

## 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



# Side Slash



**Slow / Damage**



**ATTACK**

# Side Slash



Slow / Damage



ATTACK

# Subdue



Ground

---

Move<sup>↑</sup> the Source:  
*adjacent to Target.*

ATTACK

# Subdue



Ground

---

Move<sup>↑</sup> the Source:  
*adjacent to Target.*

ATTACK

# Flash Strike



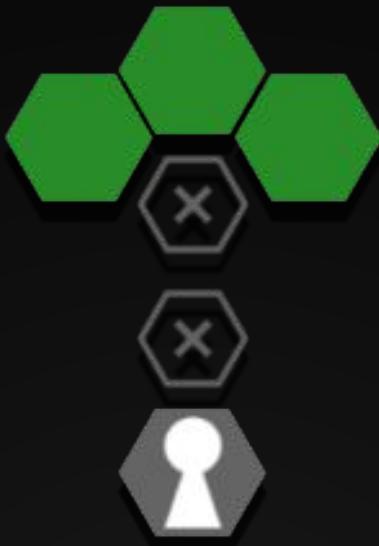
**Damage**

---

Move<sup>↑</sup> the Source:  
*behind Target*  
and then 1 Hex.

**ATTACK**

# Flash Strike



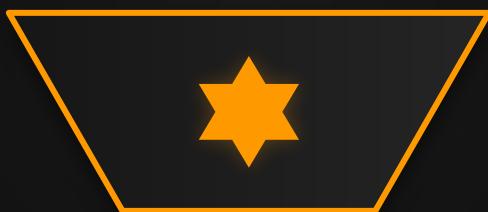
**Damage**

---

Move<sup>↑</sup> the Source:  
*behind Target*  
and then 1 Hex.

**ATTACK**

# Swift Strike



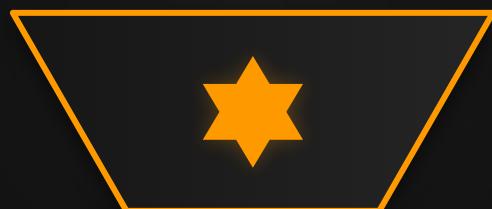
**Damage**

---

Move↑ the Source  
3 Hexes.

**ATTACK**

# Swift Strike



**Damage**

---

Move<sup>↑</sup> the Source  
3 Hexes.

**ATTACK**

# Hookshot



Stun

---

Move<sup>↑</sup> the Source:  
*in front of Target.*

ATTACK

# Hookshot



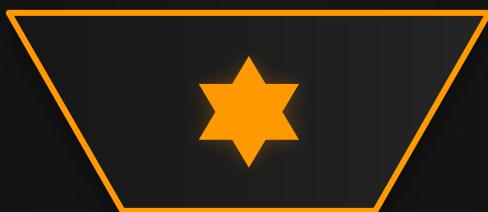
Stun

---

Move<sup>↑</sup> the Source:  
*in front of Target.*

ATTACK

# Pierce

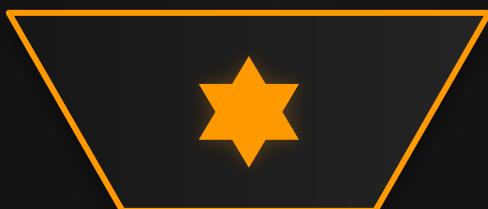


Damage



ATTACK

# Pierce



Damage



ATTACK

# Blunt Force



**Damage**

---

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

**ATTACK**

# Blunt Force



**Damage**

---

Move<sup>↑</sup> the Target  
1-4 Hexes away from  
the Source.

**ATTACK**

# Lance



**Slow / Damage**

---

Move<sup>↑</sup> the Source  
1 Hex.

**ATTACK**

# Lance



**Slow / Damage**

---

Move<sup>↑</sup> the Source  
1 Hex.

**ATTACK**

# Null Strike



Silence / Damage

---



ATTACK

# Null Strike



Silence / Damage

---



ATTACK

# Crush



Stun



ATTACK

# Crush



Stun



ATTACK

# Ironspike



**Ground / Damage**



**ATTACK**

# Ironspike



**Ground / Damage**



**ATTACK**

# Backstab



**Damage x2**



**ATTACK**

# Backstab



**Damage x2**



**ATTACK**

# Repulse



Slow

---

Move<sup>↑</sup> the Target  
1-8 Hexes away from the  
Source.

ATTACK

# Repulse



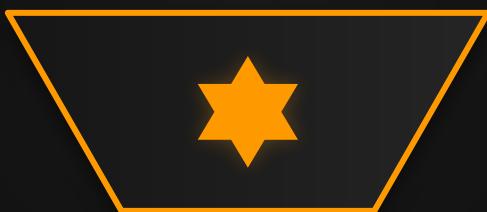
Slow

---

Move<sup>↑</sup> the Target  
1-8 Hexes away from the  
Source.

