

Resolute Stand



Attack X

where X is the difference between
your maximum hit point value
and current hit point value.

1 for every 5 damage done.

2

2

09



Move 2

Retaliate 1

Self



Berserker



Growing Rage



Attack $\star X$ •

where X is the number of cards
you have lost.



$\star 2$

$\times 2$

$\hat{8}5$

Move $\times 3$ •

If you have fewer hit points than
half your maximum hit point value
(rounded up), perform

Attack $\star 2$

and gain



320



Berserker



Strength in Agony



Attack $\star\star 3$ •

You may suffer 2 damage to add +2 Attack \star and gain

$\star\star 2$

$\times 2$

37

You may suffer up to 3 damage.

Move $\times 4+X$ •

where X is the amount of
damage you suffered.

Berserker



Defiance of Death



Attack **★3** • •

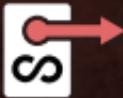
Add +2 Attack **★** and gain **HP** if you have less than half of your maximum hit points (rounded up).

★2

V2

31

On the next three sources of damage to you that would reduce you to less than 1 hit point, suffer no damage instead.



Berserker



From the Brink



Heal X

Range 2

where X is the difference between
your maximum hit point value
and current hit point value.

2



2

2

24

Move 3

PUSH 1

Target one adjacent enemy

Berserker



Blood Pact



Attack 6 •

Suffer damage equal to half of your current hit point value (rounded up).

2

2

V 2

76

Add +1 Attack to all your attacks

Suffer 1 damage at the start of each of your turns.



Berserker



Cauterize



Attack ⚡ 2 •

Range ⚡ 3

Target ◎ 2 •

WOUND 🔥



⚡ 2

⚡ 2

40

The next four times you are healed,
add +2 Heal 💧 .



Berserker



Dazing Wound



Attack 3 •

You may suffer 2 damage to add
STUN and gain .

2

2

29

Move 4 •

Berserker



Furious Raid



Loot 2



2

2

43



Heal 3

Range 3

Berserker

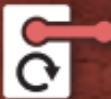


Bounce Back



Retaliate 2 •

Self



2

2

14

Move 3

Heal 1 •

Self

328

Berserker



Unbridled Power



Attack 2 •

STUN

: +2 Attack

2

2

67

You may overheal to a maximum of 26 hit points but your maximum hit point value remains the same for the purpose of ability effects.

Heal 3

Self

2

Berserker



Glass Hammer



Attack $\star X$ •

where X is your current hit point value.

for every 5 damage done.

Reduce current your hit point value to 1.

This is not considered damage.

$\star 2$

$\times 2$



Move $\times 3$ •

330

Berserker



Numb the Pain



Attack ⚡3

You may suffer 2 damage to gain
Shield 🛡1, ⚡1.



⚡2

⚡2

35

Move ⚔3

You may suffer 2 damage to STUN ⚡
an adjacent enemy.

Berserker



Reckless Offensive

2

You may suffer up to 3 damage.

Attack  4 • •

Target  X

where X is the amount of damage you suffered.

 2

 2

 2

All melee attacks targeting you add +1 Attack .

Retaliate  2

Self



332

Berserker



Break the Chains



Attack ⚡3 •

Range ⚡3

Target ◎2 •

PULL ←→ 2

⚡2

↙2

53

Move ↘4 •

Add +2 Move ↘ if you have fewer hit points than half of your maximum hit point value (rounded up).



: +2 Move ↘, ⚡1

333

Berserker



Spiked Armor



Increase the value of each of your
Retaliate abilities by 2 this round.



2

2

16

Move 2

Attack 2

Target all adjacent enemies

Berserker



Fatal Fury



Kill one adjacent normal enemy whose current hit point value is less than half the difference between your maximum hit point value and your current hit point value.



★ 2

▼ 2

34

Attack ★ 2

Move ▼ 1

Attack ★ 2

335

Berserker



Flurry of Axes



4

You may suffer up to 4 damage.

Attack X
where X is the amount of
damage you suffered.

Target all enemies within Range 3

2

27



2

2

Move 5

336

Berserker



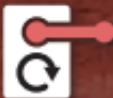
Shiny Distraction

4

Loot  1

Shield  1

Self



 2

 2

 08

Gain Advantage on all
your attacks this round.

All attacks targeting you
gain Disadvantage this round.



Berserker



Seeing Red

5

Attack  4 • •

Gain Shield  1,  if you have fewer hit points than half of your maximum hit point value (rounded up).

 2

 2

22

Add +1 Attack  to all your attacks when you have fewer hit points than half of your maximum hit point value (rounded up).



338

Berserker



final fight



Kill one adjacent normal or elite enemy.
You immediately become exhausted.

3

★ 2

▼ 2

89

Move ▼ X

where X is the number of cards
you have lost.



: Attack ★ 3

Berserker



Devil Horns

6

Attack ⚡4

WOUND 🔥



⚡2

⚡2

31

Attack ⚡5



340

Berserker



Unstoppable Destruction

6

Attack  4 •

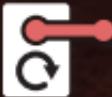
You may suffer 2 damage to ignore the target's Shield value and gain .

 2

 2

 57

If you short rest at the end of this round,
gain all the benefits of a long rest.



Berserker



Burning Hatred

7

Attack  3 •

Target all adjacent enemies



: Target all enemies within Range  2 instead

 2

 2

40

Move  3 •

WOUND 

Target all adjacent enemies

Berserker



Careless Charge

7

Move  3 •

Attack  4 •

WOUND  self and all adjacent allies
to add PUSH > 2, IMMOBILIZE .

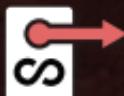
 2

 2

20

You are immune to all negative conditions.

 2

 >



343

Berserker



Bone Breaker



Attack 5

WOUND

IMMOBILIZE



2

2

4

Attack 3

Range

Target can no longer fly.

Place a character token
on the target to signify this.

Berserker



Vengeful Barrage

8

On the next five sources of damage to you, perform an “Attack $\star 3$ ” action.



Move $\Delta 4$ •

 : Add +1 Attack \star to all your attack actions this round, .



Berserker



Immortality



On the next five sources of damage to you, suffer no damage instead.



♂ 2

↙ 2

33

Move ↘ 2

Shield ⚡ 2

Self



: Retaliate ⚡ 2
Self



Berserker



The Maw of Madness

9

Attack ⚡3 •

Target all adjacent enemies

MUDGLE ?

Perform a “Heal 💧 2, Self” action
for each enemy damaged.

⚡ 2

💧 2

10

You may suffer up to 5 damage.

Attack ⚡3+X •

Range ⚡3 •

IMMOBILIZE ♦

where X is the amount of
damage you suffered.

Berserker

