|  |  |  |
| --- | --- | --- |
| Hop  4  Move 2 spaces in one direction, and then 1 space in a different direction that is not directly backwards. Move will make an 'L' shape. May leap over other pieces. Enemies adjacent to your landing space take 4 damage. | Hop  4  Move 2 spaces in one direction, and then 1 space in a different direction that is not directly backwards. Move will make an 'L' shape. May leap over other pieces. Enemies adjacent to your landing space take 4 damage. | Hop  4  Move 2 spaces in one direction, and then 1 space in a different direction that is not directly backwards. Move will make an 'L' shape. May leap over other pieces. Enemies adjacent to your landing space take 4 damage. |
| Hop  4  Move 2 spaces in one direction, and then 1 space in a different direction that is not directly backwards. Move will make an 'L' shape. May leap over other pieces. Enemies adjacent to your landing space take 4 damage. | Hop  4  Move 2 spaces in one direction, and then 1 space in a different direction that is not directly backwards. Move will make an 'L' shape. May leap over other pieces. Enemies adjacent to your landing space take 4 damage. | Hop  4  Move 2 spaces in one direction, and then 1 space in a different direction that is not directly backwards. Move will make an 'L' shape. May leap over other pieces. Enemies adjacent to your landing space take 4 damage. |
| Hop  4  Move 2 spaces in one direction, and then 1 space in a different direction that is not directly backwards. Move will make an 'L' shape. May leap over other pieces. Enemies adjacent to your landing space take 4 damage. | Hop  4  Move 2 spaces in one direction, and then 1 space in a different direction that is not directly backwards. Move will make an 'L' shape. May leap over other pieces. Enemies adjacent to your landing space take 4 damage. | 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 5 damage. If you damage an enemy this way, draw a card. | 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 and place the Lance card back in your hand. | Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. |
| Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. | Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. | Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. |
| Knight  Errant | Knight  Errant | Knight  Errant |
| Knight  Errant | Knight  Errant | Knight  Errant |
| Knight  Errant | Knight  Errant | Knight  Errant |
| Knight  Errant | Knight  Errant | Knight  Errant |
| Knight  Errant | Knight  Errant | Knight  Errant |
| Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. | Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. | Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. |
| Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. | Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. | Lance  7  Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile. |
| 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 2. | Squire  10  Ongoing. Reduce the speed of your cards by 2. Additionally draw an extra card at the end of each turn. |
| Charge  10  Ongoing. If you use 'Hop' to land next to an adjacent enemy, you may play another card this turn. | Chivalry  9  Select X number of your own Ongoing cards to discard. You may then discard up to 2\*X enemy Ongoing cards across multiple enemies. | Chivalry  9  Select X number of your own Ongoing cards to discard. You may then discard up to 2\*X enemy Ongoing cards across multiple enemies. |
| 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 |
| Knight  Errant | Knight  Errant | Knight  Errant |
| Knight  Errant | Knight  Errant | Knight  Errant |