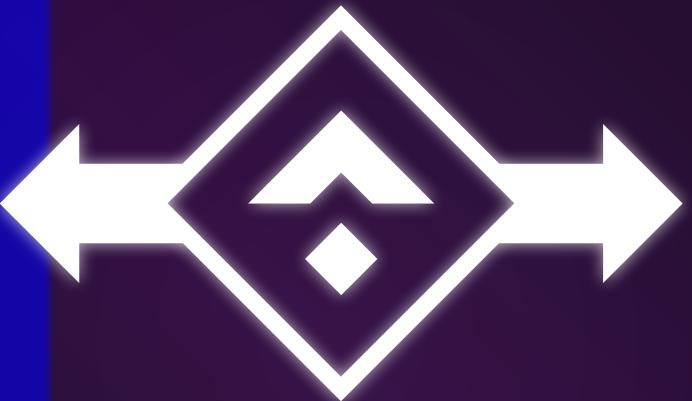


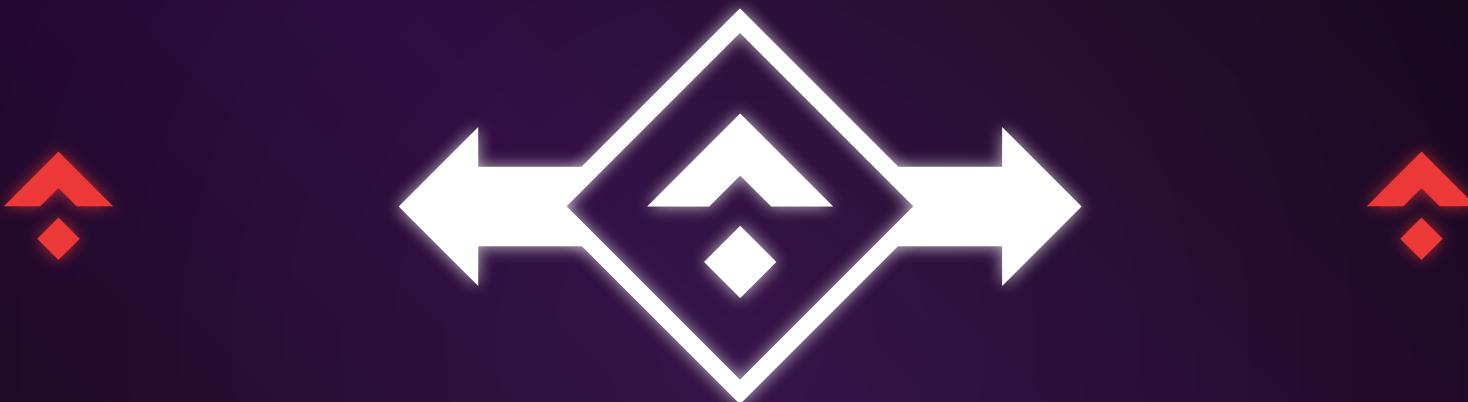
TYPE-I



Your numerical Moves[↑] on Ally Units
are increased by 1 Hex.

CORE

TYPE-I



Your numerical Moves[↑] on Ally Units
are increased by 1 Hex.

