

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

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

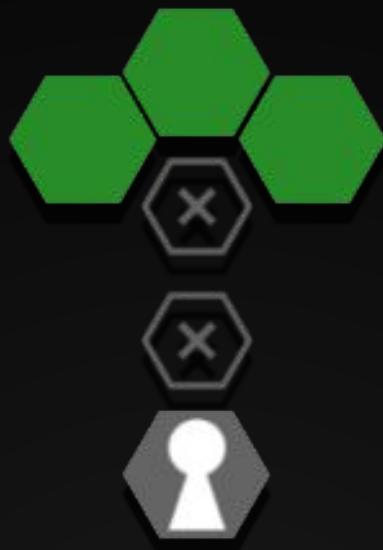


Silence / Damage

Move[↑] the Source:
behind Target.

ATTACK

Flash Strike



Silence / Damage

Move[↑] the Source:
behind Target.

ATTACK

Phain



Silence / Damage

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

ATTACK

Phain

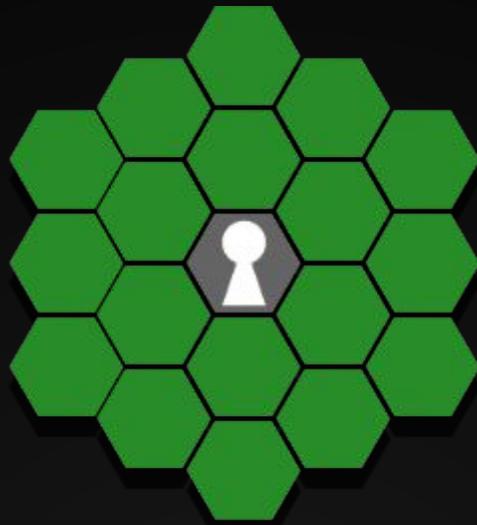


Silence / Damage

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

ATTACK

Transpha

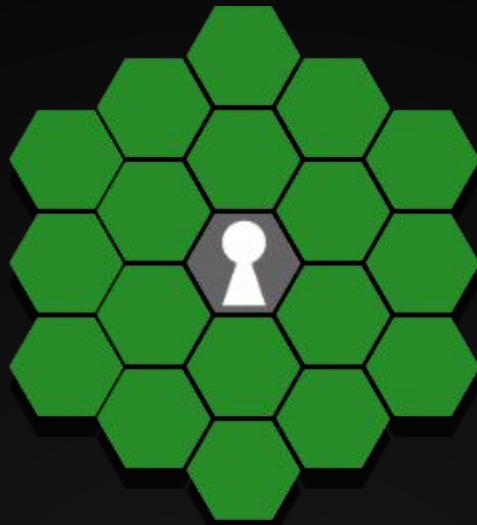


Silence

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



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.

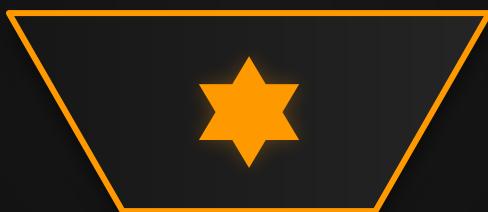
ATTACK

Recon Bolt



8

Hexes



Damage

Move[↑] any Ally Unit
3 Hexes.

ATTACK

Recon Bolt



8
Hexes

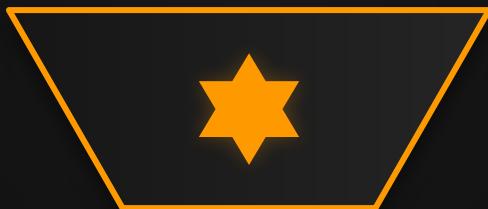


Damage

Move[↑] any Ally Unit
3 Hexes.

