

Trump size card template

2.45"x3.95"(full bleed of 2.7*4.2") at 300DPI

Safe Area Line

Keep text and other important part of your design INSIDE the safe area.
(2.2x3.7 inches(safe)/663x1112 pixel in 300DPI)

Cut Area Line

Finished dimensions of your design after cut.
(2.45x3.95 inches(final)/735x1180 pixel in 300DPI)

Bleeding area

Extend your design fully through this area to avoid the chance of any white lines appearing.
(2.7x4.2 inches(final)/808x1258 pixel in 300DPI)

IMPORTANT

Delete this template before saving your files into JPEG,BMP,PNG,GIF or TIFF format for uploading



Dismiss



Nullify the **Effects** of any
Attack or Defense on the
Field.

DISRUPTOR

Dismiss



Nullify the **Effects** of any
Attack or Defense on the
Field.

DISRUPTOR

Execute



EXE

Immediately eliminate an
Enemy Unit that is at
1 HP.

DISRUPTOR

Execute



EXE

Immediately eliminate an
Enemy Unit that is at
1 HP.

DISRUPTOR

Net Wipe



The opponent discards
their entire Hand
then draws to refill only
half of their Hand.
(Rounded down)

DISRUPTOR

Net Wipe



The opponent discards
their entire Hand
then draws to refill only
half of their Hand.
(Rounded down)

DISRUPTOR

Teleport



Place ↓ any Unit^(U)
onto any Open Hex.

U cannot manually Move ↑
for the rest of this Turn ⚡.

DISRUPTOR

Teleport



Place ↓ any Unit^(U)
onto any Open Hex.

U cannot manually Move ↑
for the rest of this Turn ⚡.

DISRUPTOR



Warn

Gain 3 extra Energy on
your next Turn.

DISRUPTOR

Warn



Gain 3 extra Energy on
your next Turn.

DISRUPTOR

Blitz



Your Attacks and
Defenses do not cost
Energy and may be used
from the same Source
this Turn.

DISRUPTOR

Blitz



Your Attacks and
Defenses do not cost
Energy and may be used
from the same Source
this Turn.

DISRUPTOR

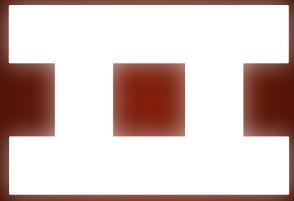
Level Field



Set ALL Units equal to
the **HP** of the highest-**HP**
Ally Unit.

DISRUPTOR

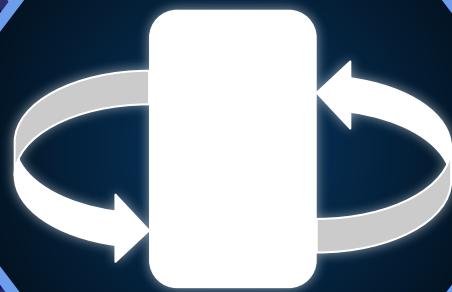
Level Field



Set ALL Units equal to
the **HP** of the highest-**HP**
Ally Unit.

DISRUPTOR

Sleight

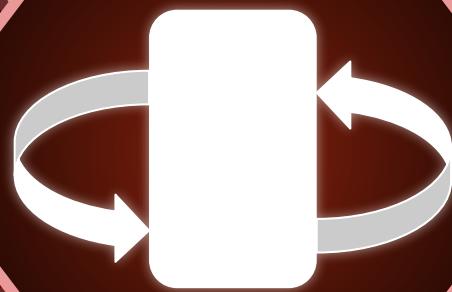


Take any ability from
the opponent's **Hand** and
put it into your **Hand**.

Ability is returned to the
opponent's **Stack** after
usage.

DISRUPTOR

Sleight



Take any ability from
the opponent's **Hand** and
put it into your **Hand**.

Ability is returned to the
opponent's **Stack** after
usage.

DISRUPTOR

Scrap



Permanently remove up
to X+1 abilities from your
Deck.

X = the amount of Units
that have been eliminated.

DISRUPTOR

Scrap



Permanently remove up
to $\text{X}+1$ abilities from your
Deck.

X = the amount of Units
that have been eliminated.

DISRUPTOR

Overload



Draw to overfill your
Hand to twice it's
capacity.

When **overfilled**: abilities
persist; you do not draw
at the end of your **Turn**.

DISRUPTOR

Overload



Draw to overfill your
Hand to twice it's
capacity.

When overfilled: abilities
persist; you do not draw
at the end of your Turn.

DISRUPTOR

Hotswap



Pick any Passive to
replace your current
Passive.

DISRUPTOR

Hotswap



Pick any Passive to
replace your current
Passive.

DISRUPTOR

Dilate



Re-inflict all **Effects**
that you inflicted on your
last Turn↻.