CORE

TYPE-II

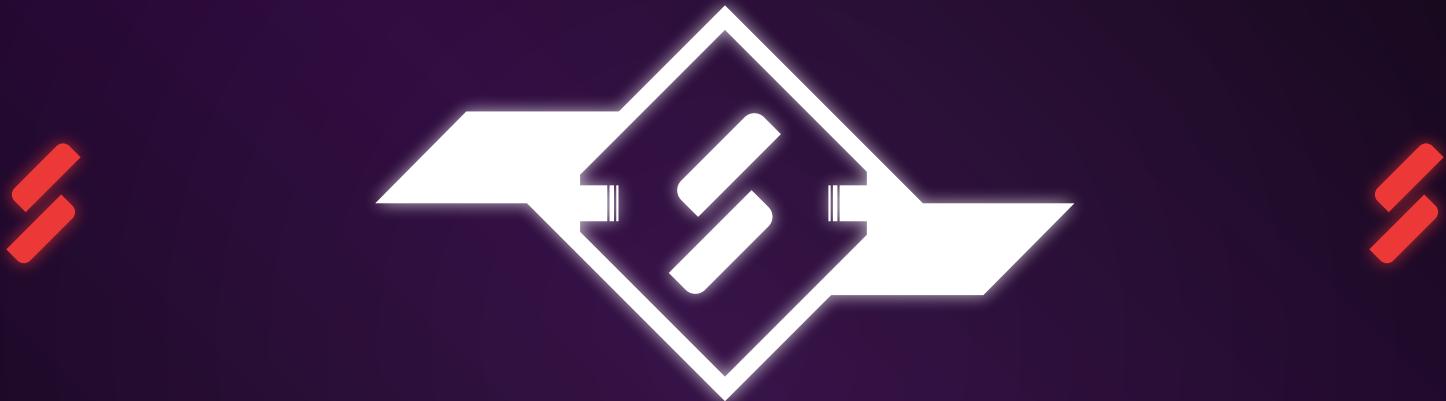


On your Turn⌚:

Discard up to 2 abilities for no Energy cost.

CORE

TYPE-II



On your Turn⌚:

Discard up to 2 abilities for no Energy cost.

CORE

TYPE-III



Start of your Turn ↗:

Gain an extra Energy If you have exactly
1 Attack in your Hand.

CORE

TYPE-III

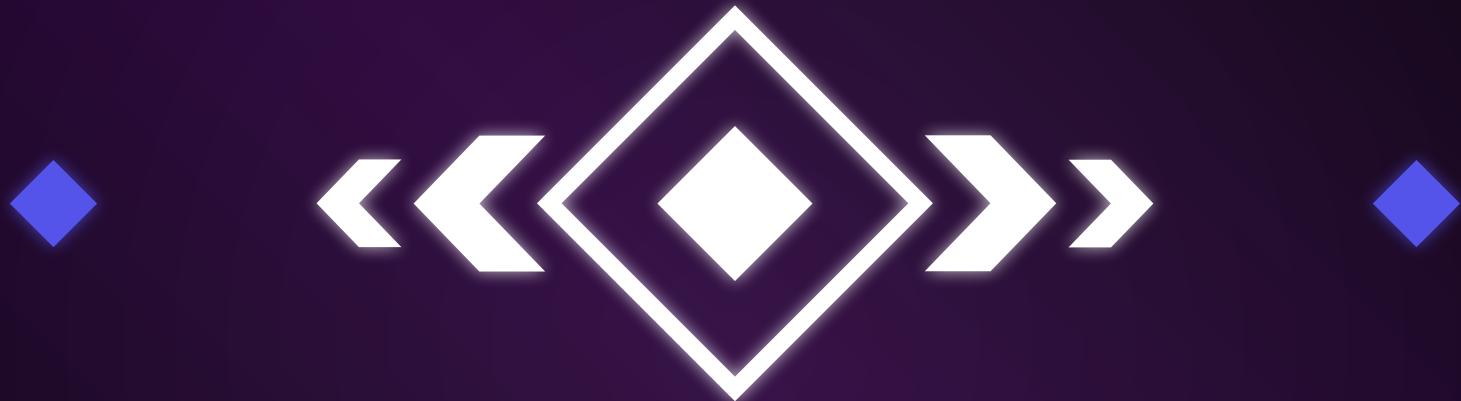


Start of your Turn ↗:

Gain an extra Energy If you have exactly
1 Attack in your Hand.

