

Side Slash



Slow / Damage



ATTACK

Side Slash



Slow / Damage



ATTACK

Lance



Slow / Damage

Move[↑] the Source
1 Hex.

ATTACK

Lance



Slow / Damage

Move[↑] the Source
1 Hex.

ATTACK

Pince



Slow / Damage

Move[↑] the Target
1 Hex.

ATTACK

Pince



Slow / Damage

Move[↑] the Target
1 Hex.

ATTACK

Pull Spike



Slow / Damage

Move[↑] the Target
0-2 Hexes toward
the Source.

ATTACK

Pull Spike



Slow / Damage

Move[↑] the Target
0-2 Hexes toward
the Source.

ATTACK

Stulse



Slow / Damage

Move↑ the Source
2-4 Hexes away from
the Target.

ATTACK

Stulse



Slow / Damage

Move↑ the Source
2-4 Hexes away from
the Target.

ATTACK

Repulse



Slow

Move [↑] the Target
1-9 Hexes away from the
Source.

ATTACK

Repulse



Slow

Move[↑] the Target
1-9 Hexes away from the
Source.

ATTACK

Ironspike



Ground / Damage



ATTACK

Ironspike



Ground / Damage



ATTACK

Impale



Ground / Damage

Move[↑] the Target
1 Hex away from the
Source.

ATTACK

Impale



Ground / Damage

Move[↑] the Target
1 Hex away from the
Source.

ATTACK

Rupture



Ground / Damage

Move ↑ the Target:
behind Source.

ATTACK

Flip(?)



Ground / Damage

Move[↑] the Target:
behind Source.

ATTACK

Subdue



Ground

Move[↑] the Target:
adjacent to Source,
and then 1 Hex.

ATTACK

Subdue



Ground

Move[↑] the Target:
adjacent to Source,
and then 1 Hex.

ATTACK

Chainbind



Ground

Move[↑] the Target
0-3 Hexes toward the
Source.

ATTACK

Chainbind



Ground

Move[↑] the Target
0-3 Hexes toward the
Source.

ATTACK

FISSURE



Ground

Move [↑] the Target
1 Hex.

ATTACK

FISSURE



Ground

Move [↑] the Target
1 Hex.

ATTACK

Null Strike



Silence / Damage



ATTACK

Null Strike

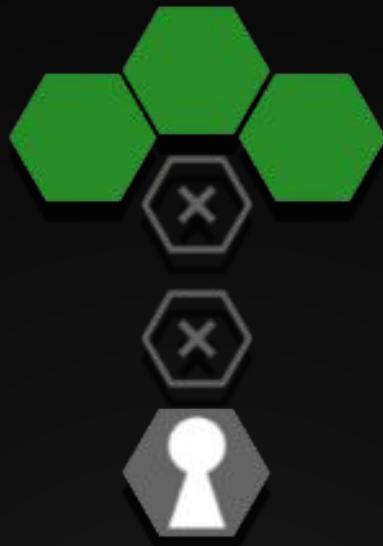


Silence / Damage



ATTACK

Flash Strike



Silence / Damage

Move[↑] the Source:
behind Target.

ATTACK

Flash Strike



Exclude / Damage

Move[↑] the Source:
behind Target.

ATTACK

Flash Strike



Silence / Damage

Move[↑] the Source:
behind Target.

ATTACK

Phain



Silence / Damage

Move[↑] the Target
0-2 Hexes toward the
Source.

ATTACK

Phain

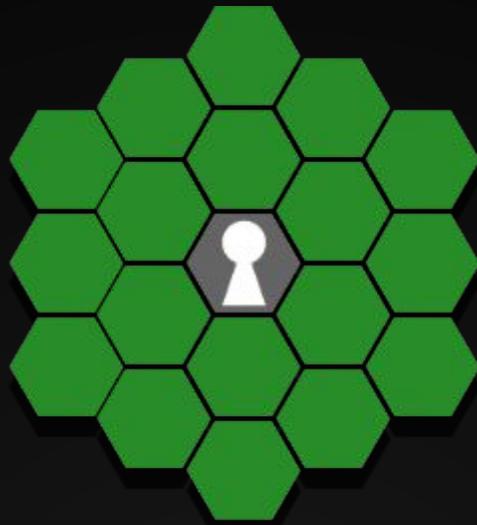


Silence / Damage

Move[↑] the Target
0-2 Hexes toward the
Source.

ATTACK

Transpha

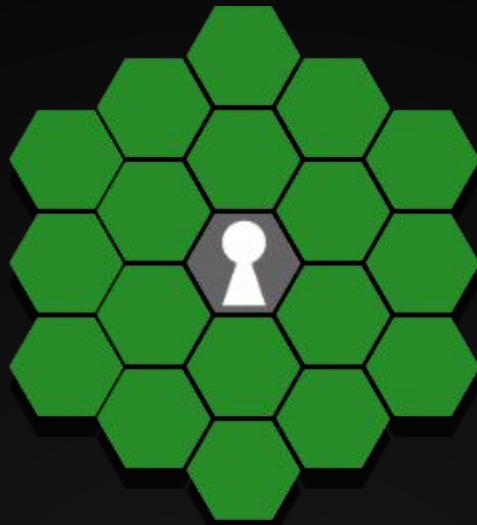


Silence

Swap the positions of
any Unit and the Target.

ATTACK

Transpha



Silence

Swap the positions of
any Unit and the Target.