**ATTACK**

# Sky Strike



Damage



ATTACK

# Sky Strike



Damage



ATTACK

# Chainbind



Ground

---

Move<sup>↑</sup> the Target  
1-3 Hexes toward the  
Source.

ATTACK

# Chainbind



Ground

---

Move<sup>↑</sup> the Target  
1-3 Hexes toward the  
Source.

ATTACK

# Lazer Bolt



8

Hexes



Damage



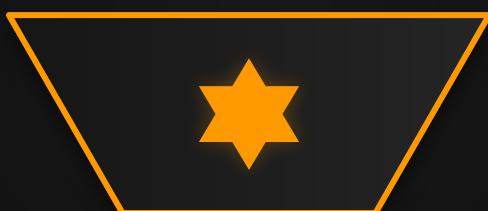
ATTACK

# Lazer Bolt



8

Hexes



Damage



ATTACK

# FISSURE



Ground

---

Move<sup>↑</sup> the Target  
1 Hex.

ATTACK

# FISSURE



Ground

---

Move <sup>↑</sup> the Target  
1 Hex.

ATTACK

# Hush

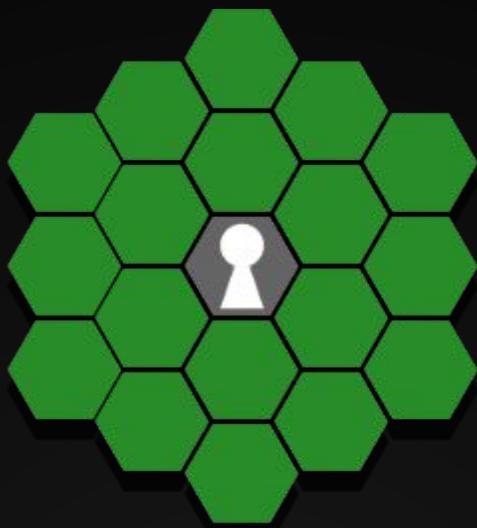


Silence



ATTACK

# Hush



Silence



ATTACK

# Pince



**Slow / Damage**

---

Move<sup>↑</sup> the Target  
0-1 Hexes away from the  
Source.

**ATTACK**

# Pince



**Slow / Damage**

---

Move<sup>↑</sup> the Target  
0-1 Hexes away from the  
Source.

**ATTACK**

# Phain



Silence / Damage



ATTACK

# Phain



Silence / Damage



ATTACK

# Backhook



**Stun / Damage**

---

Move ↑ the Target:  
*in front of Source.*

**ATTACK**

# Backhook



**Stun / Damage**

---

Move ↑ the Target:  
*in front of Source.*

**ATTACK**

# Splitter Bolt



Damage

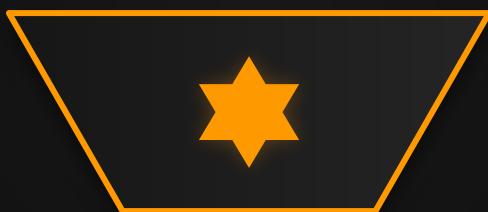


ATTACK

# Splitter Bolt

6

Hexes



Damage



ATTACK

# Pull Spike



**Slow / Damage**

---

Move<sup>↑</sup> the Target  
1-2 Hexes toward  
the Source.

**ATTACK**

# Pull Spike



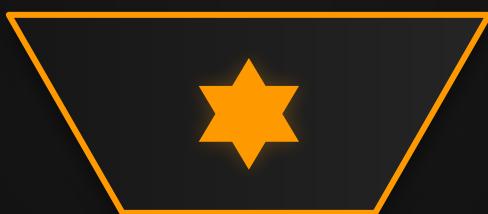
**Slow / Damage**

---

Move<sup>↑</sup> the Target  
1-2 Hexes toward  
the Source.

**ATTACK**

# Wide Strike



**Damage**



**ATTACK**

# Wide Strike



Damage



ATTACK

# Impale



**Ground / Damage**



**ATTACK**

# Impale



Ground / Damage



ATTACK

# Rupture



**Ground / Damage**

---

Move ↑ the Target:  
*in front of Source.*

**ATTACK**

# Rupture



**Ground / Damage**

---

Move ↑ the Target:  
*in front of Source.*

**ATTACK**

# Stulse



**Slow / Damage**

---

Move↑ the Source  
2-3 Hexes away from  
the Target.

**ATTACK**

# Stulse



**Slow / Damage**

---

Move↑ the Source  
2-3 Hexes away from  
the Target.

