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| 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. | 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. | 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. |
| 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  10  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  Errant | Knight  Errant | Knight  Errant |
| Knight  Errant | Knight  Errant | Knight  Errant |
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| The Holy Grail  10  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. | Plate Mail  10  Ongoing. You don a thick plate of mail. Reduce the damage of incoming attacks by 1. | Squire  10  Ongoing. Reduce the speed of your cards by 2. |
| Charge  10  Ongoing. If you use 'Hop' to land next to an adjacent enemy, you may play another card this turn. | Chivalry  9  Select a target opponent. You both agree to discard all your active Ongoing cards. | Chivalry  9  Select a target opponent. You both agree to discard all your active Ongoing cards. |
| Godspeed  10  You may play up to 3 cards on your next turn. | Godspeed  10  You may play up to 3 cards on your next turn. | Lancealots  10  Ongoing. Your 'Lance' attack may now attack up to 2 different squares. |
| Knight  Errant | Knight  Errant | Knight  Errant |
| Knight  Errant | Knight  Errant | Knight  Errant |
| Knight  Errant | Knight  Errant | Knight  Errant |
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