

wintergrim

– a Nattsmyg Card Game

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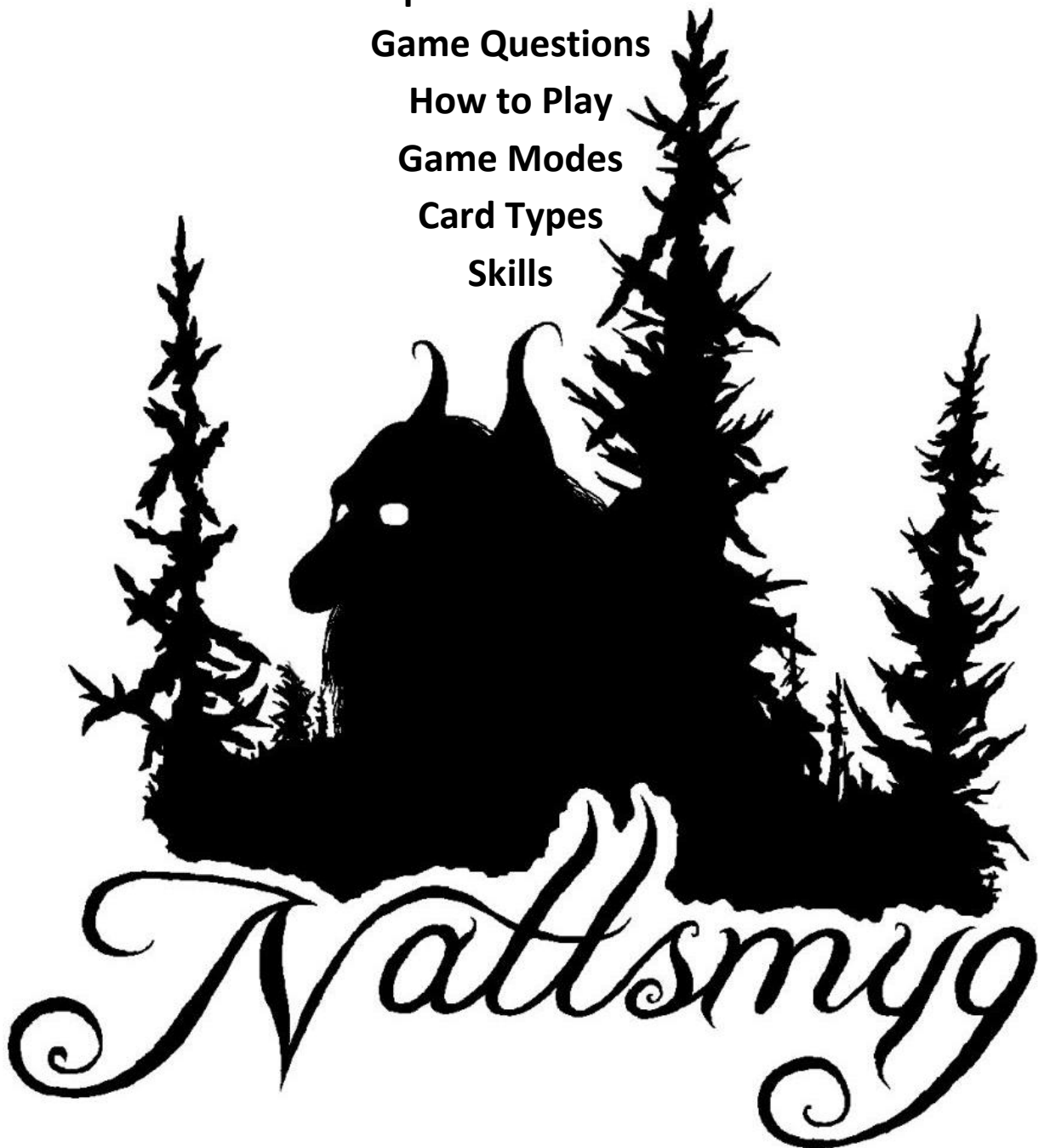
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Asheim Vanheim Godheim Helheim

Four northern realms have broken into war.

The first who arrived from the sea, called it Asheim. They discovered a land with ancient cultures, unpredictable weather and forest-dwelling humans allied with strange creatures and spirits. At first everyone was cautious...