**ATTACK**

# Sheen



Silence

---

Move↑ the Source  
4 Hexes.

ATTACK

# Sheen



Silence

---

Move↑ the Source  
4 Hexes.

ATTACK

# Pulsis



**Stun**

---

Move <sup>↑</sup> the Target  
5 Hexes away from  
the Source.

**ATTACK**

# Pulsis



**Stun**

---

Move<sup>↑</sup> the Target  
5 Hexes away from  
the Source.

**ATTACK**

# Vorcis



**Stun / Damage**

---

Move<sup>↑</sup> the Target  
3 Hexes.

**ATTACK**

# Vorcis



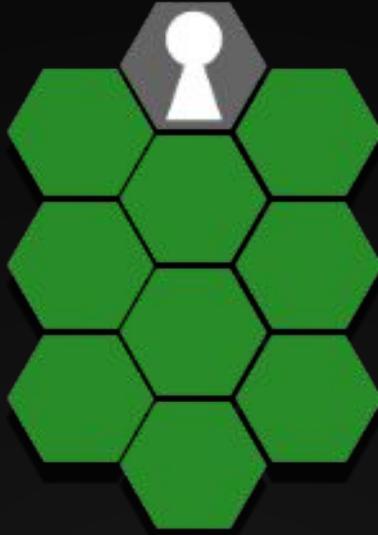
**Stun / Damage**

---

Move <sup>↑</sup> the Target  
3 Hexes.

**ATTACK**

# Bulwark



**Untargetable**

---

Move<sup>↑</sup> the Source:  
*behind Target*  
and then 3 Hexes.

**DEFENSE**

# Bulwark



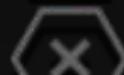
## Untargetable

---

Move<sup>↑</sup> the Source:  
*behind Target*  
and then 3 Hexes.

**DEFENSE**

# Savior Bolt



10  
Hexes



Untargetable



DEFENSE

# Savior Bolt



10  
Hexes



Untargetable



DEFENSE

# Fortify



Untargetable

---

Move↑ the Source  
4 Hexes.

DEFENSE

# Fortify



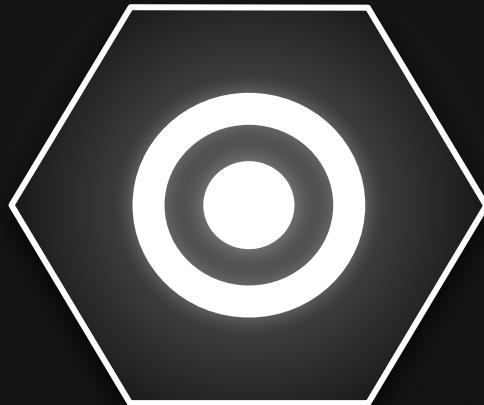
Untargetable

---

Move↑ the Source  
4 Hexes.

DEFENSE

# Prospire



Untargetable

Move<sup>↑</sup> the Target  
4 Hexes.

DEFENSE

# Prospire



Untargetable

---

Move <sup>↑</sup> the Target  
4 Hexes.

DEFENSE

# Steadlink



**Untargetable**

---

Move<sup>↑</sup> the Target:  
*adjacent to Source*  
and then 2 Hexes.

**DEFENSE**

# Steadlink



**Untargetable**

---

Move<sup>↑</sup> the Target:  
*adjacent to Source*  
and then 2 Hexes.

**DEFENSE**

# Advanguard



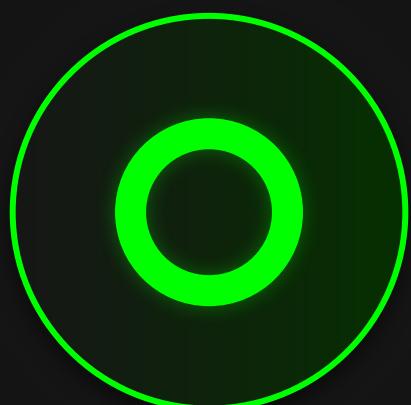
## Shield

---

Move ↑ 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**

# Self Guard



**Shield**

---

Move ↑ the Source  
3 Hexes.

**DEFENSE**

# Self Guard



**Shield**

---

Move ↑ the Source  
3 Hexes.

**DEFENSE**

# Inspire



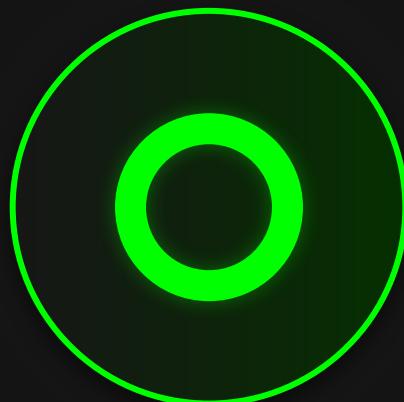
## Shield

---

Move<sup>↑</sup> the Target  
5 Hexes.

