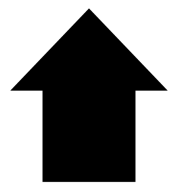




MOVE

CORE



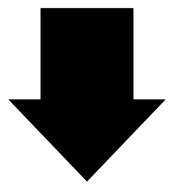
Move 1 in the indicated direction.
Charged: Move 2 in the indicated direction







MOVE

CORE



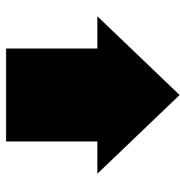
Move 1 in the indicated direction.
Charged: Move 2 in the indicated direction







MOVE

CORE



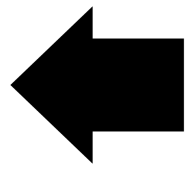
Move 1 in the indicated direction.
Charged: Move 2 in the indicated direction







MOVE

CORE



Move 1 in the indicated direction.
Charged: Move 2 in the indicated direction







STRIKE

CORE

	x	x	x	
	x	○	x	
	x	x	x	


Attack as shown.







PLAN

CORE




You may replace your next card.
Charged: In addition, you may replace your next modifier.






CORE


MODIFIER



STANDARD


Played as a modifier.






CORE


MODIFIER



STANDARD

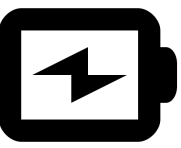
Played as a modifier.






CORE


MODIFIER

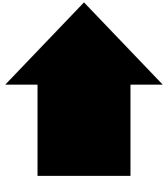


CHARGED


Played as a modifier.
Increases the priority of the modified card.
May also change its function.




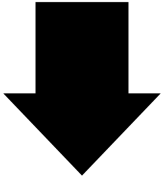
**MOVE**

CORE


Move 1 in the indicated direction.
Charged: Move 2 in the indicated direction




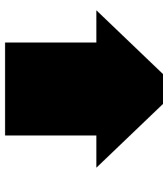
**MOVE**

CORE


Move 1 in the indicated direction.
Charged: Move 2 in the indicated direction




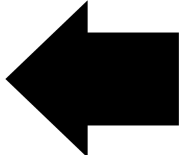
**MOVE**

CORE


Move 1 in the indicated direction.
Charged: Move 2 in the indicated direction




**MOVE**

CORE

Move 1 in the indicated direction.
Charged: Move 2 in the indicated direction





**STRIKE**


CORE

	x	x	x	
	x	o	x	
	x	x	x	


Attack as shown.





**PLAN**

CORE

You may replace your next card.
Charged: In addition, you may replace your next modifier.





**CORE**


MODIFIER

STANDARD

Played as a modifier.





**CORE**

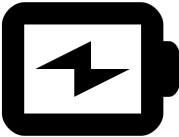
MODIFIER

STANDARD

Played as a modifier.




**CORE**

MODIFIER

CHARGED

Played as a modifier.
Increases the priority of the modified card.
May also change its function.





IMMOLATE

POWER-UP

		x	x	x	
	x	x	x	x	x
	x	x	O	x	x
	x	x	x	x	x
		x	x	x	

If this is not charged, discard it and no effect occurs.
 Charged: Attack as shown.



SHADE

POWER-UP



When revealed, replace this card with any card in hand.
 Charged: In addition, you may replace your modifier.



POWER-UP

MODIFIER



QUICK STRIKE

Executes at start of turn. Modifies a movement: Move in indicated direction and immediately Strike.



MIND CONTROL

POWER-UP



At end of turn, move an enemy in your Line of Sight 1 square in any direction.
 Charged: At end of turn, move an enemy in your Line of Sight 2 squares in any direction.



POWER-UP

MODIFIER



JETPACK

Modifies a move.
 Occurs during move phase. Move 3 in the indicated direction. Kill any stationary players you pass over or land on.



PARRY

POWER-UP



If you are attacked this turn, instead your attacker dies.
 Charged: In addition, return this card to your hand instead of placing it in the discard pile.



POWER-UP

MODIFIER

		x	x		
	x	x	x		
	x	x	O	x	
	x	x	x		

GRENADE

Modifies a move.
 Occurs during other phase. Grenade moves in the indicated direction until it hits a block, wall or player and then attacks as shown.



RPG

NOVAM

		x	x	x		
			x			
x						x
x	x		O		x	x
x						x
			x			
		x	x	x		

Attack as shown.



RAILGUN

WEAPON

		↑			
		x			
←	x	O	x	→	
		x			
		↓			

Attack as shown.



FORCEFIELD

WEAPON

x	x	x	x	x
x				x
x		o		x
x				x
x	x	x	x	x

Attack as shown. Line of Sight is not required for this weapon.



BOOMERANG

WEAPON

↖				↗
	x		x	
		o		
	x		x	
↙				↘

Attack as shown.



ARMOR

POWER-UP



Cannot be played. Discard this from hand to prevent your death.



WEAPON

MODIFIER



BLITZ

Modifies a move. Occurs during move phase. Move in the indicated direction until you hit a wall or a block. If you pass through a stationary player, you kill them.



TELEPORT

POWER-UP



Occurs at the start of move phase. Move to any non-occupied square.



SWOOP

POWER-UP

	x		x	
x				x
		o		
x				x
	x		x	

Occurs during move phase. Move to one of the marked locations. Kill any stationary enemies at that location.



WEAPON

MODIFIER

			x	x	
			x	x	
		o	x	x	
			x	x	

SHOTGUN

Modifies a move. Instead of moving, attack as shown in the direction of that movement. Occurs during the other phase.