Years later, sparked by the death of an asheim jarl in a sudden windstorm, the coast dwelling warriors of Asheim make their revenging assaults over the frozen hills of Wintergrim, east through Urdwood on the spirits of Vanheim, a realm of strangely lush forests in an otherwise wintry mountain area. The time has come to seek control over the mountain dwelling creatures that seem to warm and cool the winds to the will of the spirits.

From the dark moors of Helheim, north of the wintry mountain range, abandoned and vengeful gods from the past find their way through the underworld, spreading sickness and sending demons in the night. The news of foul creatures and heathens defiling the land in the north has led crusaders to create a colony in the south, named Godheim, from which armoured priests and inquisitors slowly moves to cleanse the land.

General Questions

What is Wintergrim – A Nattsmyg Card Game?

It's a turn-based fantasy strategy card game for 2 or more players (1 player per deck. 2 decks are included in the first edition. "Nattsmyg" is a project that involves music, and now also a card game.

How many players can play it?

It's designed for 2 or more players, but since cards can be moved across the table to other players and areas, it can get messy with more players if you don't use different colored card-sleeves. The first edition of Nattsmyg contains 2 decks = 2 players, but no sleeves.

What is needed to play the game?

Each player has its own deck. At least one 6-sided die is needed, preferably 4 dice/player to use when rolling many dices and/or to use as damage-counters. There are plenty of free mobile phone-apps where you can roll dices instead of buying real ones.

Also, a not too small table. Coffee, oh and maybe ice-cream, you know with the kind of chocolate sauce that hardens when mixed with the cold ice-cream. This manual is pretty good to have nearby, either printed or as .pdf in a mobile device.

How difficult is it?

It has a lot of details/rules to keep track of. For example, units inside some structures (buildings and dwellings) may avoid weather. Most of these rules are details that doesn't stop the game to be playable, but you may draw benefit of knowing the rules so that you can tell your opponent that your inside units

wants to ignore the raging storm outside. There will be a video tutorial explaining the basic rules of the game.

Will there be more decks/cards?

Hopefully yes. The idea is to release two decks at a time. The next two decks would be Godheim and Helheim, then it would be Asheim and Vanheim again.

Will there be Muspelheim and other realms?

Maybe. The idea is that those other realms aren't included in this conflict, but it isn't set in stone. Units from those realms, like fire giants, may still show up as supporting units to the main 4 realms.

Is it possible to make two copies of the same deck, into one better deck?

It's built that way, but there might be balance issues, so do it when there's no price at stake. The deck must be 50 cards, and you can have a maximum of 4 cards with the same name in the deck.

Is it possible to mix cards from different decks (asheim/vanheim-deck)?

It's built that way, but there might be balance issues, so do it when there's no price at stake. Make sure to include all required cards you need to play the cards you want, when building your deck.

How long time does a game take?

Between 30-120min. It could end before the game takes off, and it could theoretically last forever.

Dive in to an example! - Asbjorn VS Vanessa

Sometimes, the easiest way to learn is to dive in. In this case, Asbjorn plays his Asheim deck against Vanessa with her Vanheim deck. For the sake of simplicity, we will mostly see it from Vanessas perspective this time. This is how a quick game could start:

(This is available as a video tutorial as well. More tutorials, including video tutorials, will be available.)

Firstly, these are the 4 phases of a turn:

1: Start, 2: Move, 3: Attack, 4: End, ALWAYS: Check Food Supply

Setup: Both players have one deck each, vanheim or asheim. Both players roll a dice to see who gets the highest number and gets to start. In this case, Vanessa rolled 5 and Asbjorn rolled 3. Vanessa gets to start.

Now they search, in secrecy, through their decks to find a total of 3 cards each. One card must have the word "HQ" in its description. It stands for Headquarters. See headquarters as a kind of main building. Vanessa only has one card to choose from, "Forest and Cabin". It's both an area and a structure, that's why it's named Forest and Cabin. The last 2 cards they search for are 2 workers. It should read Vanheim Unit – Worker on those cards. She chooses a Ranger and a Woodsman out of 5 types of workers.

Vanessa won the roll, therefore she must be the first to choose cards and reveal them by putting the 2 workers on top of the structure down on her side of the table (The workers are now considered inside the structure). It's now Asbjorn's turn to finish searching for workers and, like Vanessa, put them down inside his HQ structure on his side of the table.