## DEFENSE

# Inspire



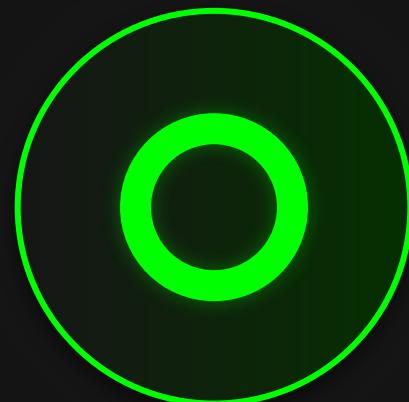
## Shield

---

Move<sup>↑</sup> the Target  
5 Hexes.

## DEFENSE

# Boost Guard



## Shield

---

Move <sup>↑</sup> the Source  
2-8 Hexes away from the  
Target.

**DEFENSE**

# Boost Guard



## Shield

---

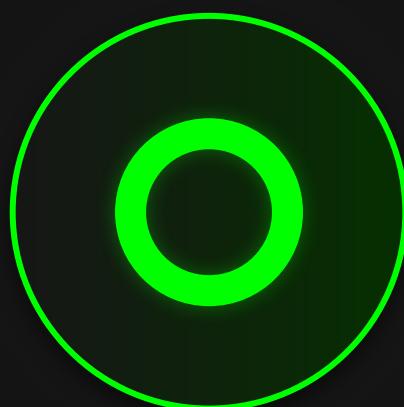
Move ↑ the Source  
2-8 Hexes away from the  
Target.

## DEFENSE

# EM Beam



8  
Hexes



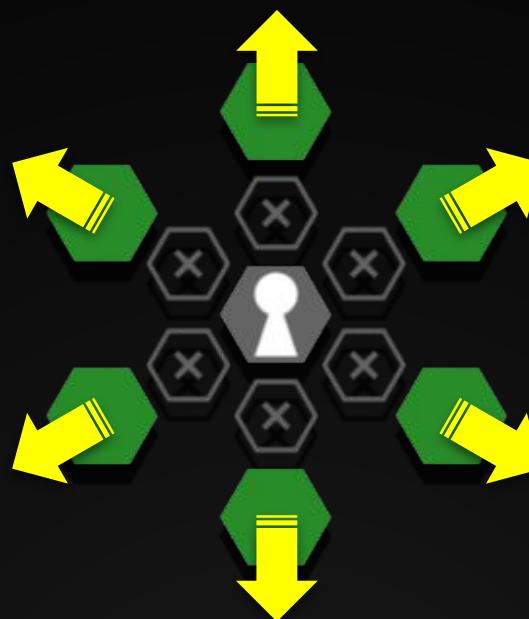
Shield

---

Move<sup>↑</sup> the Target  
0-8 Hexes toward the  
Source.

**DEFENSE**

# EM Beam



8  
Hexes



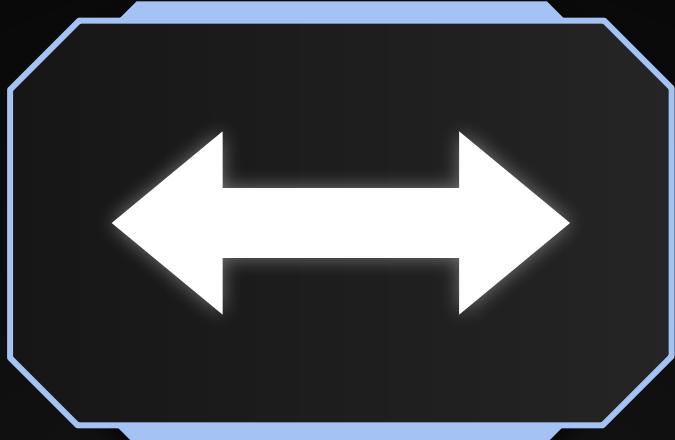
Shield

---

Move<sup>↑</sup> the Target  
0-8 Hexes toward the  
Source.