CORE

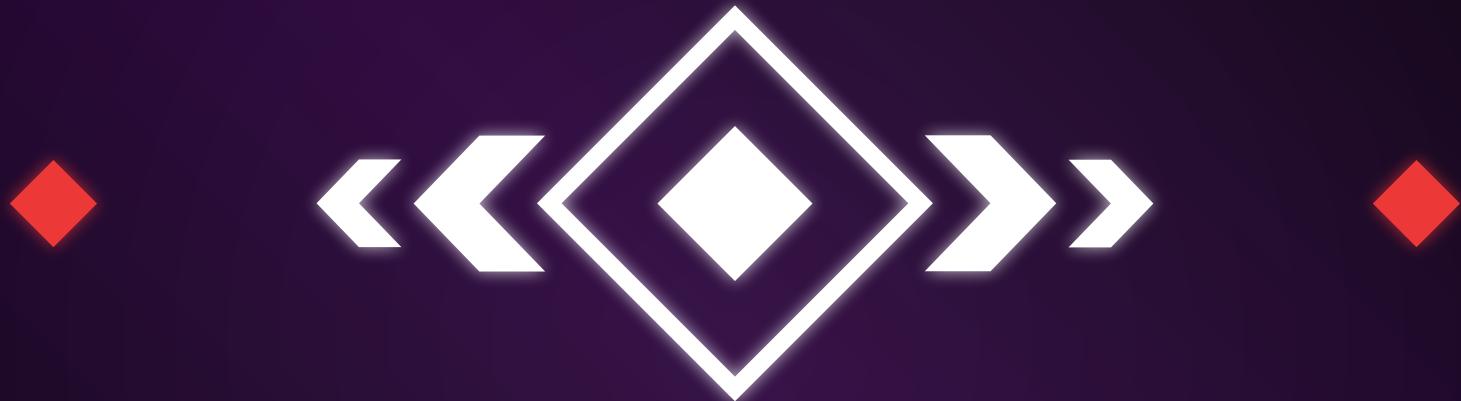
TYPE-IV



Your abilities do not cost Energy to play.
You start with 1 Energy on your Turn.

CORE

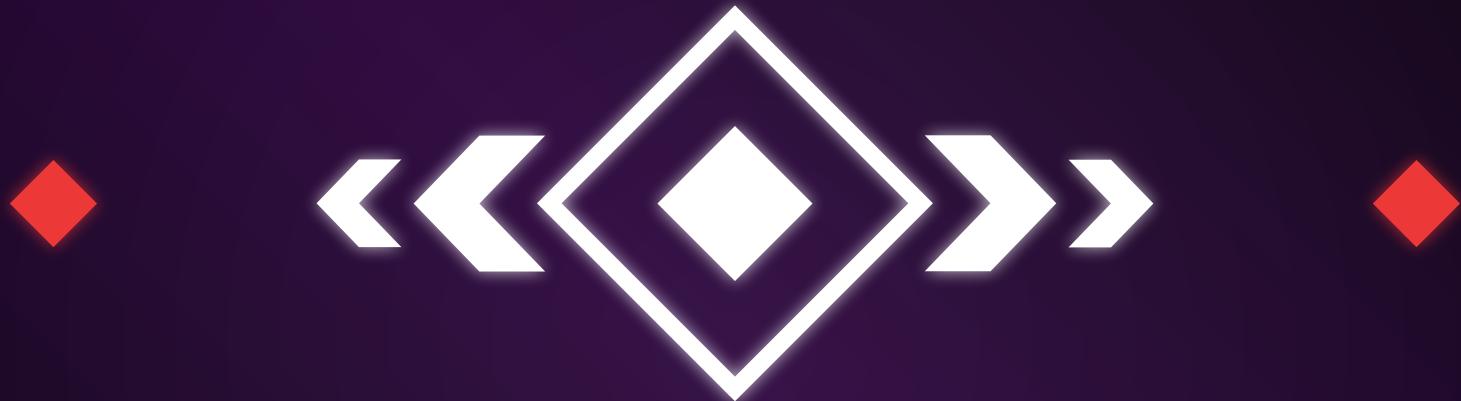
TYPE-IV



Your abilities do not cost Energy to play.
You start with 1 Energy on your Turn.

CORE

TYPE-IV



Your abilities do not cost Energy to play.
You start with 1 Energy on your Turn.

CORE

BREAK

TYPE-I

POSITION

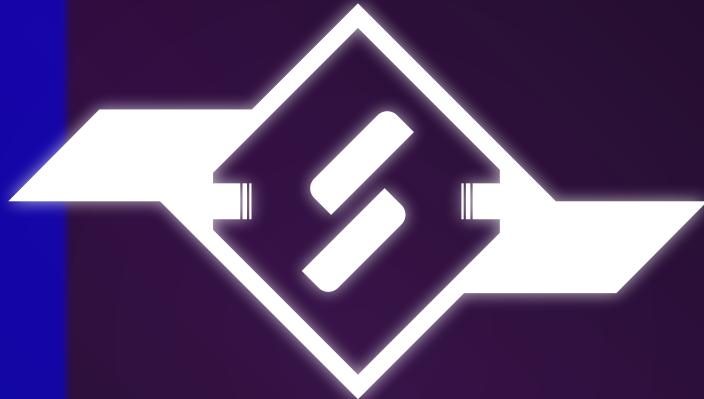


Your numerical Moves[↑] on Ally Units
are increased by 1 Hex.