They shuffle their decks and place them faced down on their sides of the table.

Vanessa's first turn: Vanessa starts by looking at her Cabin. She wants to know her current food supply. The Cabin reads "F:4", and her workers each read "F minus 1" which means she still have food over. 4 minus 2 for the workers means that she has 2 food left to supply two other units or one very hungry unit. You must always check if you have enough food. The food supply reaches across all areas in the game, even enemy areas. If you don't have enough food, you must instantly remove units to a personal "removed-pile" until your food-value isn't negative.

It's the first phase, the start phase, and she reads the text on her cabin that says: "On your start phase: draw one card for each worker inside this structure". That means she may draw 2 cards from her deck because she has 2 workers inside the Cabin. She draws another Ranger and a weather card. She wants to put the ranger into play, but the Cabin reads "R:2" which means that there's no more room in it because of the two workers that each take up R minus 1, and that summarizes to 0 room left (It's only a small cabin after all). So she chooses one of the inside workers, the Woodsman, and moves it outside of the cabin. That means she is now in the move phase. The Woodsman is still on her side of the table and in that area, the forest surrounding the cabin. Now there's room in the cabin, so she looks at what the Ranger requires to be put into play. It says Req: Vanheim structure. Req stands for requirement. The cabin is a vanheim structure, so that requirement is met. Now she looks at the payment cost to the top right on the Ranger: the big number which says "1". It says on the structure "Pay and place Vanheim workers inside". She removes the weather card from her hand to an instantly created "removed pile" as that payment. So you pay by removing cards from your hand. If the cost would be 4, remove any 4 cards from your hand to your removed-pile. In this case the cost was 1, so she removed 1 card from her hand. Now she puts the worker inside the Cabin. This means she is in the End phase, that's the phase where you pay and place cards from your hand into play. She can't go back to any of the previous phases, and she doesn't have any more cards in her hand to play. She declares her turn as over.

Asbjorns first turn: Asbjorn draws 2 cards, and then he declares his turn as over.

Vanessa's second turn: Vanessa draws 2 cards since she has two inside workers. One of the cards is a path card named "Overgrown Forest". She decides she wants to put a little early pressure on Asbjorn. She wants to move the Woodsman to Asbjorns area, but units needs a Path to find their way to enemy areas. She has a Path on her hand, but it costs 2 cards to play, so she's one card short to play it this turn. There's text on the Ranger card that says: Remove as a move step: Search your deck for a tactic or Windstorm, show it and put it in your hand". That means that the Ranger can help you with a tactic or tell you when he thinks the next Windstorm is coming, and then he leaves you, feeling that he has done his part by doing you one big favor. So she removes her Ranger as a move step. That means she is in the move phase. She puts the ranger in her removed-pile, and searches her deck for a tactic card with the name Net trap, shows it and puts it in her hand. Now she shuffles her deck and puts the deck down again.

Now she has a total of 3 cards on her hand. She looks at the path and sees that it requires a vanheim leader. The ranger is a vanheim leader. She removes the other 2 cards she has in her hand to her removed-pile to pay the cost, and places the path on the table. The path is both a tactic and an area. Usually you can only play cards on your end phase, but tactics can be played at any time, except when dices are rolling. So Vanessa says she is still in her move phase, so she moves her Woodsman to the path. The path is its own area, just as the forest surrounding the cabin. Your units can move between

your own areas without any trouble. They know the way between friendly areas, but they need a path to move to or from enemy areas.

Asbjorns second turn: Asbjorn draws 2 cards, and he sees the Woodsman as an act of aggression, so he moves a Farmer outside of his Village as possible defense. The Farmer is still in the Village area, but outside of the structure instead of inside. An inside unit can't attack, but an outside unit can, so it's ready to meet the Woodsman. All these rules are written in the rule cards.

Vanessas third turn: She draws one card. She looks at the path. It says "Players with vanheim cards in play may move units between this and enemy areas. That means her Woodsman can move to Asbjorns Village area, and that's what she does. Vanessa is now in the move phase. She would like to attack, but a unit can't attack if it has moved. There's only so much time. So she skips the attack phase once again, and the end phase, and declares her turn as over.