DEFENSE

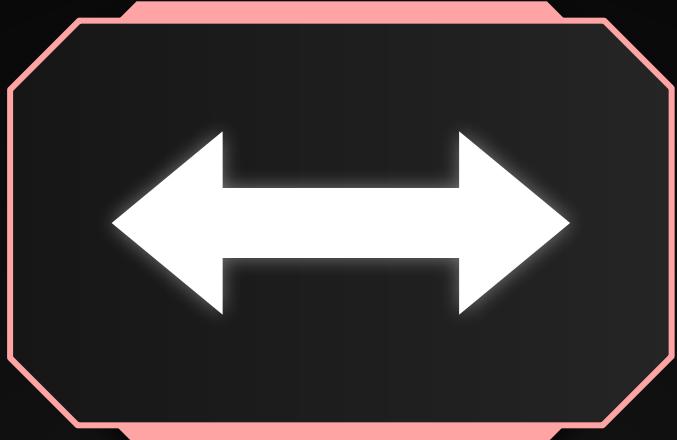
# P Swap



Swap the positions of  
U1 and U2.

UTILITY

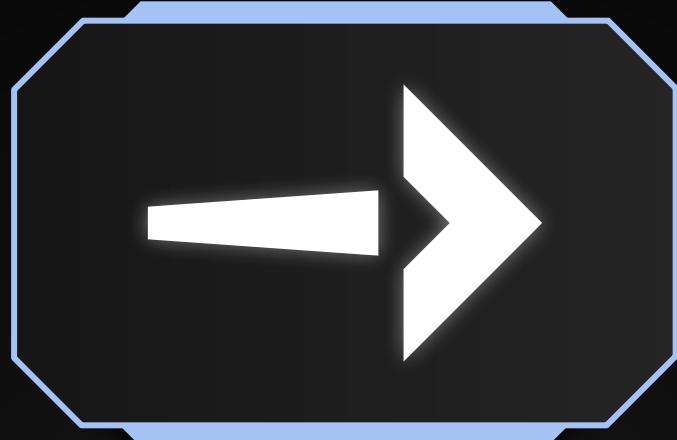
# P Swap



Swap the positions of  
U1 and U2.

**UTILITY**

# Ghost Step



[ALLY]

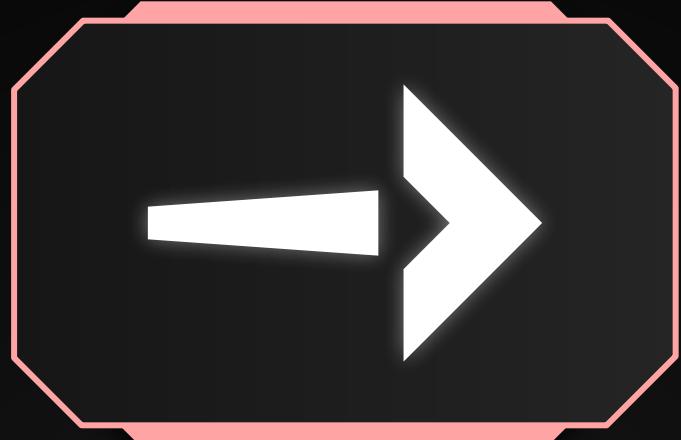
---

Move<sup>↑</sup> an Ally Unit  
4 Hexes.

*Ignores Walls*

**UTILITY**

# Ghost Step



[ALLY]

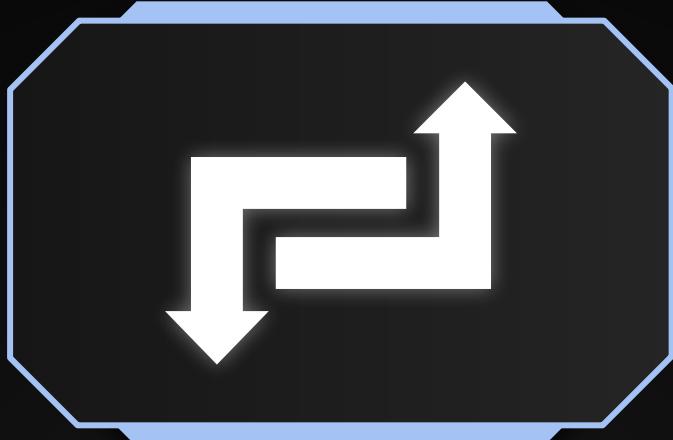
---

Move<sup>↑</sup> an Ally Unit  
4 Hexes.

*Ignores Walls*

**UTILITY**

# Reposition



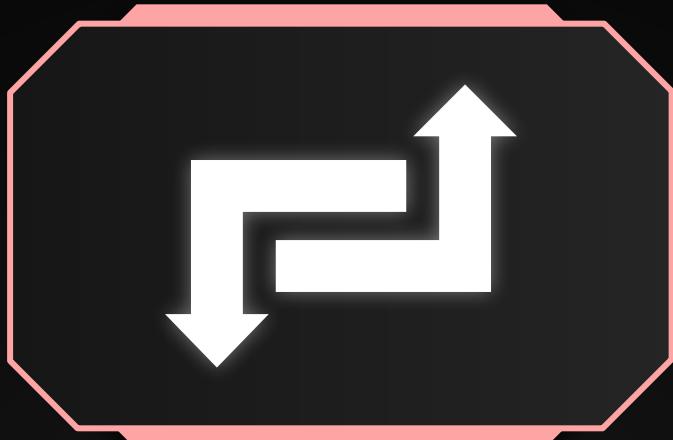
[ALLY ALL]