ATTACK

Splitter Bolt

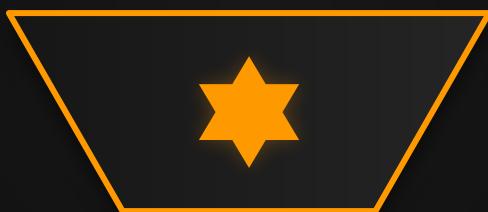


Damage



ATTACK

Splitter Bolt

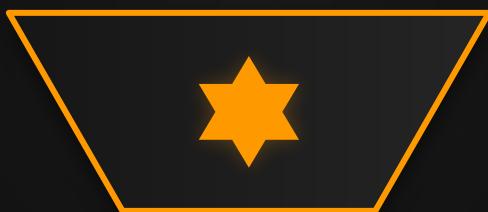


Damage



ATTACK

Wide Strike

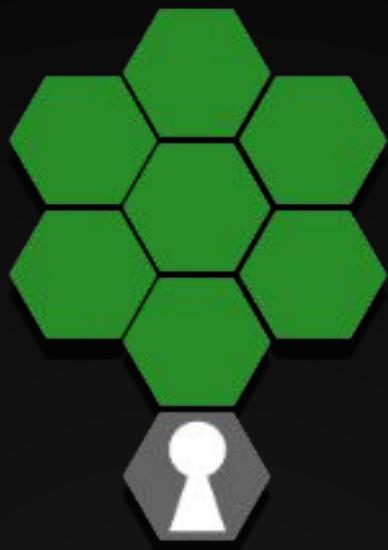


Damage



ATTACK

Wide Strike

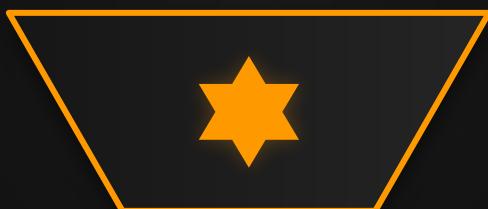


Damage



ATTACK

Pierce

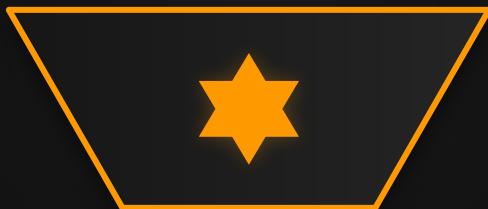


Damage



ATTACK

Pierce

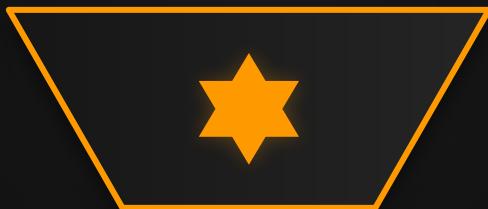


Damage



ATTACK

Sky Strike

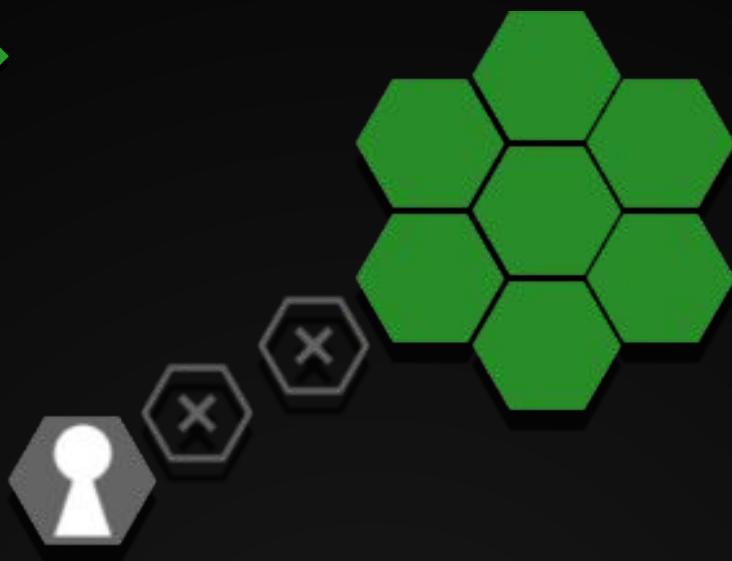


Damage



ATTACK

Sky Strike

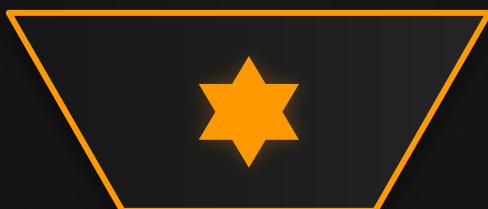


Damage



ATTACK

Swift Strike

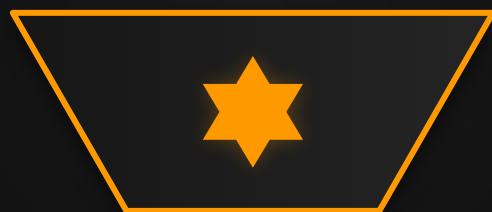