ATTACK

Sheen



Silence

Move↑ the Source
7 Hexes.

ATTACK

Sheen



Exclude

Move↑ the Source
7 Hexes.

ATTACK

Sheen



Silence

Move↑ the Source
7 Hexes.

ATTACK

Vorcis



Stun / Damage

Move[↑] 6 Hexes split
among the
Source and Target.

ATTACK

Vorcis



Stun / Damage

Move[↑] 6 Hexes split
among the
Source and Target.

ATTACK

Backhook



Stun / Damage

Move ↑ the Target:
in front of Source.

ATTACK

Backhook



Stun / Damage

Move ↑ the Target:
in front of Source.

ATTACK

Hookshot



Stun

Move[↑] the Target:
adjacent to Source.

ATTACK

Hookshot



Stun

Move[↑] the Target:
adjacent to Source.

ATTACK

Sensis



Stun

Move[↑] any Ally Unit:
adjacent to Target,
and then 2 Hexes.

ATTACK

Sensis



Stun

Move[↑] any **Ally Unit:**
adjacent to Target,
and then 2 Hexes.

ATTACK

Pulsis



Stun

Move[↑] the Target
3-4 Hexes away from
the Source.

ATTACK

Pulsis



Stun

Move [↑] the Target
3-4 Hexes away from
the Source.

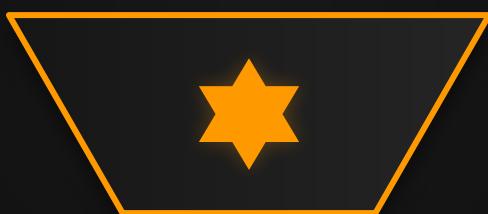
ATTACK

Recon Bolt



8

Hexes



Damage

Move[↑] any Ally Unit
3 Hexes.

ATTACK

Recon Bolt



8
Hexes

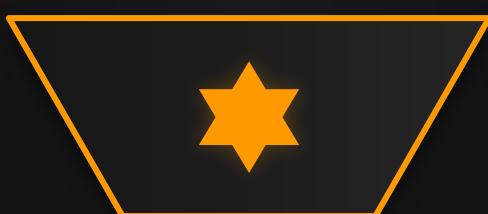


Damage

Move[↑] any Ally Unit
3 Hexes.

ATTACK

Splitter Bolt

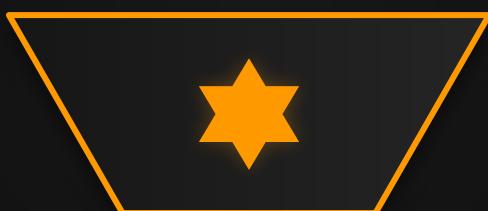


Damage



ATTACK

Splitter Bolt

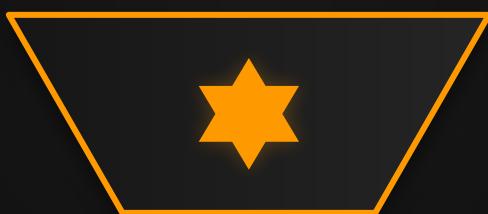


Damage



ATTACK

Wide Strike

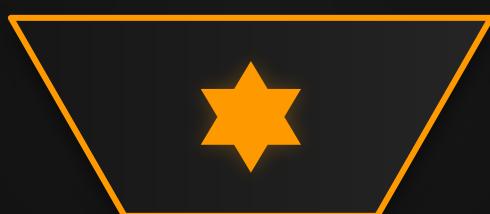
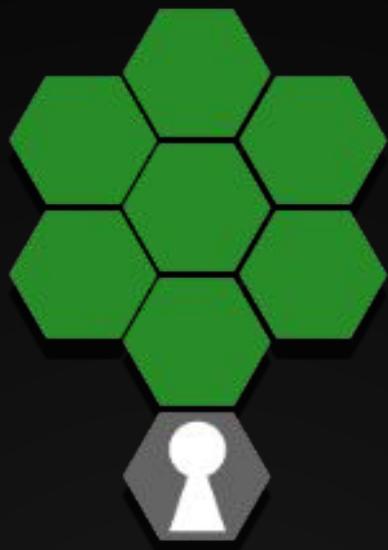


