

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



ATTACK



SLOW



DAMAGE

Move[↑] the Source
1 Hex.

LANCE

ATTACK



SLOW

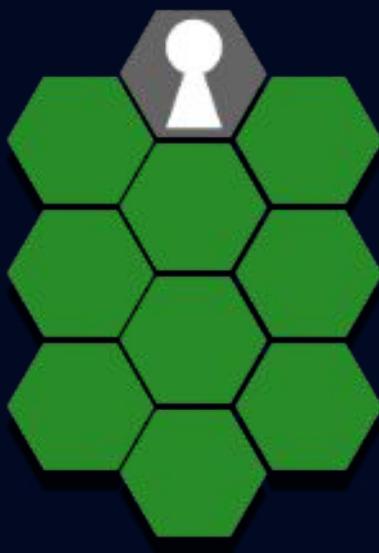


DAMAGE

Move[↑] the Source
1 Hex.

LANCE

DEFENSE

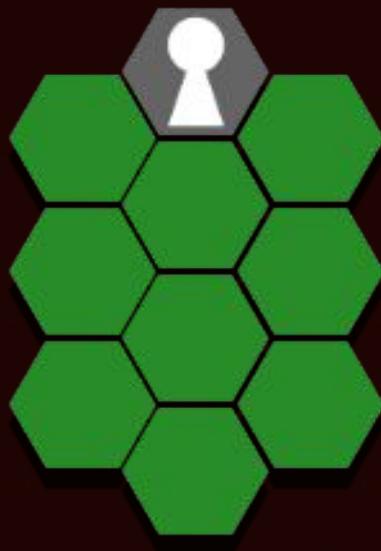


FORTIFY

Move[↑] the Source:
behind Target
and then 3 Hexes.

BULWARK

DEFENSE



FORTIFY

Move[↑] the Source:
behind Target
and then 3 Hexes.

BULWARK



UTILITY



Swap the positions of an
Ally Unit and any other
Unit within 5 hexes of it.



SWAP



UTILITY



Swap the positions of an
Ally Unit and any other
Unit within 5 hexes of it.



SWAP

ATTACK



SLOW



DAMAGE

Move[↑] the Source
1 Hex.

LANCE

ATTACK



SLOW

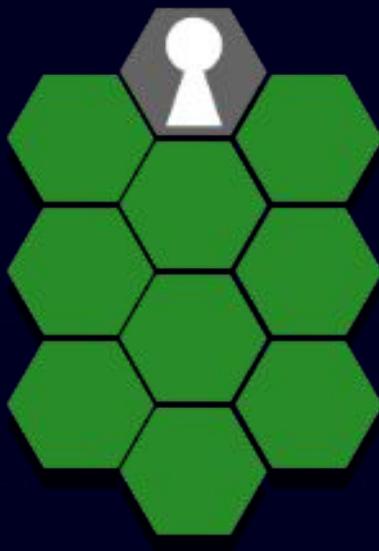


DAMAGE

Move[↑] the Source
1 Hex.

LANCE

DEFENSE

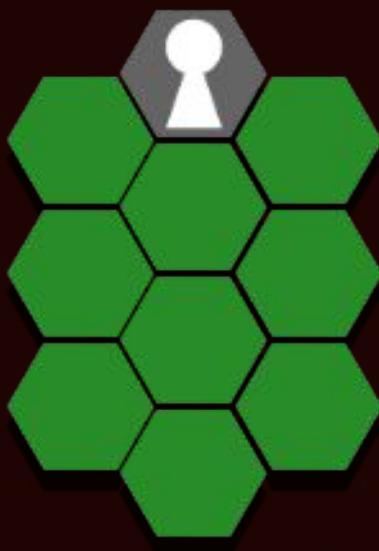


FORTIFY

Move[↑] the Source:
behind Target
and then 3 Hexes.

BULWARK

DEFENSE



FORTIFY

Move[↑] the Source:
behind Target
and then 3 Hexes.

BULWARK



UTILITY



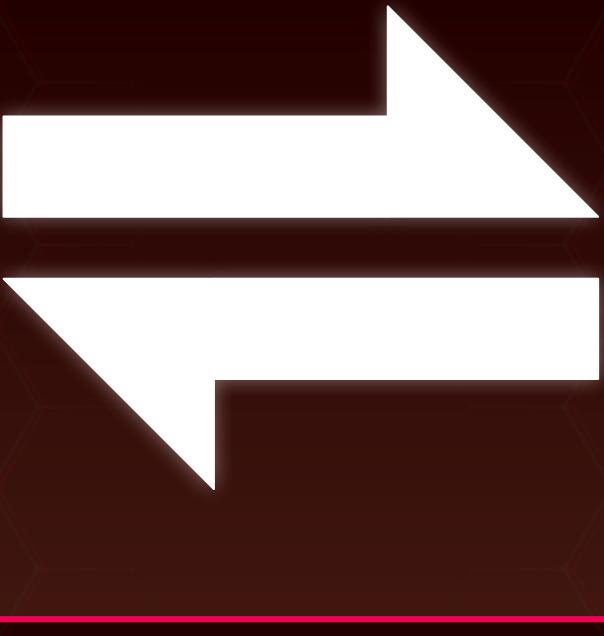
Swap the positions of an
Ally Unit and any other
Unit within 5 hexes of it.