Asbjorns third turn: Asbjorn draws one card for his worker inside the Village. He hopes that his Farmer can put up a fight against the Woodsman, and he wants to draw more cards on the next turn, so he doesn't move his other unit outside to aid the Farmer when it's his move phase. Instead he jumps to his attack phase by attacking the Woodsman with his Farmer. The farmer can attack because it hasn't moved this turn. A unit chooses what it wants to attack, and it wants to attack the woodsman. The Farmer has CC1, (Close combat with the value 1), and the Woodsman also has CC1. It doesn't matter who rolls first, but if the attacker attacks with CC, Close Combat, the defending unit must also roll CC. If a unit would attack with RC, Ranged Combat, the defending unit must also roll RC.

Asbjorn rolls his 1 dice, and the dice shows "2". That's a failed roll because it's not 4+. In this game, all dices who show 4+ (4 or 5 or 6 that is) is considered successful rolls. Vanessa rolls her 1 dice, and it results in "6". This means that Vanessa's Woodsman won the battle, but a defending unit doesn't deal damage, it merely avoids being hit and damaged, so nothing happens.

Asbjorn has an emergency plan. He plays a weather card from his hand, named Rain. It requires a leader, and that's what his worker inside the village is. The weather is played as all other non-tactic cards, in the end phase. The weather affects all areas.

Vanessa's fourth turn: Vanessa draws one card, and wants to attack the inside leader instead of the outside farmer, with her Woodsman. But there's rain that lowers the morale of non-asheim units. It reads: "Units whose player's don't have any Asheim card in play, have P minus 1 and must roll P to move/attack/defend successfully." P stands for psyche. The Woodsman has P:2. That means she would roll 2 dices, and she could ignore the rain if atleast one of the dices showed 4+. But the rain says that her Woodsman also has P minus 1, so that means her Woodsman only has P-1 as long as it rains. She rolls a dice and it results in "5". She may continue the attack.

She rolls 1 dice for Close Combat since it had CC1. The inside worker must also roll CC when attacked with CC. The woodsman rolled 4, a success, and the inside worker rolled 2, a fail. The axe of the woodsman does 3 damage, and the inside worker has only H:1, 1 health, so it's very much defeated. Vanessa says she wants to capture it, so she places the worker in a personal captured-pile next to her removed-pile.

Asbjorn's fourth turn: He can't draw any cards, because he has no worker inside his Village. On the rain card it says: On your start phase: You may roll 2 dice. If not, or no dice show 4+, remove this card. He remembers to roll 2 dices for the rain. He rolls 1 and 5, so it continues to rain. If he would forget, or ignore it, the rain would be placed in his removed-pile.

Now he attacks the woodsman with his farmer. Asbjorn points out that Vanessa must roll P to defend. She rolls a 3, so it may not defend. Asbjorn's farmer rolls CC1, and it results in 6, and it deals 1 damage that is enough to bring down the woodsman, who is now captured by Asbjorn.

Asbjorn can't use Vanessa's path to take out revenge, but he can, on his next turn, move his farmer inside to draw more cards, and the rain might keep him safe for a while. Vanessa has plans to remove Asbjorn's weather and hire more dangerous units, but that requires other structures and more resources.

This is the basics and how a game could start, and the decisions are all up to you. So learn while you play, and be understanding to each other.

Included in the decks are summarized rule cards that helps you with the different phases of a turn, the different card types, the skills and how to setup the game.

Just follow the steps of the rule-cards, and have fun!

Explain the Cards

The picture - What does it mean?

It's a visual representation of the unit/structure/weather/tactic etc. It's to make the game easier to read and more fun visually.

The upper column - What does it contain?

It contains the name of the card. Sometimes, but not very often, it has extra importance, for instance if a card is named Windstorm, and another card tells you that you may search your deck for a storm, show it and place it in your hand.

The "Req" field (required) is often used. It tells you what is required to already have in play when you pay and place the card in question into play. If the required card(s) is later taken out of play, it doesn't affect the card that required it.

The field below is a description that explains what the card is categorized as. It could tell you that it is a "Asheim Unit – Worker/Leader" for example. This means that it functions both as a worker and a leader. This field is strongly connected to the "Requires" field. When you want to play a card that requires something, you should look at this description field on the cards you already have in play. An asheim structure often requires a local worker to be in play, so you have to have a worker in that same area to be able to pay/place that structure you want to have in that area. You often pay/place from your hand, in the End-phase.