Damage



ATTACK

Wide Strike

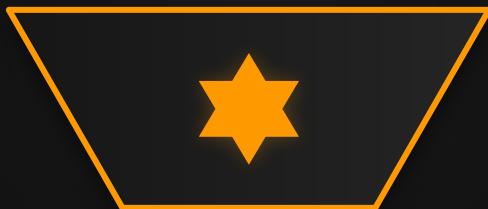


Damage



ATTACK

Pierce

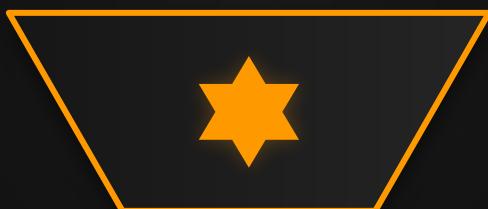


Damage



ATTACK

Pierce

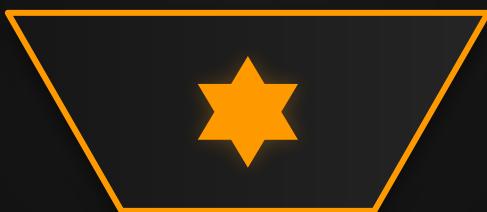


Damage



ATTACK

Sky Strike



Damage



ATTACK

Sky Strike

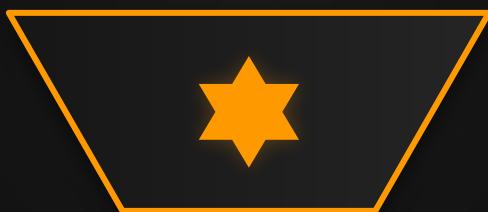


Damage



ATTACK

Swift Strike

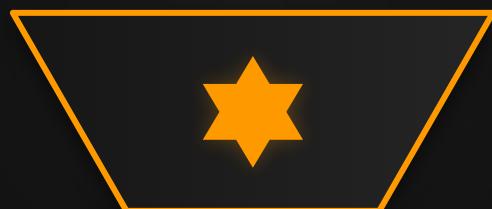


Damage

Move↑ the Source
3 Hexes.

ATTACK

Swift Strike



Damage

Move[↑] the Source
3 Hexes.

ATTACK

Blunt Force



Damage

Move↑ the Target
1-4 Hexes away from
the Source.

ATTACK

Blunt Force



Damage

Move[↑] the Target
1-4 Hexes away from
the Source.

ATTACK

Backstab



Damage x 2



ATTACK

Backstab

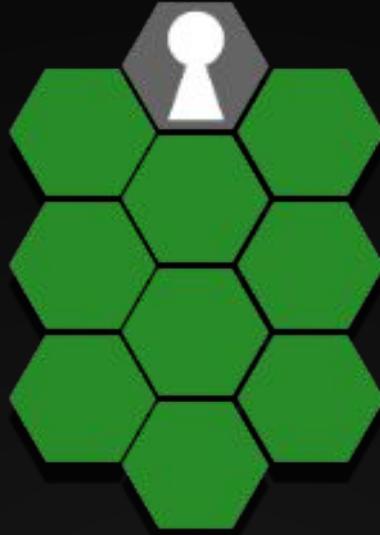


Damage x 2



ATTACK

Bulwark

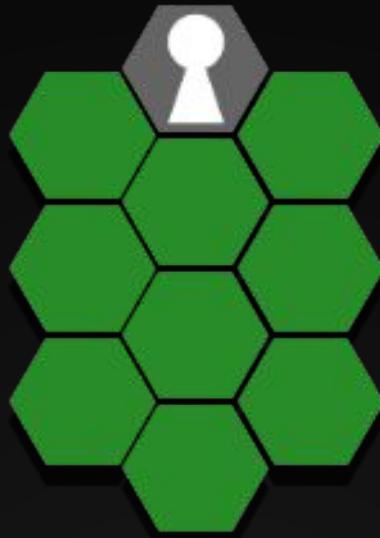


Untargetable

Move[↑] the Source:
behind Target,
and then 5 Hexes.

DEFENSE

Bulwark



Untargetable

Move[↑] the Source:
behind Target,
and then 5 Hexes.

DEFENSE

Prospire



Untargetable

Move[↑] 6 Hexes split
among the
Source and Target.

DEFENSE

Prospire

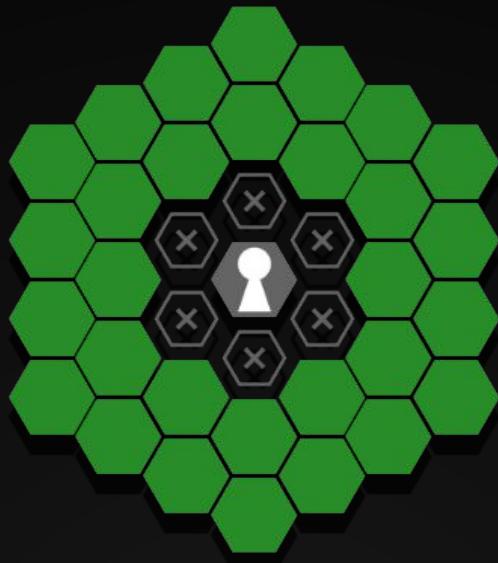


Untargetable

Move[↑] 6 Hexes split
among the
Source and Target.

DEFENSE

Steadlink



Untargetable

Move[↑] the Target
adjacent to Source,
and then 3 Hexes.

DEFENSE

Steadlink



Untargetable

Move \uparrow the Target
adjacent to Source,
and then 3 Hexes.

DEFENSE

Inspire



Untargetable

Move[↑] the Target
5 Hexes.

DEFENSE

Inspire

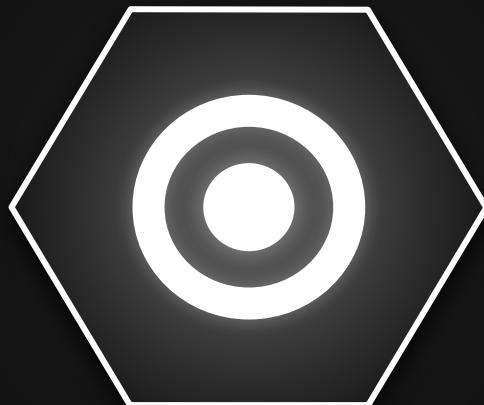


Untargetable

Move[↑] the Target
5 Hexes.