SWAP



UTILITY



Swap the positions of an
Ally Unit and any other
Unit within 5 hexes of it.



SWAP



ATTACK



SLOW



DAMAGE

Move[↑] the Source
1 Hex.

Lance_

ATTACK



SLOW



DAMAGE

Move[↑] the Source
1 Hex.

Lance_

Side Slash



Slow / Damage



ATTACK

Lance



Slow / Damage

Move[↑] the Source
1 Hex.

ATTACK

FISSURE



Ground

Move [↑] the Target
1 Hex.

ATTACK

Null Strike



Silence / Damage



ATTACK

Vorcis



Stun / Damage

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

ATTACK

Recon Bolt



8
Hexes



Damage

Move[↑] any Ally Unit
3 Hexes.

ATTACK

Backstab



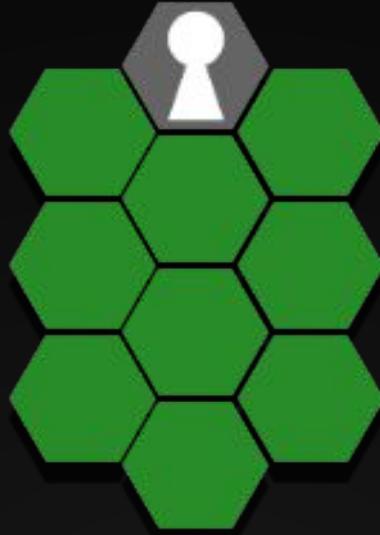
Damage x 2



ATTACK



Bulwark



Untargetable

Move[↑] the Source:
behind Target,
and then 3 Hexes.

DEFENSE

Savior Bolt



10
Hexes

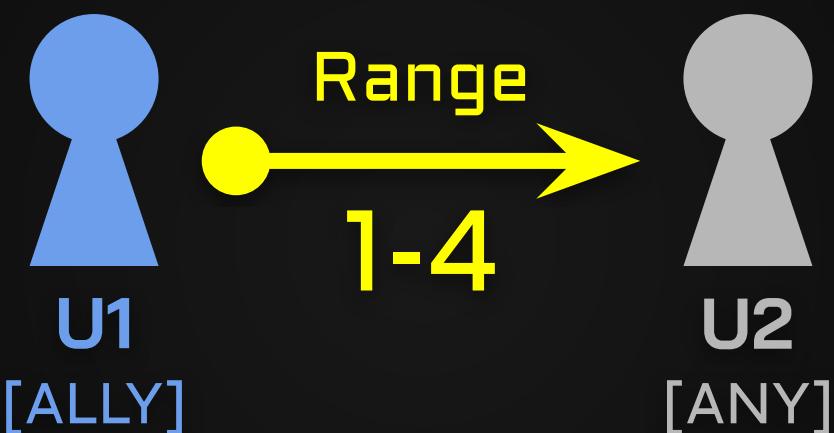
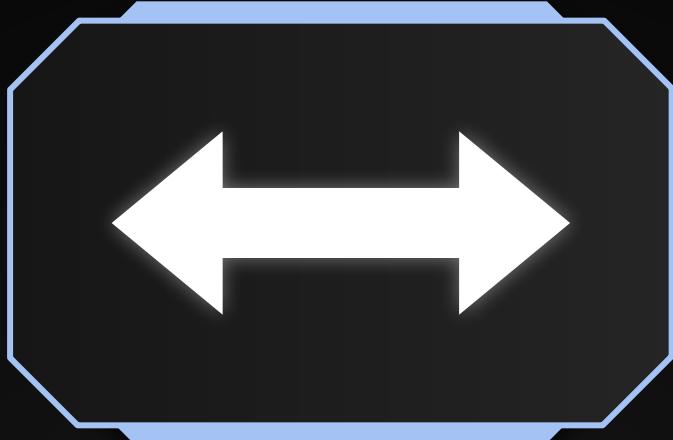


Shield



DEFENSE

P Swap



Swap the positions of
U1 and U2.

UTILITY