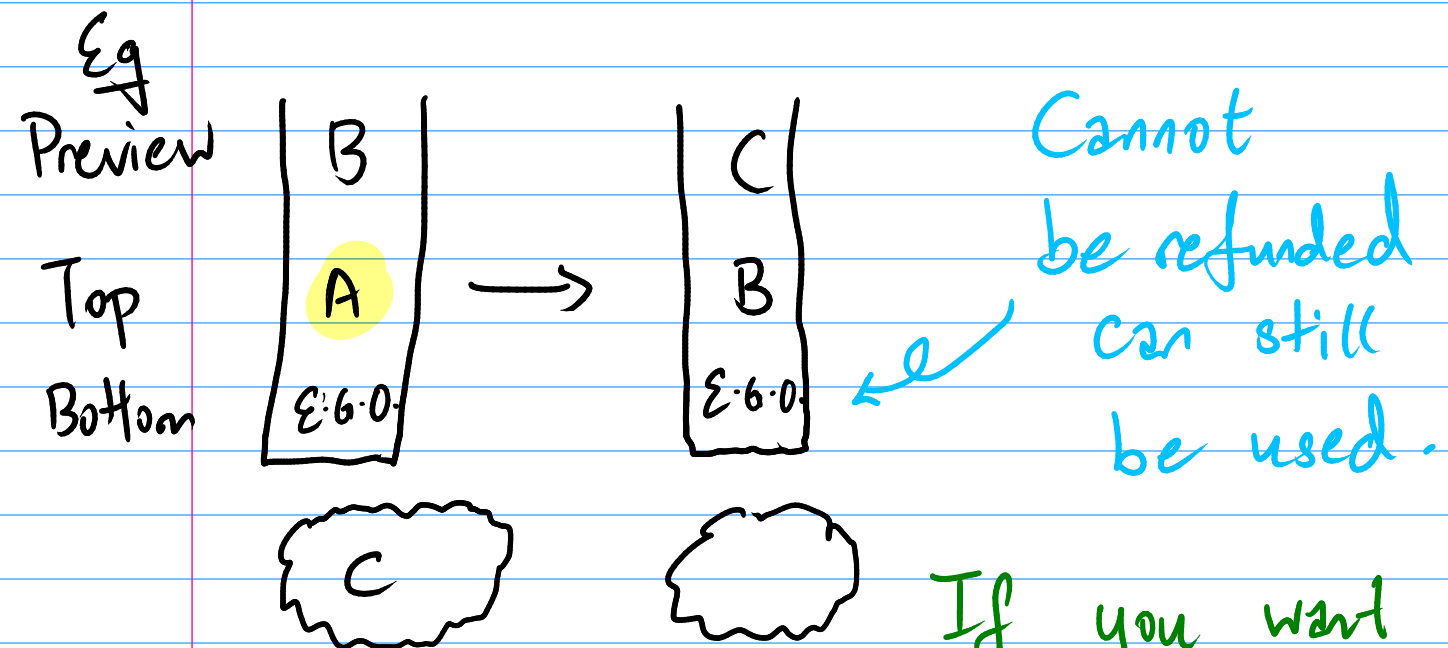
Example



What happens if you don't
use the skill?

1. You can always click the skill again to cancel it
(this refunds your E.G.O. resource)

2. ⚠ If you don't use the E.G.O.
You cannot refund it the next turn.



If you want
to not use the E.G.O.
You can DEFEND OVER
IT.

3. Discard Trick.

Discovered by Volcanise,
Popularise by LuxMiz.

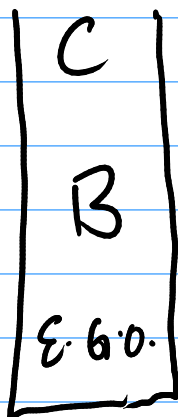
What happens if you defended
but did not use the
defense skill?

Eg

Preview

Top

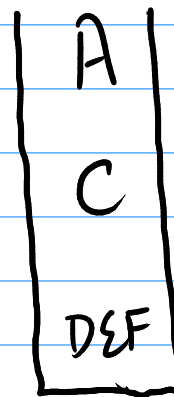
Bottom



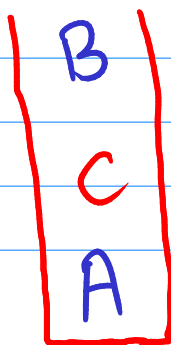
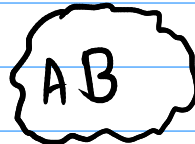
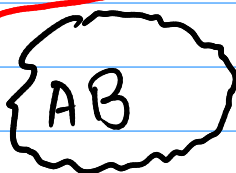
→
Def