Damage

Move↑ the Source
3 Hexes.

ATTACK

Swift Strike

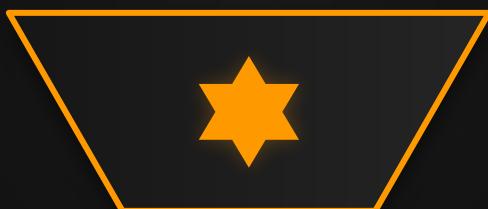


Damage

Move[↑] the Source
3 Hexes.

ATTACK

Blunt Force

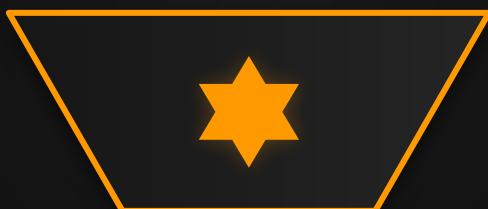


Damage

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

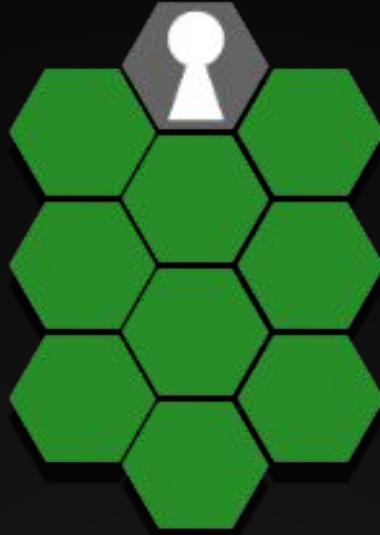


Damage x 2



ATTACK

Bulwark

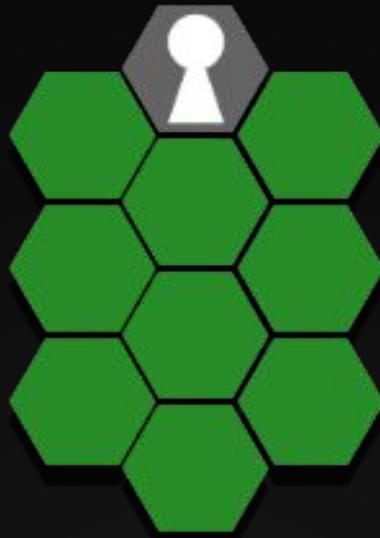


Untargetable

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

DEFENSE

Bulwark



Untargetable

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

DEFENSE

Prospire



Untargetable

Move[↑] 4 Hexes split
among the
Source and Target.