---

Move<sup>↑</sup> 6 Hexes, split  
among all Ally Units.  
*(Max 4 Hexes per Unit)*

UTILITY

# Reposition



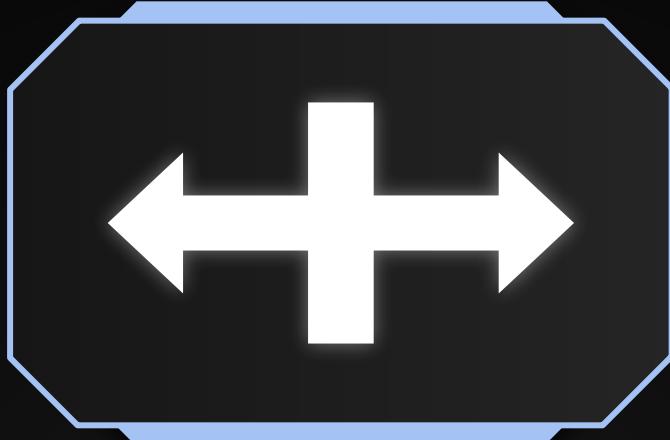
[ALLY ALL]

---

Move<sup>↑</sup> 6 Hexes, split  
among all **Ally Units**.  
*(Max 4 Hexes per Unit)*

**UTILITY**

# Break Will



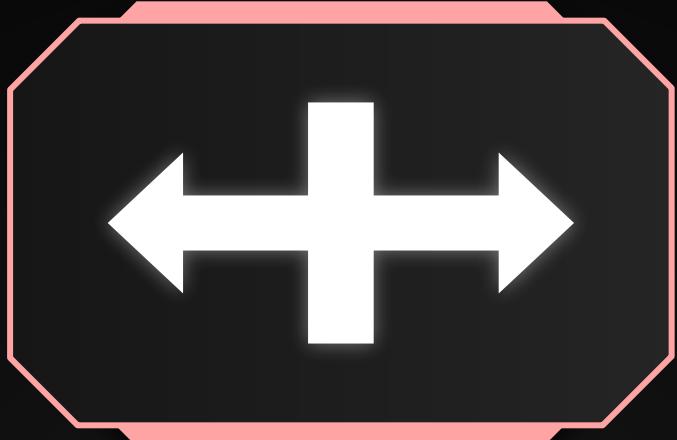
[ENEMY]

---

Move<sup>↑</sup> an Enemy Unit  
3 Hexes.

UTILITY

# Break Will



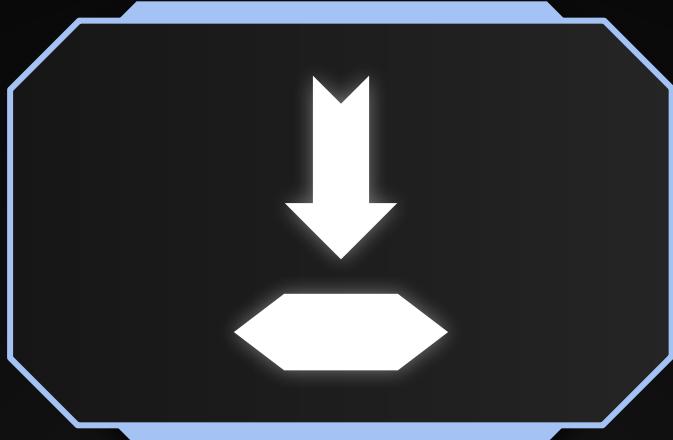
[ENEMY]

---

Move<sup>↑</sup> an Enemy Unit  
3 Hexes.

**UTILITY**

# Recall



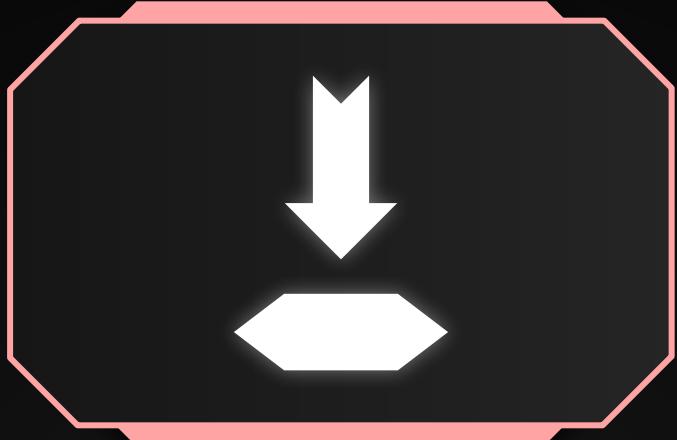
[ALLY]

---

Place ↓ an Ally Unit onto  
any Blue Base.