DEFENSE

Hard Aura



Untargetable

Move [↑] the Source
2 Hexes.

DEFENSE

Hard Aura



Untargetable

Move [↑] the Source
2 Hexes.

DEFENSE

Savior Bolt



10
Hexes

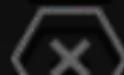


Shield



DEFENSE

Savior Bolt



10
Hexes



Shield



DEFENSE

Advanguard



Shield

Move \uparrow the Target:
in front of Source,
and then 4 Hexes.

DEFENSE

Advanguard



Shield

Move ↑ the Target:
in front of Source,
and then 4 Hexes.

DEFENSE

Boost Guard



Shield

Move[↑] the Source
2-8 Hexes away from
the Target.

DEFENSE

Boost Guard



Shield

Move[↑] the Source
2-8 Hexes away from
the Target.

DEFENSE

EM Beam

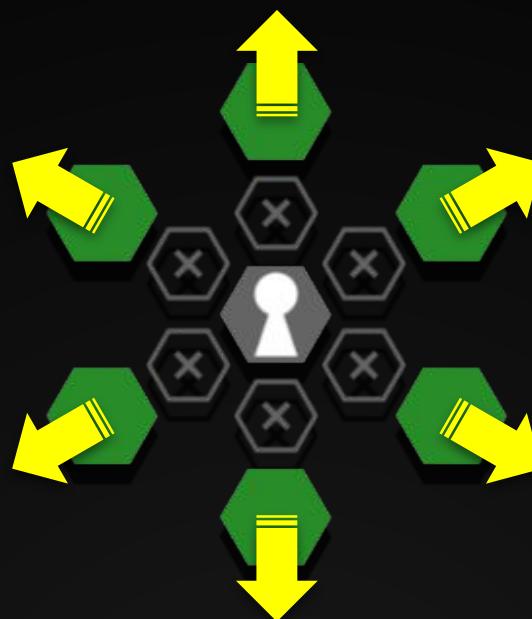


Shield

Move[↑] the Target
0-8 Hexes around or
toward the Source.

DEFENSE

EM Beam



8
Hexes

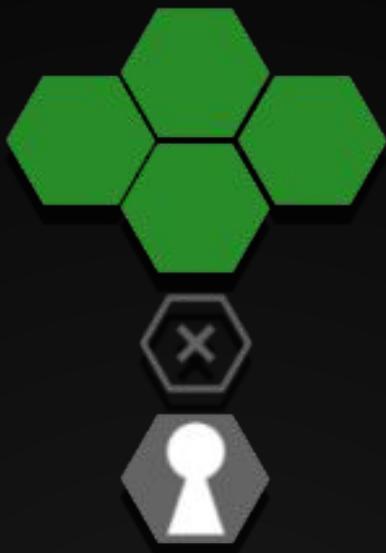


Shield

Move[↑] the Target
0-8 Hexes around or
toward the Source.

DEFENSE

Foreguard



Shield

Move[↑] 3 Hexes split
among the
Source and Target.

DEFENSE

Foreguard

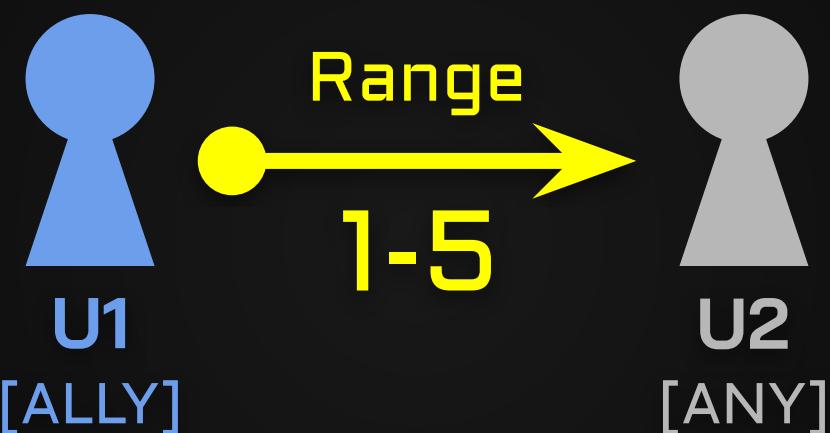
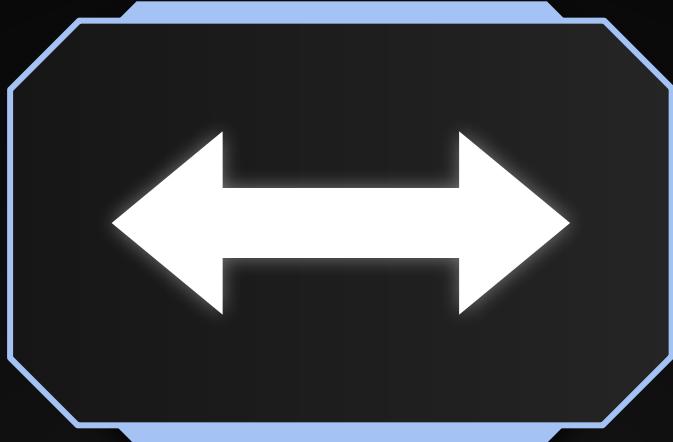


Shield

Move[↑] 3 Hexes split
among the
Source and Target.