→



⚠ You
can undo
this
defense
skill



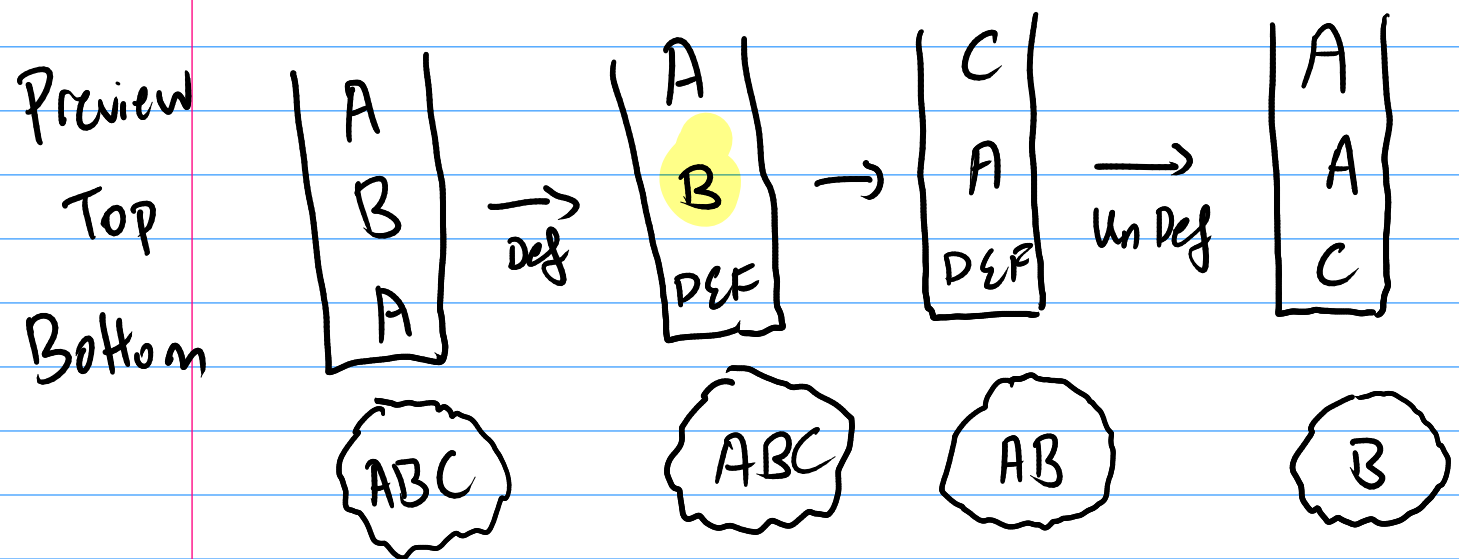
← This came from
our bag

← This came from preview.

Corollary

You can use this to cycle through your bag faster and skip over skills you may not want to use.

Eg

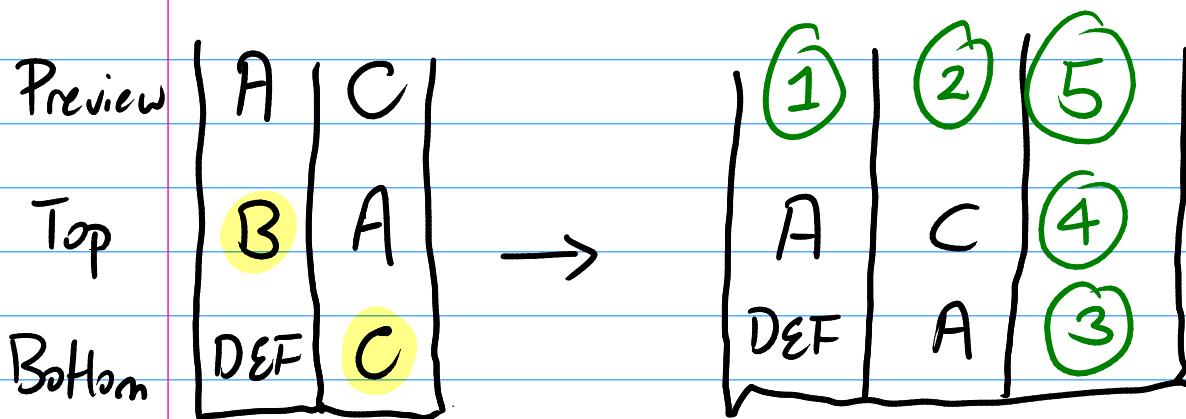


Cycled 2 Skills w/
One Skill Used.

4. Wave battles.

In wave battles you can gain additional speed dice.

Order of bag drawn.



AB

↑ New

Columns Are Added On

! For each identity only the Right.

1 BAG.

Hence ① & ② must be AB in some order.

③, ④, ⑤ + new bag must be AAABBC.