CORE

TYPE-II

DISORDER



On your Turn⌚:

Discard up to 2 abilities for no Energy cost.

CORE

TYPE-III

CONTROL



Start of your Turn ↗:

Gain an extra Energy If you have exactly
1 Attack in your Hand.

CORE

TYPE-IV

POWER



Your abilities do not cost Energy to play.
You start with 1 Energy on your Turn.

CORE

BREAK

TYPE-I

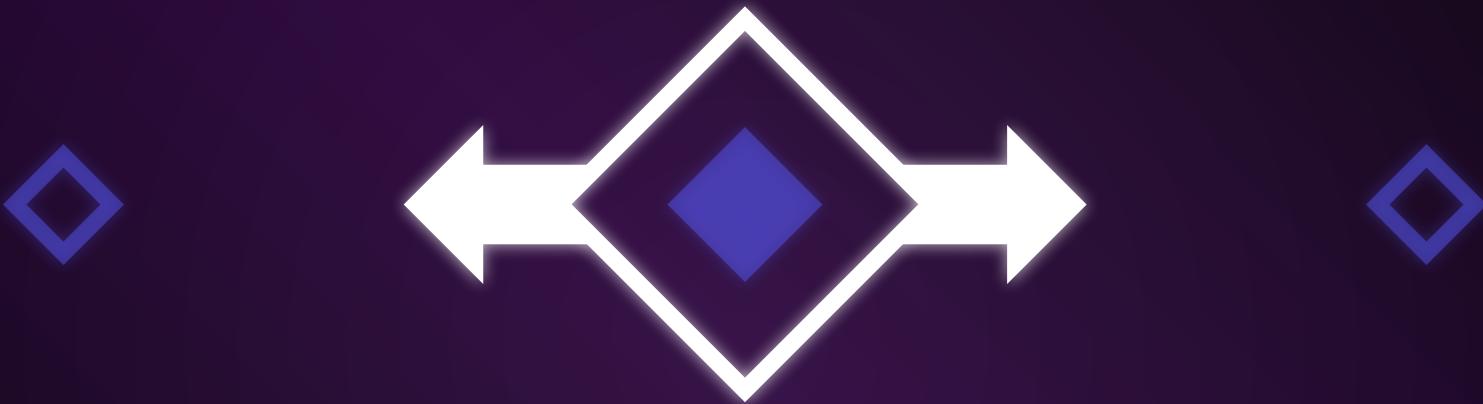


Your numerical Moves[↑] on Ally Units
are increased by 1 Hex.