On the right of the upper column is often a large number. This is the cost of the card to put it into play. You need to put an equal number of cards from your hand into a "removed pile" as a way to pay for this card when you want to put it into play. So you need to look at this cost as well as the "Requires" field. If

paying for a new unit, you also have to look at the room “R” of the unit and the structure that it will be placed inside, or you can’t pay/place it. “R” is located in the lower column.

The middle column - What does it contain?

Skills – What special things it can do! It can contain many things, but most often it contains special skills and weapon damage (See skill list below). It can give the unit benefits, so make sure to be aware of what the skills do, it’s your responsibility to keep track of your own skills.

The weapon damage is used when attacking, not defending. An example would be “Sword (CC, 2 damage)”, that means you need to roll CC (close combat) to use the sword. The name and picture of the weapon, and that it says “CC or RC”, also tells you how the unit can use it’s weapon, an axe is used in Close Combat and a bow is used in Ranged Combat. It also show how much the weapon does in damage if the unit wins in an attack.

The lower column - What does it contain?

Values – How good it is at basic things! It contains the values of a unit; Close Combat, Ranged Combat, Armour, Health, Psyche, Luck, Room and Food.

Close Combat is used with weapons like axes, daggers. Ranged Combat is used just like Close Combat, but with bows and other projectiles. A defending unit must roll CC for example, if the attacking unit uses CC.

Ranged Combat gives extra benefits; it can be used to attack flying units and ship.

Armour absorbs some or all of the damage inflicted by attacking weapons like axes, daggers and bows, without wearing down. If the attacker rolls atleast one “6”, it may ignore armour.

Health is how much of the damage the armour doesn’t stop, that the unit/structure can endure before being defeated. Damage to Health is permanent, unlike Armour. Show damage with a dice for example, or other tokens.

Psyche is how mentally strong and intelligent the unit is. There are spirits that tries to lure people out in the woods where they get lost, and their attacks are with Psyche instead of CC or RC. Such attacks ignores Armour and Health!

Luck is a value that Vanheim has the most options to alter. Normal units most often have the value 1.

Room value is how much room a unit demands, and how much a structure can offer. If a structure has no more room, no other units that need room can enter or be placed inside until someone leaves room.

Food value is how much a unit need to stay in service to you, and how much a unit/structure can offer. Always summarize your total food across all areas. If the total value is negative, you need to instantly remove units until it’s not negative. You can still pay/place units even if you don’t have enough Food, but as soon as the total value is negative, you must remove units.

Game Questions

Inside/outside - What does it mean?

Units can move to be inside or outside their own local structures. They can also move between their own local structures.

Local - What does it mean?

It refers to something in that very area, structures and inside/outside units surrounding the card with “area” in the description. When you play a card with the name “area” in its description, it creates its own area.

Can units move between areas?

Your already outside units can move between your areas, but not to or from enemy areas unless something else is written on a card. You need something like a path, or maybe a unit with the skill Navigate to move to enemy areas.

The deck – what happens when all the cards are drawn?

Nothing. You can't draw more cards, but some structures let you mix your “removed pile” into your remaining deck when built.

How do you capture units?

Units may capture enemy units they defeat in battle. Place them in a “captured” pile next to your “removed” pile.

What does the “removed-pile” mean?

Cards in the removed-pile are cards from your deck only. They are units that feel they have fulfilled their duties and moved out of your area(s), or units that have been defeated and either escaped or released and not returned to you, or killed. They are lost instructions of how to build structures, and how to use items and tactics. But when your realm grows and inspires with things like temples and sacred trees, those units with their know-how might want to give you a second chance.

If you have a question, please go to <https://www.facebook.com/Nattsmyg/> and send it, or to <http://www.nattsmyg.net/>. It will be answered and updated to this manual.

How to Play

Setting up the game

Sort the cards so that there are one Vanheim and one Asheim deck. Remove the rule cards and the removed/captured cards.

Each player rolls a dice, and the player who gets highest are the first to search his/her deck for 1 card with the word HQ written in the description (Tundra and Village or Forest and Cabin), and 2 workers with the text “Req: Vanheim (or) Asheim structure”. That player places the structure in front of him/herself, and the 2 workers on top of it (they are now inside it). The other player(s) now search their decks in a similar fashion, and puts their chosen cards on their sides of the table.

The players shuffle and place the rest of their decks facing down.

