Stormbreakers – Paper Prototype

**Randolf Deck**

* Normal Attack (L): Attack 1 space ahead, dealing 1 damage
* Normal Attack (M): Attack 1 space ahead, dealing 2 damage. If you are hit with a light attack, ignore the effects of this card.
* Normal Attack (H): Attack 2 spaces ahead, dealing 3 damage. If you are hit with a light or medium attack, ignore the effects of this card.
* Block: You are considered blocking until the next turn
* Move (Forward Walk): Move forward 1 space. You are considered blocking until the next turn.
* Move (Forward Run): Move forward 2 spaces.
* Move (Backwards Walk): Move backwards 1 space. You are considered blocking until the next turn
* Move (Backwards Run): Move backwards 2 spaces.
* Special (Command Grab): Attack 1 space in front of you for 3 damage, unblockable. If you are hit with a normal attack, ignore the effects of this card.
* Special (Fireball): Attack 5 spaces ahead of you with a projectile for 1 damage. If you are hit with an attack, ignore the effects of this card. If your opponent uses a projectile, ignore the effects of both cards.
* Special (Rushing Attack): Move forward 1 space and attack 1 space ahead, dealing 1 damage. If this is blocked, skip your next turn.
* Reversal (Uppercut): Attack 1 space ahead, dealing 2 damage. If you would be hit this turn, you take no damage. If blocked, skip your next turn.

**Lynne Deck**

* Normal Attack (L): Attack 1 space ahead, dealing 1 damage
* Normal Attack (M): Attack 1 space ahead, dealing 2 damage. If you are hit with a light attack, ignore the effects of this card.
* Normal Attack (H): Attack 2 spaces ahead, dealing 3 damage. If you are hit with a light or medium attack, ignore the effects of this card.
* Block: You are considered blocking until the next turn
* Move (Forward Walk): Move forward 1 space. You are considered blocking until the next turn.
* Move (Forward Run): Move forward 2 spaces.
* Move (Backwards Walk): Move backwards 1 space. You are considered blocking until the next turn
* Move (Backwards Run): Move backwards 2 spaces.
* Special (Fireball): Attack 5 spaces ahead of you with a projectile for 1 damage. If you are hit with an attack, ignore the effects of this card. If your opponent uses a projectile, ignore the effects of both cards.
* Special (Slide Kick): Move forward 2 spaces and attack 1 space ahead, dealing 1 damage. If this is blocked, skip your next turn.
* Reversal (Rising Kick): Attack 1 space ahead, dealing 2 damage. If you would be hit this turn, you take no damage. If blocked, skip your next turn.

**Time Deck**

* Special (Time Slow): Attack 2 spaces ahead of you with a projectile, unblockable. On hit, your opponent must skip their next turn. If you would be hit by any attack this turn, ignore the effects of this card.
* Special (Hitstun): Attack 1 space ahead of you, dealing 1 damage. If this effect would be blocked, you may not attack next turn. If this card hits, your opponent cannot block next turn.
* Special (Time Warp): If you have not been hit last turn, your opponent skips their next turn. If you would be hit by any attack this turn, ignore the effects of this card.

**Space Deck**

* Special (Gravity Armor): Your next Special attack will not be ignored if you are hit by an attack. You are considered blocking for this turn.
* Special (Push): Pushes your opponent back 1 space, unblockable.
* Special (Pull): Pushes your opponent forward 1 space, unblockable.
* Special (Reflect): If your opponent would use a Projectile card, you reflect it, ignoring its effects while dealing them on your opponent.

**Life Deck**

* Special (Trap): Leaves a trap 1 space ahead, lasts 1 turn. Deals 1 damage to an opponent if they move through that space. Rushing Attack and Slide Kick ignore this effect.
* Special (Light Pillar): Strikes 1 space ahead, dealing 2 damage and knocking the opponent back 1 space. If you are hit with a heavy attack, ignore the effects of this card.
* Special (Vines): Attack 5 spaces ahead with a projectile, dealing 1 damage. Blocking will prevent movement on your next turn. If the opponent would use a normal attack, ignore the effects of this card.

**Death Deck**

* Special (Poison Touch): Your next normal attack will apply a Death stack on hit. You are considered blocking until the next turn.
* Special (Acid Rain): Attack 3 spaces ahead, dealing 2 damage.
* Special (Poison Cloud): Leaves a trap 1 space ahead, lasts 2 turns. Adds a Death stack to an opponent if they move through that space. Rushing Attack and Slide Kick ignore this effect.
* Special (Condemn): Deal 1 damage to opponent per Death stack (max: 3), unblockable. If you are hit by a normal attack, ignore the effects of this card.