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

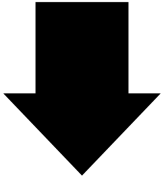## MOVE

CORE

→

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

MOVE

CORE

←

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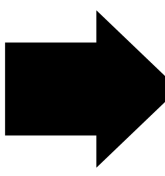Charged: Move 2 in the indicated direction

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.

MOVE — CORE (up)

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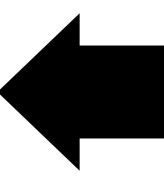Charged: Move 2 in the indicated direction

MOVE — CORE (down)

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

MOVE — CORE (right)

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

MOVE — CORE (left)

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

STRIKE — CORE

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

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
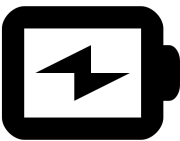
STANDARD

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

Attack as shown.

PLAN
CORE

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

CORE
MODIFIER — STANDARD
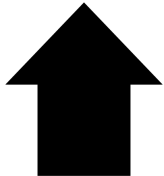
Played as a modifier.

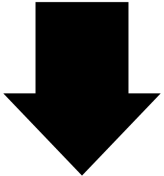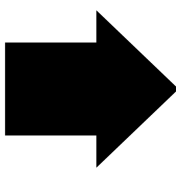## CORE
MODIFIER — STANDARD

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

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

POWER-UP

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

POWER-UP

MODIFIER
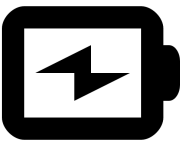
QUICK STRIKE

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

MIND CONTROL

POWER-UP

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

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

GRENADE

	x	x	x	
	x	⊗	x	
	x	x	x	

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

WEAPON

		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

SHOTGUN

			x	x
		o	x	x
			x	x

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