The 4 phases of a turn: 1: Start, 2: Move, 3: Attack, 4: End. ALWAYS: Summarize "Food"

1: Start) Start your turn. Some structures and weather cards have the text "On your start phase, you may ... ". Follow those rules if you want to use their benefits, or continue to the next phase.

2: Move) Units can move one move step each, one at a time in/out/between your structures in the same area, or between your areas if already outside (if they have moved, they may not attack, even one special unit would have two move steps).

3: Attack) A unit can move or attack on your turn. Attack with a unit one at a time. Choose what to attack, and then choose CC or RC according to weapon type. Roll as many dice as the unit has in, for example, CC value. if the unit has a sword "Sword (CC, 2 damage)". The defending unit also rolls CC even if it has no weapon (It can avoid damage without having a weapon). If the attacking unit gets more 4+ rolls than the defending unit, it deals damage according to the value written next to its weapon. If a sword deals 2 damage to a unit that has A:1 and H:2, the defending unit has Armour that absorbs 1 damage, and therefore only gets 1 permanent Health damage. It now has A:1 and H:1. Mark the health damage with a dice or a token of some sort so you remember it. If the unit that is about to deal damage, has rolled atleast one "6", it's a perfect hit and it may ignore Armour. When it has H:0, remove it to the owners removed-pile, or capture it and place it in your captured-pile. Now attack with another unit if you want to.

Inside units can defend, but not attack. Units can defend any amount of times, but it doesn't deal damage while defending.

4: End) Check what is required "req" on the structure/unit you want to build. That means that you must have that card somewhere in play at the time you pay/place your unit. Pay the cost of the card to put it into play. You pay the cost by removing cards from your hand. Remove 3 cards to pay a cost of 3. Check the room values before you pay/place, or your unit stays on your hand.

ALWAYS !) Always summarize all your "F" values across all areas. If you have a negative total, remove units until you don't.

When it's not your turn you may defend with your units that are attacked, even if they are inside structures. Your units can defend as many times as they want, but it doesn't deal damage even if it wins the battles while defending. If attacked with RC, defend with RC even if it hasn't got a RC-weapon.

Tactic cards are the only cards you may play when it's not your turn, except when dices are rolling. If two tactic cards or more are played at the same time ("Well if you play that tactic, then I'm going to play this tactic), then the tactics are played at the same time (no units are removed or whatever until both tactics are played, so it doesn't matter which one you roll for first –if there's any rolling involved).

Game modes

(Choose a game mode to play, or invent your own!)

Destroy (recommended)

Defeat your opponent until he/she has no HQ left.

Assassinate (not tested)

All players must start with atleast one marked worker/leader. When a player looses that leader, he/she looses the game.

Conquer (not tested)

All players put 1 non-sea path each into play before the start of the game. The player who control these paths, win.

Enslave (not tested)

The player to first have 2 captured units wins.

Card types

HQ

A card with the word "HQ" (headquarters) in the description is a card you can choose to begin with when the game starts. It is often a structure and/or an area. See it as a "main" card. When starting a game, you must also choose two workers of the same realm and put them in that area and/or structure.

Area

Units and structures in an area are separated from other areas. If they are within an area, they are "local units/structures".

If the card with the name "area" is defeated (it could be a defeated structure that also represents the area), all that player's structures and inside units are removed, and any remaining cards are placed by their owners to the outside of any owned area(s) if there's any left.

- Path

A path is an area and it is considered as "outside" for local units. It's often used as a passage to/from enemy areas.

Structure

Units inside (and outside) a structure can defend, but not attack. Defending units don't deal damage (not when they're outside either). You may, on your end phase, build any amount of structures. Check if any requirement and/or costs of the structure are met, pay the cost of the structure by removing that many cards from your hand to your removed-pile, and put the structure into play. Units can move in/out/between his/her own local structures.

Sometimes units can be removed from inside a structure to give special benefits, and that can be done at any time except when dices are rolling. If the unit is removed and replaced by another unit just before being attacked, the attacker must attack that unit. If the unit is removed but it isn't replaced by another unit, the attacking unit fails its attack.

- Building

A unit inside a building is not affected by weather.

If a building is defeated, any inside units are also defeated.

- Dwelling

A unit inside a dwelling is not affected by weather.

If a dwelling is defeated, any inside units are defeated.