DEFENSE

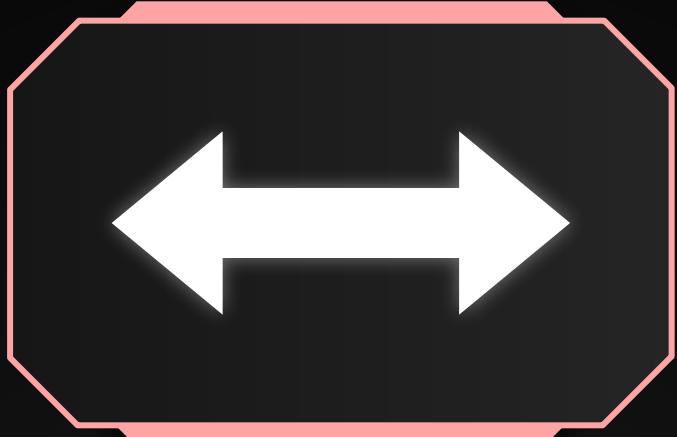
P Swap



Swap the positions of
U1 and U2.

UTILITY

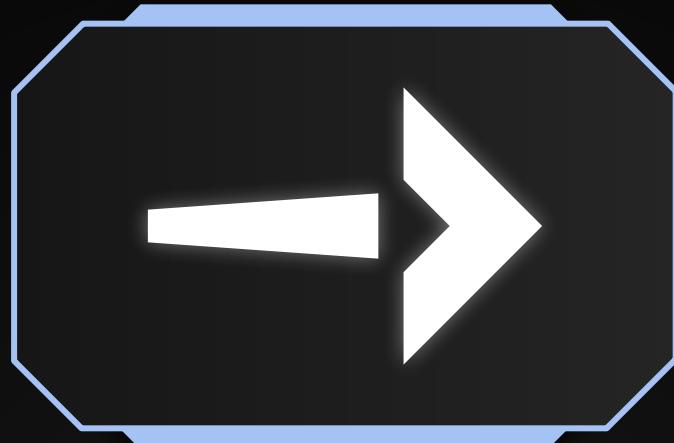
P Swap



Swap the positions of
U1 and U2.

UTILITY

Ghost Step



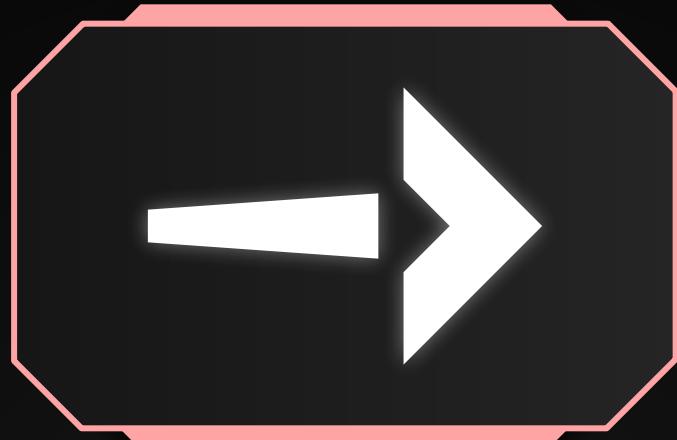
[ALLY]

Move[↑] an Ally Unit
3 Hexes, not counting
moves across Walls.

Ignores Walls.

UTILITY

Ghost Step



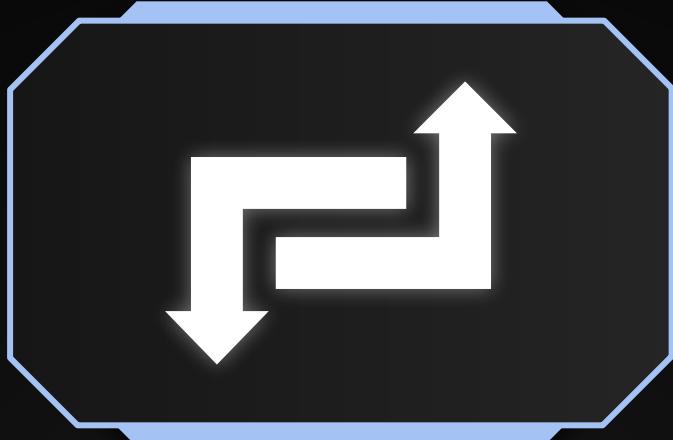
[ALLY]

Move[↑] an Ally Unit
3 Hexes, not counting
moves across Walls.

Ignores Walls.

UTILITY

Reposition

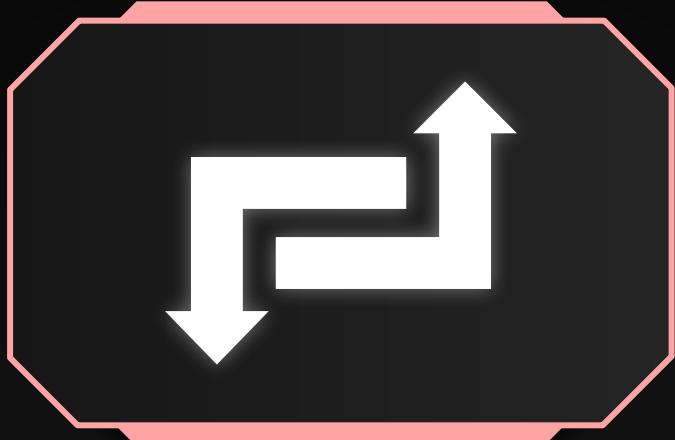


[ALLY ALL]