CORE

BREAK

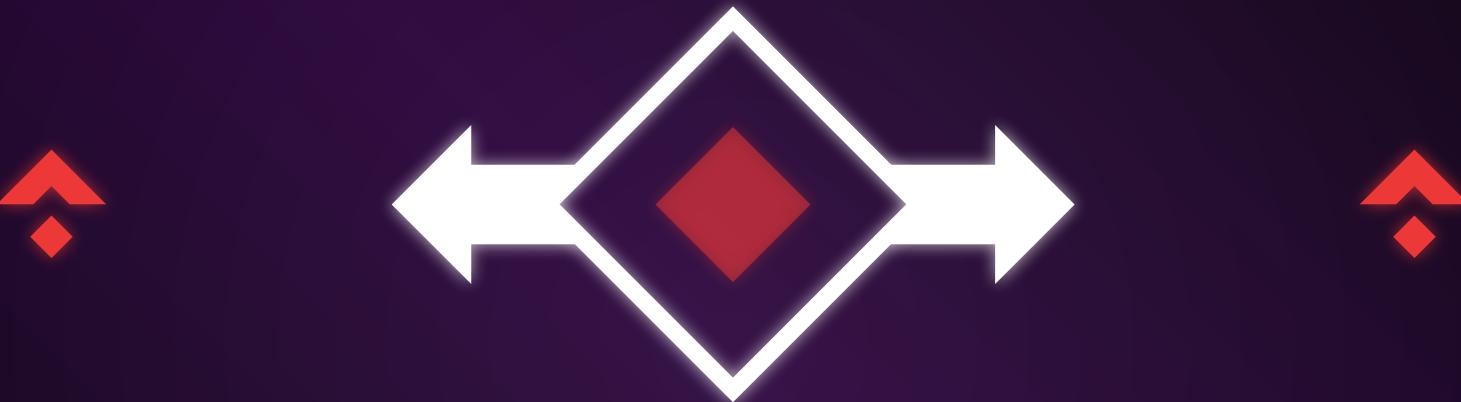
TYPE-I



Your numerical Moves[↑] on Ally Units
are increased by 1 Hex.

CORE

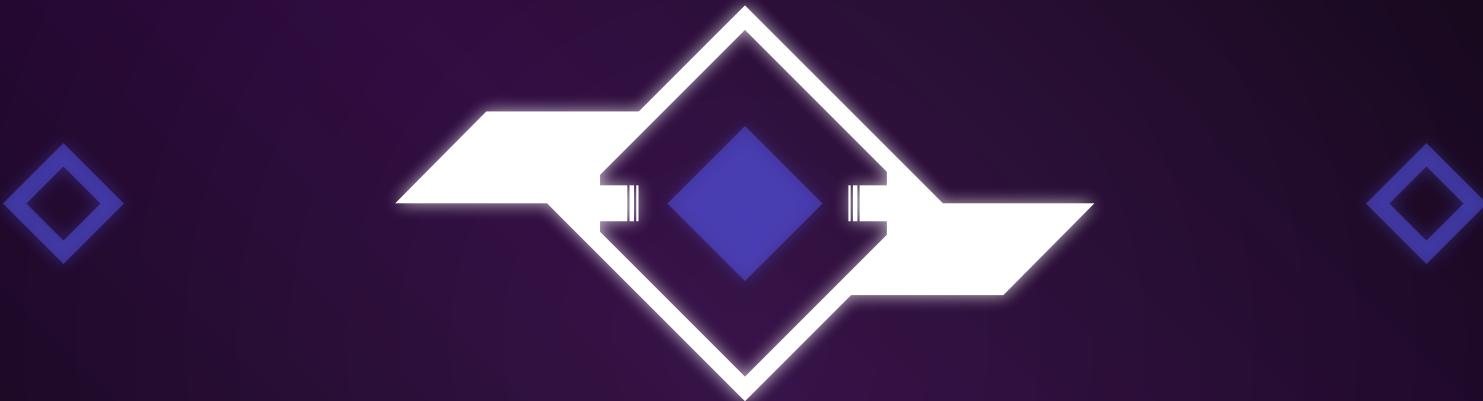
TYPE-I



Your numerical Moves[↑] on Ally Units
are increased by 1 Hex.

CORE

TYPE-II

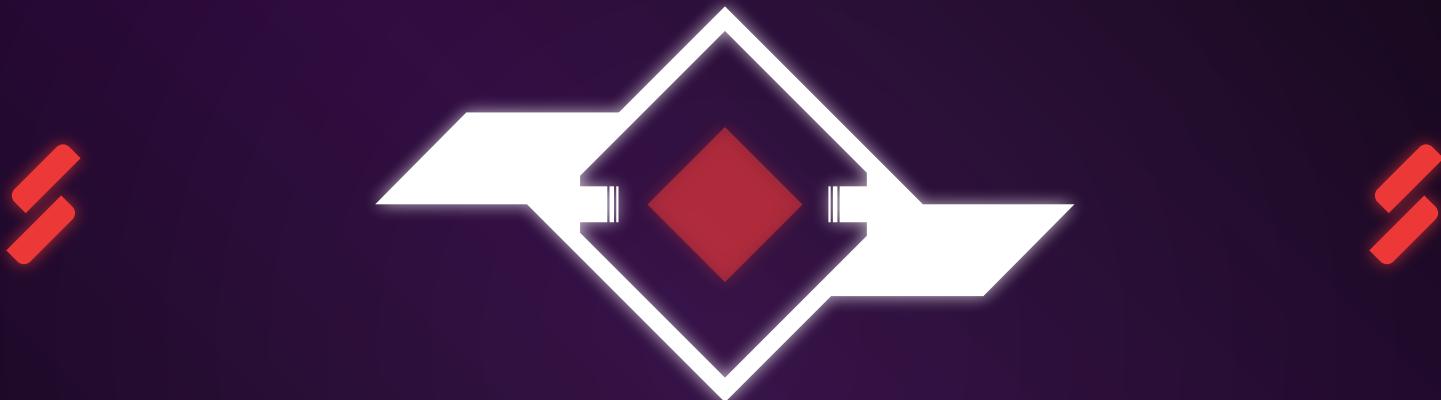


On your Turn⌚:

Discard up to 2 abilities for no Energy cost.