**UTILITY**

# Recall



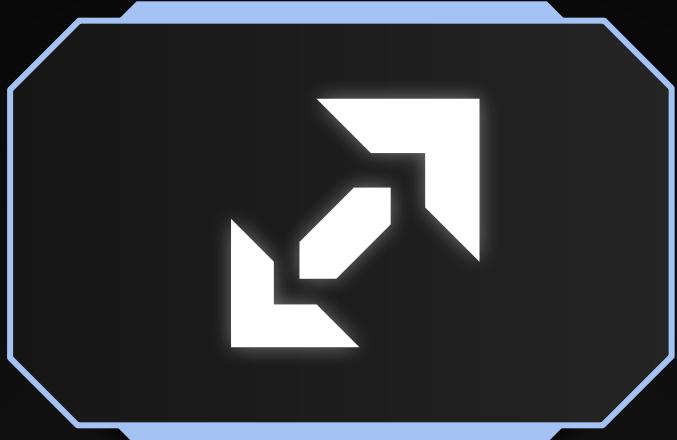
[ALLY]

---

Place ↓ an Ally Unit onto  
any Red Base.

**UTILITY**

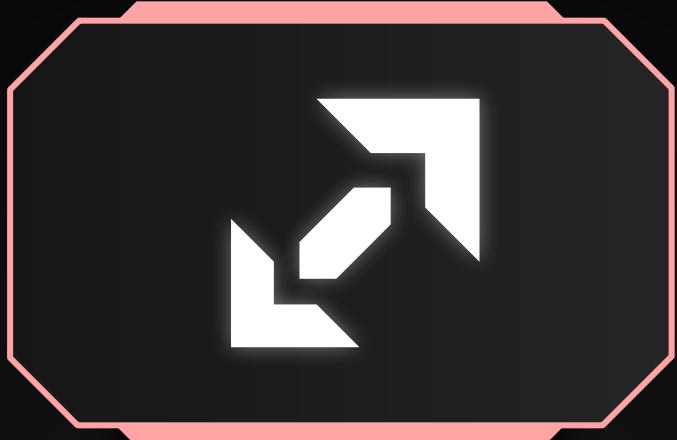
# Linkup



Move<sup>↑</sup> U1:  
*adjacent to U2.*

UTILITY

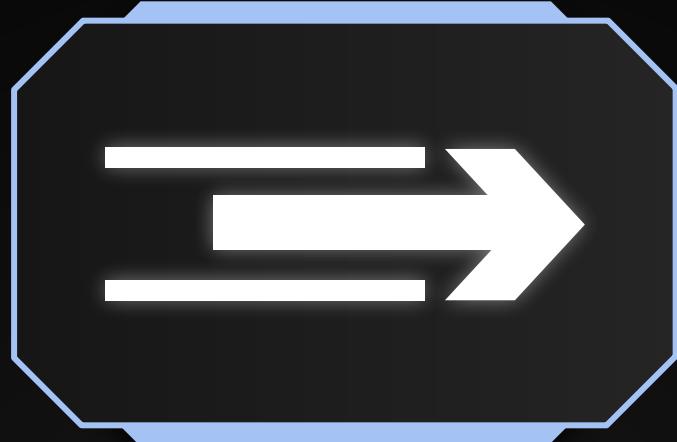
# Linkup



Move<sup>↑</sup> U1:  
*adjacent to U2.*

UTILITY

# Charge



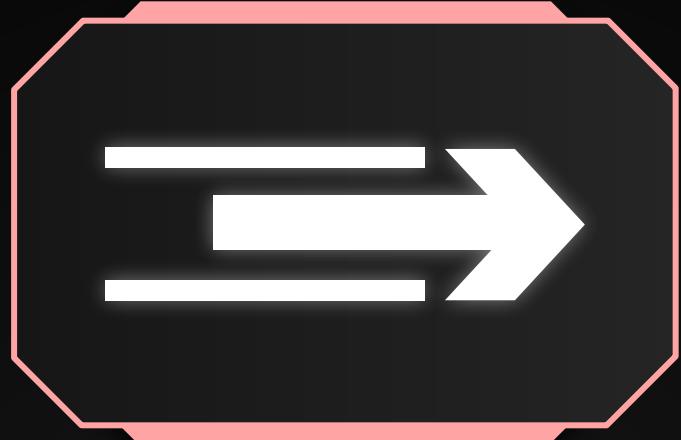
[ALLY]

---

Move<sup>↑</sup> an Ally Unit  
5-8 Hexes in a straight  
line.