Move[↑] 6 Hexes split
among all Ally Units.
(Max 4 Hexes per Unit)

UTILITY

Reposition

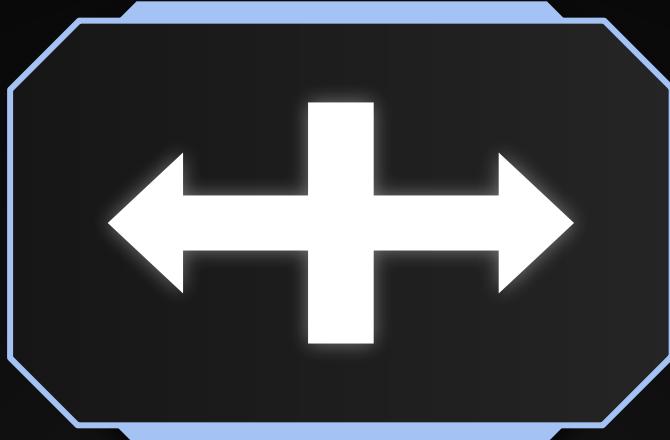


[ALLY ALL]

Move[↑] 6 Hexes split
among all **Ally Units**.
(Max 4 Hexes per Unit)

UTILITY

Break Will

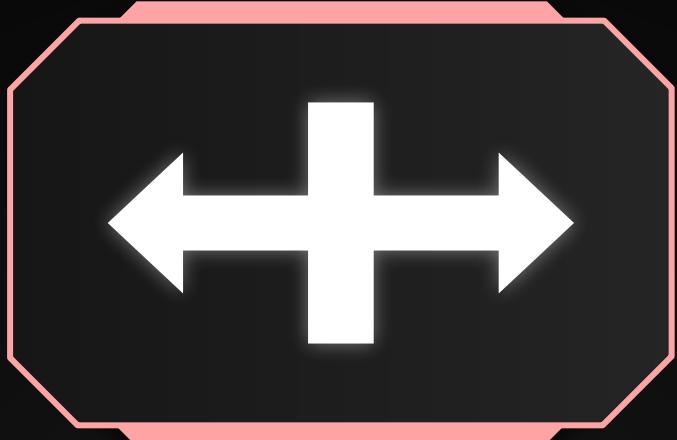


[ENEMY]

Move[↑] an Enemy Unit
3 Hexes.

UTILITY

Break Will

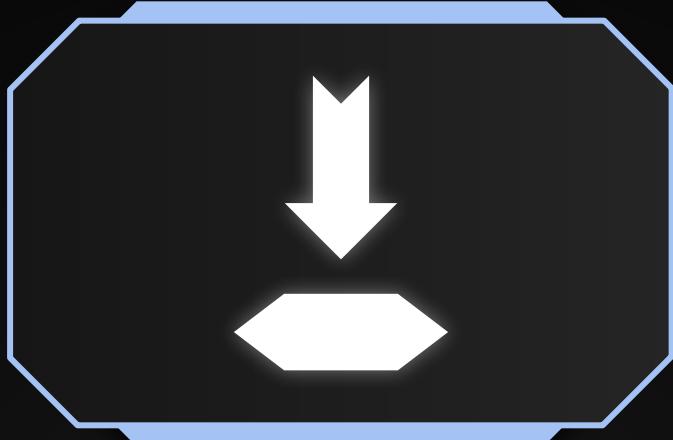


[ENEMY]

Move[↑] an Enemy Unit
3 Hexes.

UTILITY

Recall

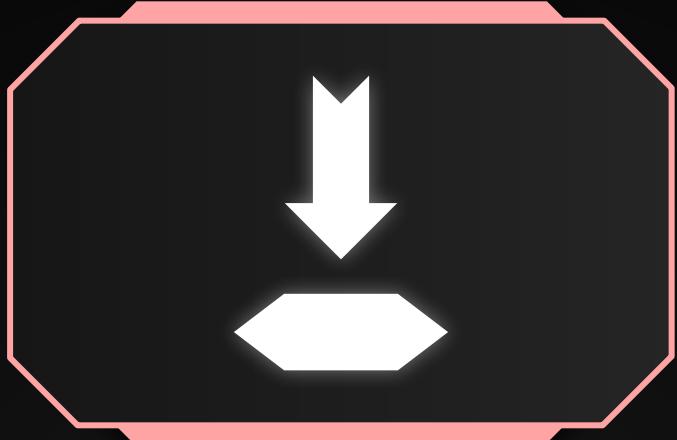


[ALLY]

Place ↓ an Ally Unit onto
Blue Base.