A dwelling can't be repaired.

- Object

A unit inside an object is affected by weather.

If an object is defeated, any inside units aren't defeated.

- Ship

A unit inside a ship is affected by weather.

If it is defeated, any inside units are also defeated unless they have Swim/Flying.

It can't be attacked in CC except by units on a Ship or with Flying/Swim.

Inside units can attack with RC, and be attacked by RC.

Tactic

A player may play tactic cards any turn except when dices are rolling. It often requires a leader of the same realm. If two or more tactics are played at the same time ("If you play that tactic, then I'm going to play this tactic") then those tactics are played out at the same time. That means that it doesn't matter which tactic you roll for first (if there's any rolling involved), because the results of both are played out at the same time.

- Curse

A curse stays on a unit, and can often be broken by a unit with Exorcism.

- Item

An item stays on a unit, and can be stolen by units with Steal.

- Sickness

A Sickness stays on a unit, and can often be treated by a unit with Heal.

- Trap

A trap is often used directly after units have filled an extra requirement of the card, for example by walking into your area. A trap can be ignored by a unit with Spy.

- Bribe

A Bribe can often be ignored by units with Honor or Loyal. A trap can be ignored by a unit with Spy.

Unit

A unit is most often placed in structures when played, not necessarily the structure they may require. What they require is only for it to be somewhere in the game at the same time you play the unit, and if what is required would be defeated –the unit is not removed. You may pay/place any amount of units on your turn, on your end phase, if you have room in the structure. Units moves and attacks one at a time, and they may choose between moving/attacking each turn. So units that have moved, may not take part of the following attack phase. A unit may move inside, outside or between local structures, or between your areas if already outside. When outside, they may move to/from an opponent's area if they have Navigate, or move to/from a Path. Units may always defend when it's not your turn, even from inside a structure, but they don't deal damage when they defend. A unit chooses what to attack, and attacks thereafter, one at a time. It may not attack from inside a structure. If a unit is defeated, it goes to your "removed"-pile, but if it is claimed as captured, it goes into the opponent's captured-pile.

- Elite

These are the best units.

- Warrior

These are better units.

- Worker

A worker is often required to draw cards and pay/place structures.

- Leader

If a unit is a Leader in addition, you may play cards with the requirement of a leader of the same realm (asheim/vanheim) as the card. A unit can be a leader in addition to being a warrior for example.

Weather

If any player puts a weather card in play, it affects all areas in the game. Place the card anywhere on the table, visible for all. No more weather cards can be played until it is removed from the game, unless there's special written exceptions on the weather cards.

Skills

General skills, (mostly) Asheim skills, (mostly) Vanheim skills

Assault: A unit with Assault may use its attack step even if it has moved this turn.

Berserk: A unit with Berserk that attacks with CC and deals damage, may always continue with a new attack step directly after.

Counter-attack: A unit with Counter-attack does damage while defending.

Crush: A unit with Crush may ignore Armour in battle.

Fire Arrows. If a unit with Fire Arrows attacks with a bow and wins against anything, it's a defeat. Remove Fire Arrows if it rains.

Flank: An outside unit with Flank may move to any area if making a "L" roll.

Intrude: A unit with Intrude may move in/out of non-ship enemy structures.

Hidden: Anything with Hidden may roll L against an attacker to ignore it if winning the roll.

Luck Charm: A unit with Luck Charm may add "L" many dices when making a roll.

Navigate: A unit with Navigate may move to/from enemy areas without a Path.

Patrol: A unit with Patrol may choose to be attacked from a local attack instead of any local structure(s) or inside unit(s).

Plunder: If a unit with Plunder defeats any unit/structure, draw 2 cards.

Protect: An outside unit with Protect may choose to be attacked by a local attacker instead of any local outside unit that was to be attacked.

Shieldwall: If you have an outside unit with Shieldwall, another outside unit may have up to CC/RC+1 while defending.

Sneak: A unit with Sneak may let a unit it's in battle with, roll 6's instead of 4+.

Survival: A unit with Survival may ignore Weather.

Tracking: A unit with Tracking may ignore Hidden/Sneak/Invisible.

Vanguard: A unit with Vanguard may, while outside, be removed to remove a locally played tactic that has the text "Remove this card when it's played", before it has any effect.

Emerge: Pay/place a unit with Emerge in any area.