**UTILITY**

# Charge



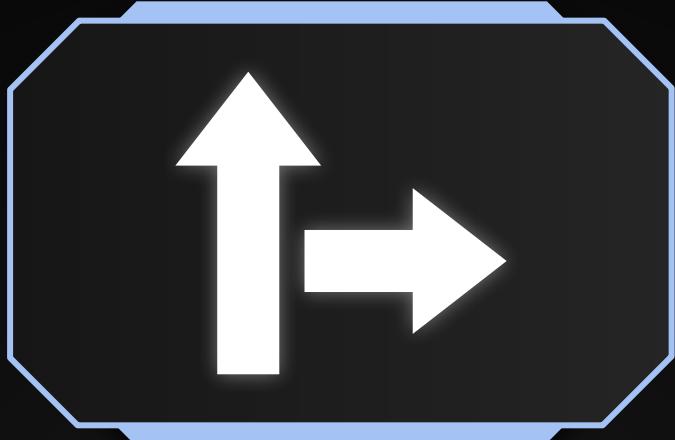
[ALLY]

---

Move<sup>↑</sup> an Ally Unit  
5-8 Hexes in a straight  
line.

**UTILITY**

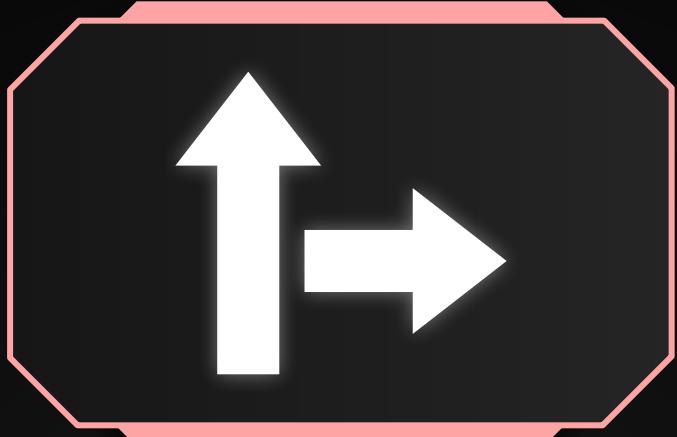
# Break



Move<sup>↑</sup> U1 and U2  
5 Hexes each.

**UTILITY**

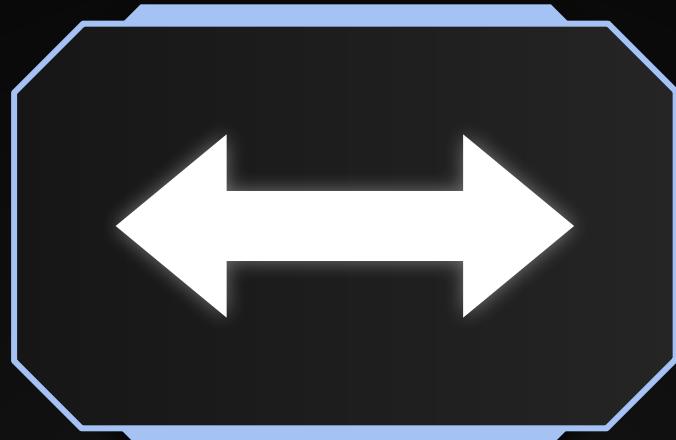
# Break



Move<sup>↑</sup> U1 and U2  
5 Hexes each.

**UTILITY**

# P Swap



Swap the positions of U1 and U2.

*Ignores Status Effects*

UTILITY

# Backstab



**Damage X2**

---

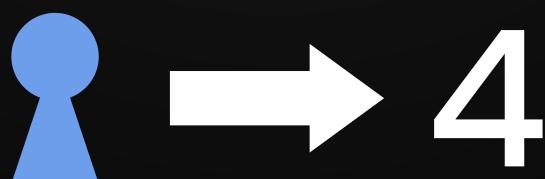
**Move the Target to:**  
*Any Hex adjacent to the  
Source*

**ABILITY**

# Test Untar



Untargetable



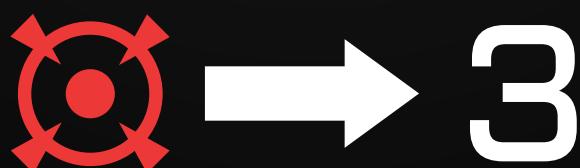
Move Source 4 Hexes

**ABILITY**

# Test Stab



**Damage X2**



**Move Target 3 Hexes**

**ABILITY**

