Нор	Нор	Нор
Move 2 spaces vertically and one horizontally, or move 2 spaces horizontally and one vertically. Move will make an 'L' shape. May leap over other pieces.	Move 2 spaces vertically and one horizontally, or move 2 spaces horizontally and one vertically. Move will make an 'L' shape. May leap over other pieces.	Move 2 spaces vertically and one horizontally, or move 2 spaces horizontally and one vertically. Move will make an 'L' shape. May leap over other pieces.
Hop 4 Move 2 spaces vertically and one horizontally, or move 2 spaces horizontally and one vertically. Move will make an 'L' shape. May leap over other pieces.	Hop Move 2 spaces vertically and one horizontally, or move 2 spaces horizontally and one vertically. Move will make an 'L' shape. May leap over other pieces.	Hop Move 2 spaces vertically and one horizontally, or move 2 spaces horizontally and one vertically. Move will make an 'L' shape. May leap over other pieces.
Hop 4 Move 2 spaces vertically and one horizontally, or move 2 spaces horizontally and one vertically. Move will make an 'L' shape. May leap over other pieces.	Hop 4 Move 2 spaces vertically and one horizontally, or move 2 spaces horizontally and one vertically. Move will make an 'L' shape. May leap over other pieces.	Rocinante 10 Ongoing. Each 'Hop' card now allows you to hop twice.
Excalibur Ongoing. For each use of 'Hop', select an enemy adjacent to your origin/departure space and slash it for 4 damage.	Damsel in Distress 10 Ongoing. You must make haste to save your maiden. Landing a successful 'Lance' attack allows you to play another non-'Lance' card this turn.	Lance 7 Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.
Lance 7 Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.	Lance 7 Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.	Lance 7 Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.

Knight	Knight	Knight
Errant	Errant	Errant
Knight	Knight	Knight
Errant	Errant	Errant
Knight	Knight	Knight
Errant	Errant	Errant
Knight	Knight	Knight
Errant	Errant	Errant
Knight	Knight	Knight
Errant	Errant	Errant

Lance 7	Lance 7	Lance 7
Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.	Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.	Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.
Lance	Lance	Lance
Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.	Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.	Attack a square 2 spaces vertically and one horizontally, or attack 2 spaces horizontally and one vertically from your position. Attack path forms an 'L' shape. May attack over other pieces. 7 damage.
The Holy Grail	Plate Mail	Squire
Ongoing. When your played card is resolved, you have the option to drink from the Holy Grail instead. Return the played card to your hand and heal 2 damage.	Ongoing. You don a thick plate of mail. Reduce the damage of incoming attacks by 1.	Ongoing. Reduce the speed of your cards by 2.
Charge	Chivalry	Chivalry
Ongoing. If you use 'Hop' to land next to an adjacent enemy, you may play another card this turn.	Select a target opponent. You both agree to discard all your active Ongoing cards.	Select a target opponent. You both agree to discard all your active Ongoing cards.
Godspeed 10	Godspeed 10	Lancealots 10
You may play up to 3 cards on your next turn.	You may play up to 3 cards on your next turn.	Ongoing. Your 'Lance' attack may now attack up to 2 different squares.

Knight	Knight	Knight
Errant	Errant	Errant
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Knight	Knight	Knight
Errant	Errant	Errant