UTILITY

Recall

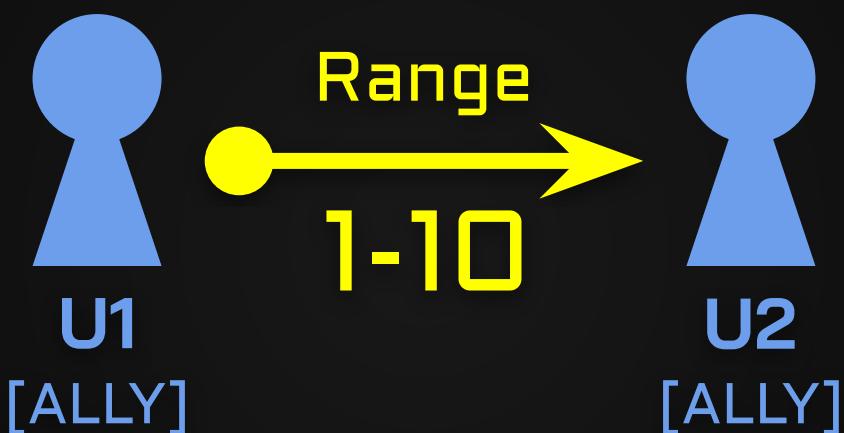
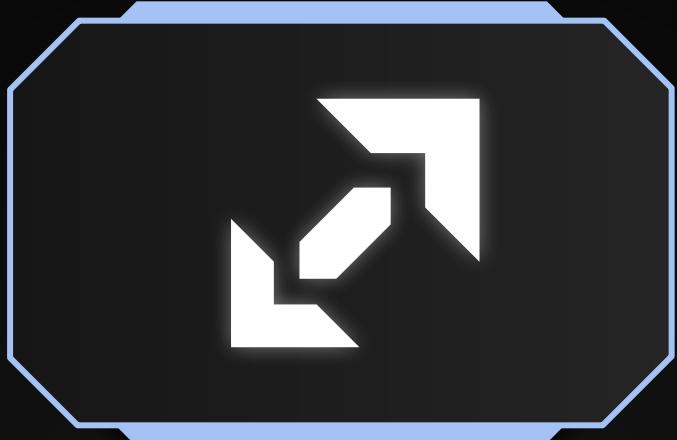


[ALLY]

Place ↓ an Ally Unit onto
Red Base.

UTILITY

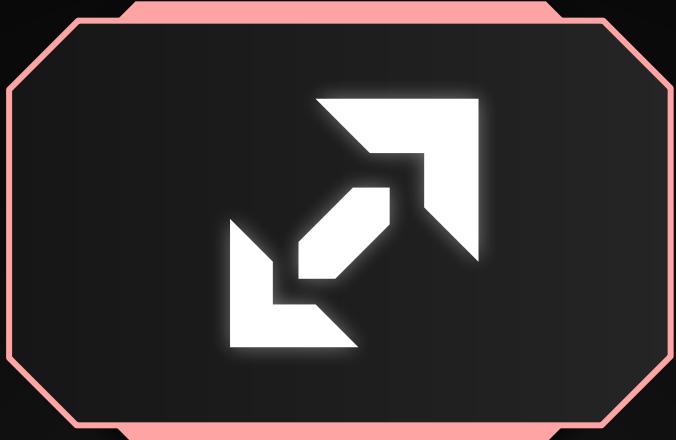
Linkup



Move[↑] U1:
adjacent to U2.

UTILITY

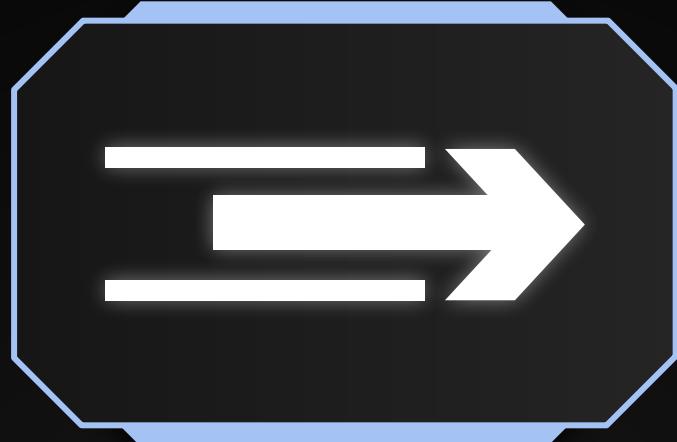
Linkup



Move[↑] U1:
adjacent to U2.

UTILITY

Charge

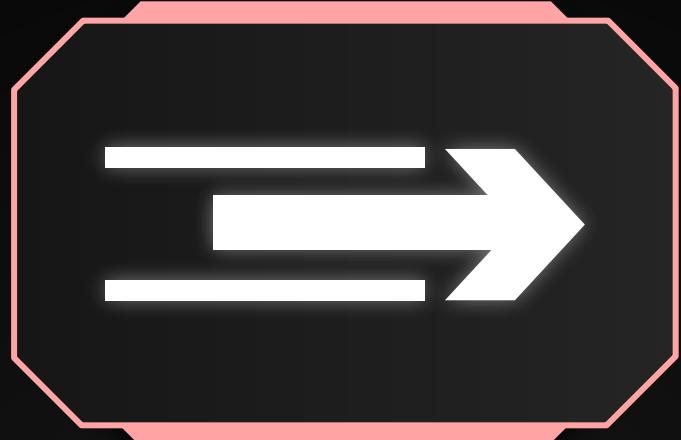


[ALLY]

Move[↑] an Ally Unit
5-8 Hexes in a straight
line in any direction,
and then 1 Hex.