*(Ability Cards that you
played on your last Turn↻
stay on the Field)*

DISRUPTOR

Dilate

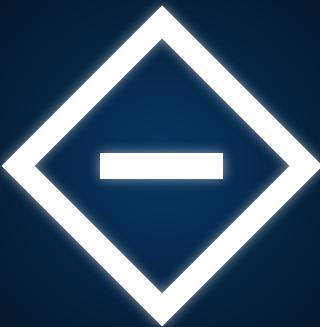


Re-inflict all **Effects**
that you inflicted on your
last Turn↻.

*(Ability Cards that you
played on your last Turn↻
stay on the Field)*

DISRUPTOR

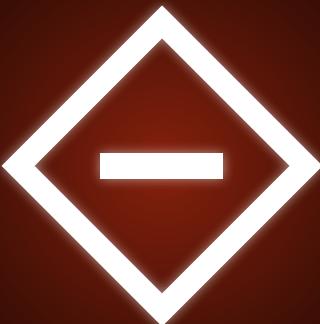
Exhaust



The opponent starts with
1 less Energy and does
not benefit from their
Passive on their next
Turn.

DISRUPTOR

Exhaust



The opponent starts with
1 less Energy and does
not benefit from their
Passive on their next
Turn.

DISRUPTOR

Restructure



Swap the positions of any/all Units that are not occupying **Bases**.

Swapped Units cannot Dominate or Invade this Turn.

DISRUPTOR

Restructure



Swap the positions of any/all Units that are not occupying **Bases**.

Swapped Units cannot Dominate or Invade this Turn.

DISRUPTOR

Shock



Choose any Unit^(U).
U is [Shocked] until it
occupies its Base.

[Shocked]: This Unit is
flipped-over and cannot
participate in ANY actions
except for manual Moves↑.

DISRUPTOR

Shock



Choose any Unit^(U).
U is [Shocked] until it
occupies its Base.

[Shocked]: This Unit is
flipped-over and cannot
participate in ANY actions
except for manual Moves[↑].

DISRUPTOR

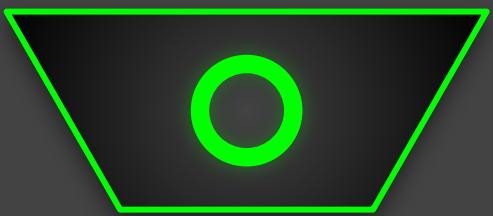
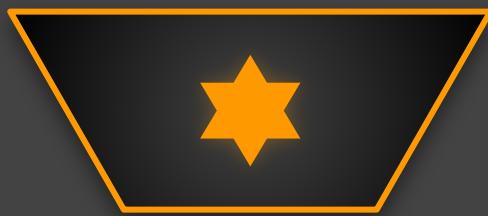
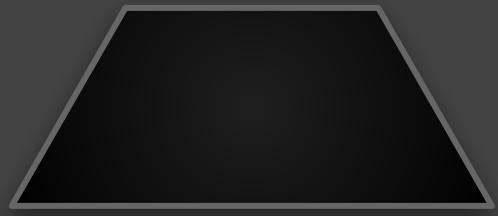
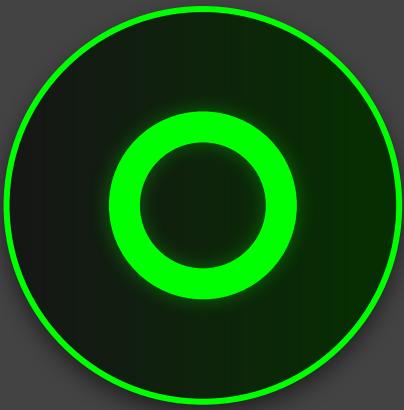
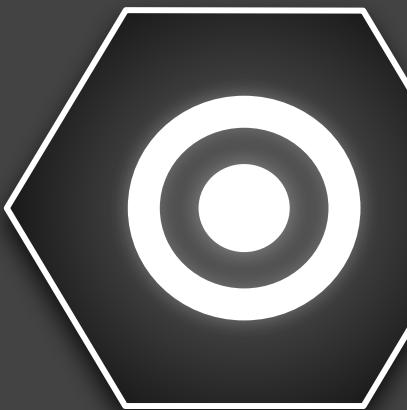
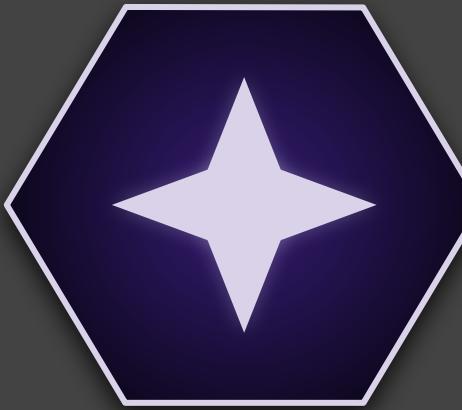
break

Restructure



Discard your Hand.
Reorder your Stack
and draw to refill your
Hand.

DISRUPTOR





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