CORE

TYPE-II

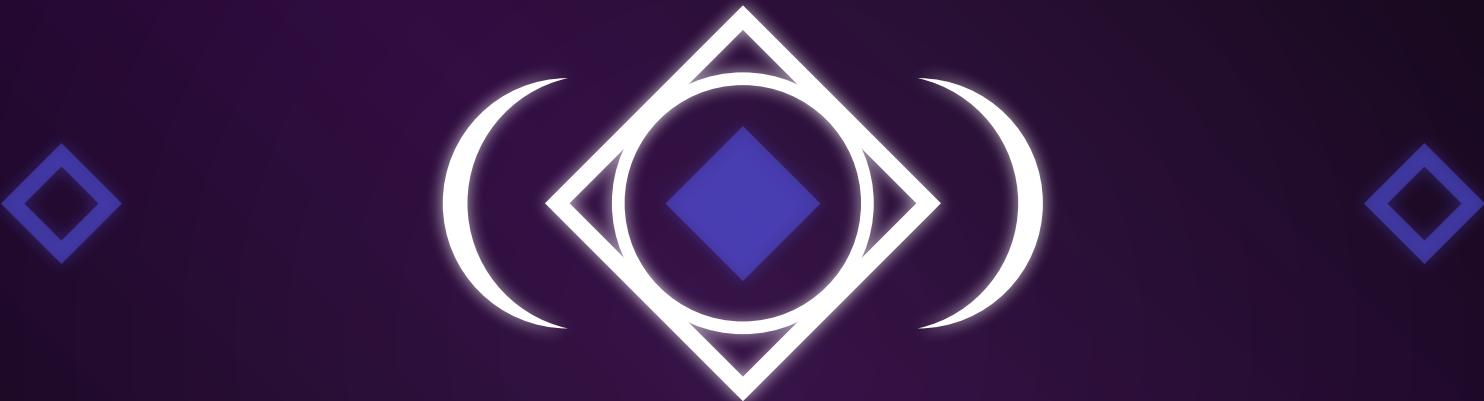


On your Turn⌚:

Discard up to 2 abilities for no Energy cost.

CORE

TYPE-III

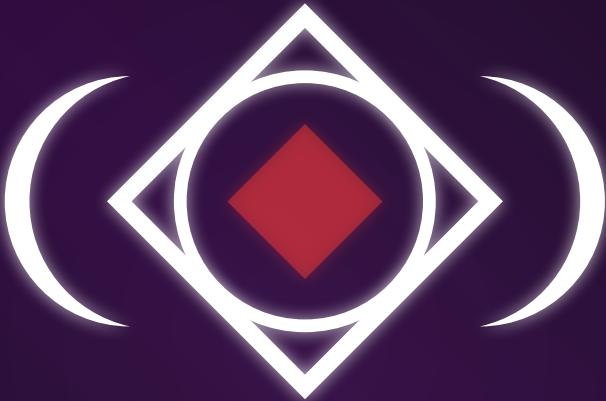


Start of your Turn[↑]:

Gain an extra Energy If you have exactly
1 Attack in your Hand.

