

## House Traits:

- ♦ → when attacking, strike and resolve damage first
- ♣ → when attacking, deal additional damage to opponent
- ♥ → when attacking, remain unexhausted
- ♠ → When attacking, after defeating a unit strike a second adjacent unit

## Unit Abilities:

3-10 (♦♣♥♠) → Soldiers Units (power/defense = card number)

- 2 ♦ → Reveal 2 cards or play as Soldier
- 2 ♣ → Reveal 1 card and send to Barrows or play as Soldier
- 2 ♥ → Reveal 1 card and move card to player's hand or play as Soldier
- 2 ♠ → Reveal one card and play (not exhausted) or play as Soldier

- Jack ♦ → interrupt opponent's turn
- Jack ♣ → double damage dealt by allies
- Jack ♥ → absorb all damage to allies
- Jack ♠ → gain control of target card

- Queen ♦ → take additional turn
- Queen ♣ → remove any two units from play
- Queen ♥ → resurrect target card
- Queen ♠ → look at top 4 cards, keep 1, put 3 back

- King ♦ → Give ♦ traits to all allied units,  
Natural ♦ units can apply trait when defending
- King ♣ → Give ♣ traits to all allied units,  
Natural ♣ units can apply trait when defending
- King ♥ → Give ♥ traits to all allied units,  
Natural ♥ units can force opposing unit to block
- King ♠ → Give ♠ traits to all allied units,  
Natural ♠ units can stun opposing unit on second strike

- Ace ♦ → may attack instantly on any player's turn
- Ace ♣ → target's unit destroyed and opposing player discards a card
- Ace ♥ → may return to rear ranks as a 1/0 guard with a poison blade
- Ace ♠ → attack an additional adjacent unit if the target is a soldier

**Black Joker (Doppelganger)** → transform into card of player's choice until removed from battlefield

**Black Joker (Necromancer)** → resurrect and Soul Burn a single soldier directly to battlefield for 1 round

**Red Joker (Sorcerer)** → all opposing units lose ability to form Blood Bonds or use House Traits

**Red Joker (Binding Spirit)** → all allied soldiers may form a Blood Bond and leader defines House Traits

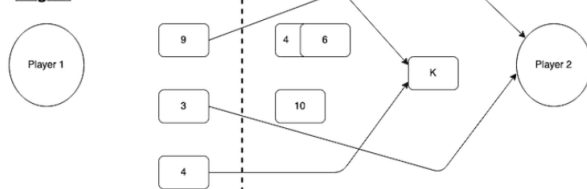
## Definitions:

**Blood Bond** → cards of the same suite combine to form a single unit and top card is designated "leader"

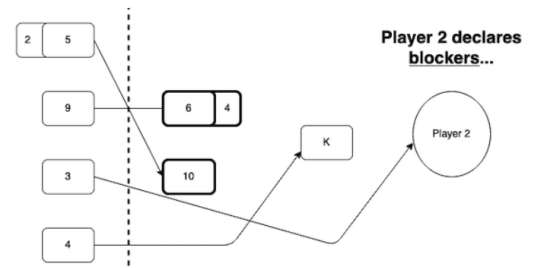
**Soul Burned** → unit can no longer be resurrected and must be placed in Barrows face down

### Example game play diagram:

Player 1 declares  
attackers and  
targets...



Player 1 is threatening Player 2's King with a combined assault of 13 damage (the 9 and 4).  
All of Player 1's remaining attackers are being directed to damage Player 2.



Player 2 chooses to block (and defeat) the 5/2 Blood Bonded unit with their 10.  
Player 2 also chooses to block Player 1's 9 with their 6/4 Blood Bonded unit.  
Player 2 loses their 6 when Player 1's 9 resolves its damage, however Player 2 is able to save their King. The resulting damage to Player 2's health is only 3 damage.