UTILITY

Charge

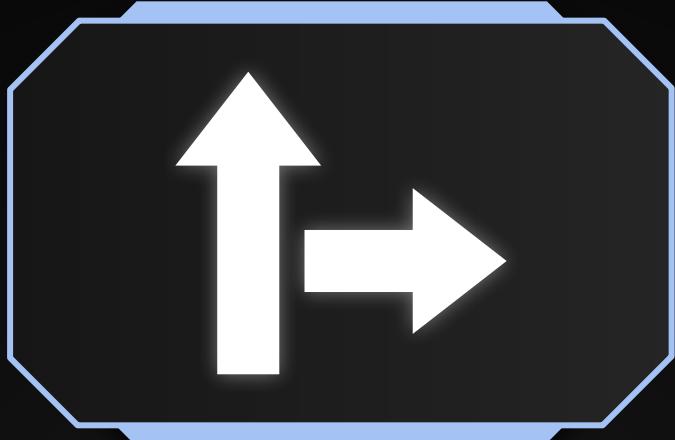


[ALLY]

Move[↑] an Ally Unit
5-8 Hexes in a straight
line in any direction,
and then 1 Hex.

UTILITY

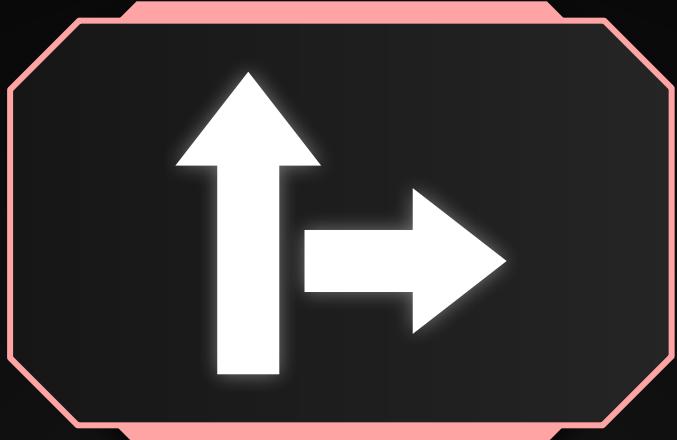
Part



Move[↑] 10 Hexes split
among U1 and U2.
(Max 6 Hexes per Unit)

UTILITY

Part

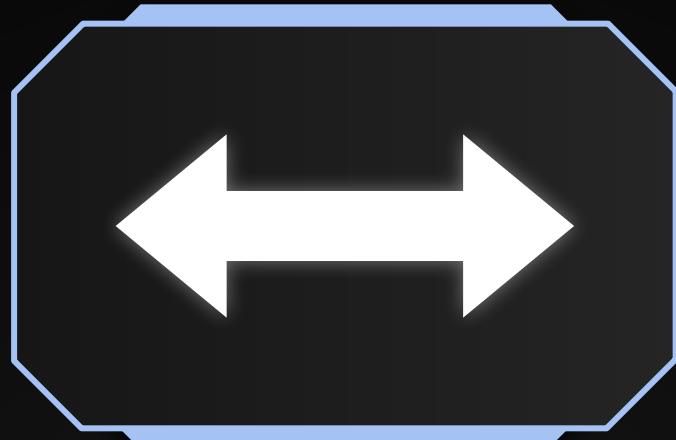


Move[↑] 10 Hexes split
among U1 and U2.
(Max 6 Hexes per Unit)

UTILITY

break

P Swap



Swap the positions of U1
and U2.

Ignores Status Effects

UTILITY

Backstab



Damage X2

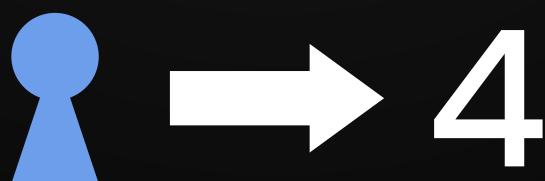
Move the Target to:
*Any Hex adjacent to the
Source*

ABILITY

Test Untar



Untargetable



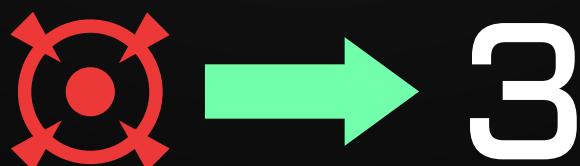
Move Source 4 Hexes

ABILITY

Test Stab

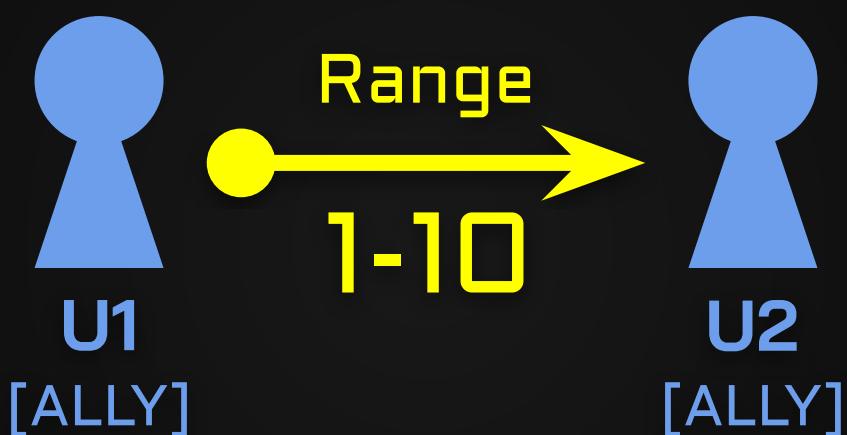


Damage X2



Move Target 3 Hexes

ABILITY



Move U1 1-12 Hexes
around U2.

UTILITY