CORE

TYPE-III

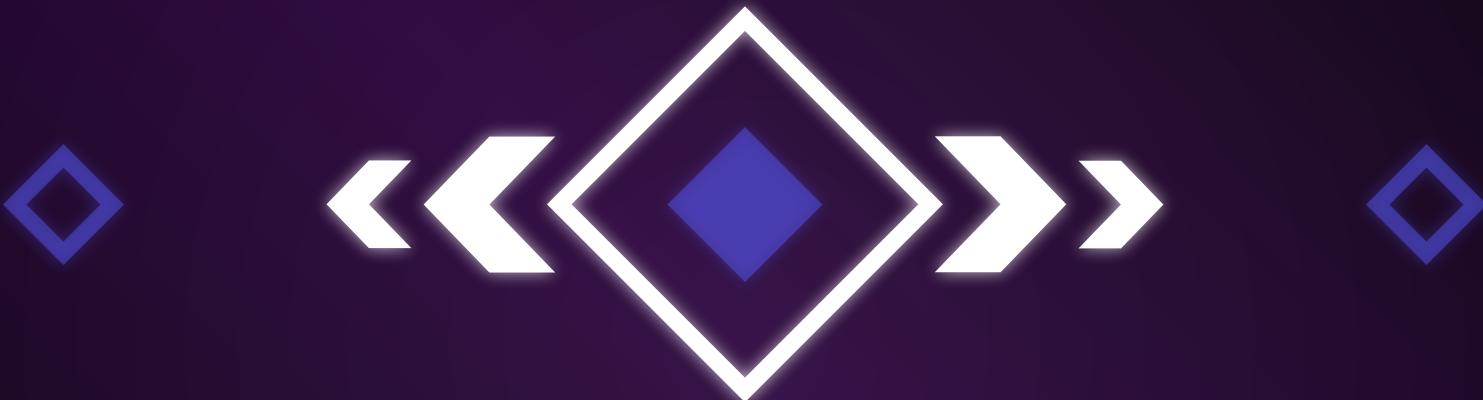


Start of your Turn[↑]:

Gain an extra Energy If you have exactly
1 Attack in your Hand.

CORE

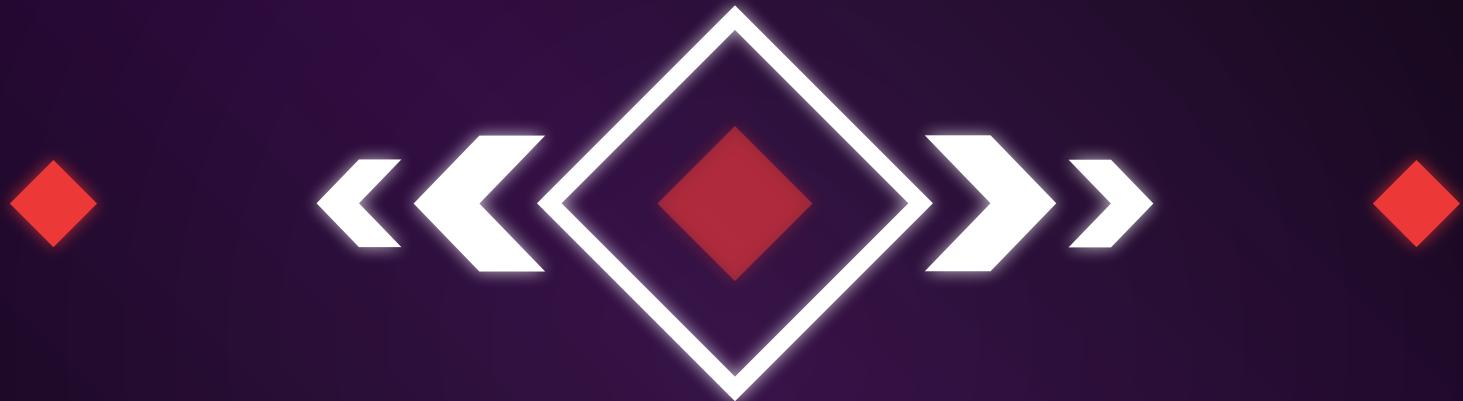
TYPE-IV



Your abilities do not cost Energy to play.
You start with 1 Energy on your Turn.

CORE

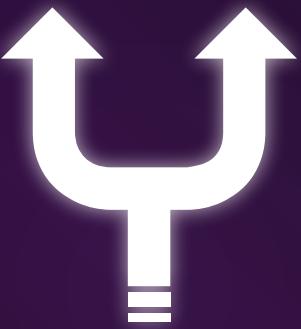
TYPE-IV



Your abilities do not cost Energy to play.
You start with 1 Energy on your Turn.

CORE

TYPE-I



Your numerical Moves[↑] on Ally Units
are increased by 1 Hex.

CORE