DEFENSE

Prospire

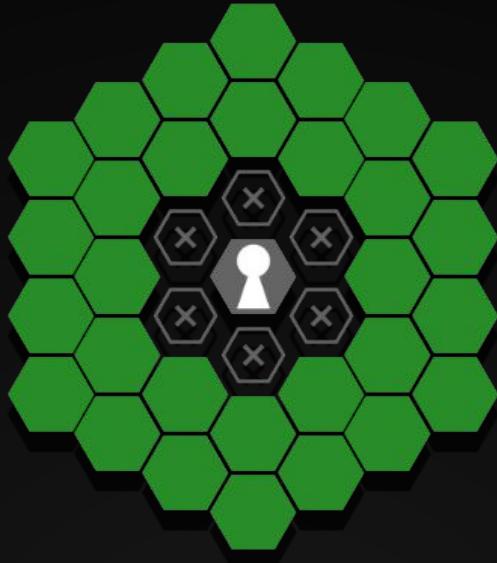


Untargetable

Move[↑] 4 Hexes split
among the
Source and Target.

DEFENSE

Steadlink

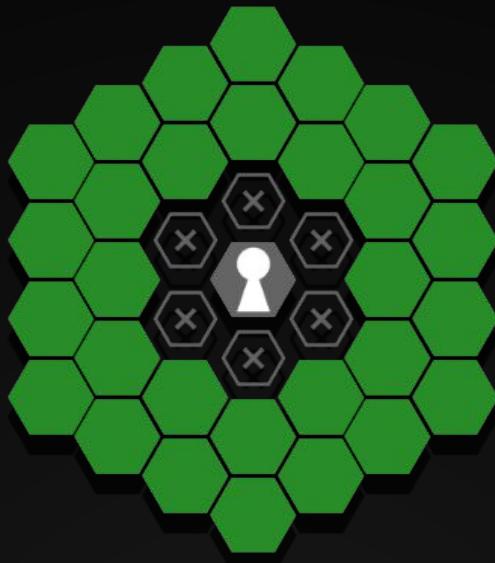


Untargetable

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

DEFENSE

Steadlink



Untargetable

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

DEFENSE

Inspire

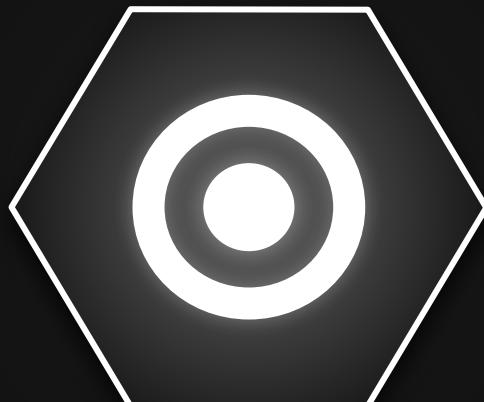


Untargetable

Move [↑] the Target
4 Hexes.

DEFENSE

Inspire



Untargetable

Move [↑] the Target
4 Hexes.

DEFENSE

Hard Aura



Untargetable



DEFENSE

Hard Aura



Untargetable



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 2 Hexes.

DEFENSE

Advanguard



Shield

Move ↑ the Target:
in front of Source,
and then 2 Hexes.

DEFENSE

Boost Guard



Shield

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

DEFENSE

Boost Guard



Shield

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

DEFENSE

EM Beam



8
Hexes



Shield

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

DEFENSE

EM Beam



Shield

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

DEFENSE

Disengage

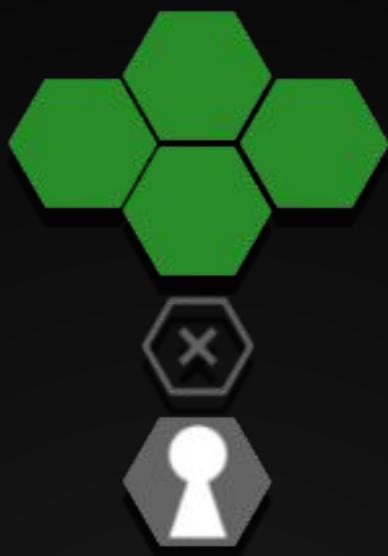


Shield

Place ↓ the Target:
adjacent to Source.

DEFENSE

Disengage

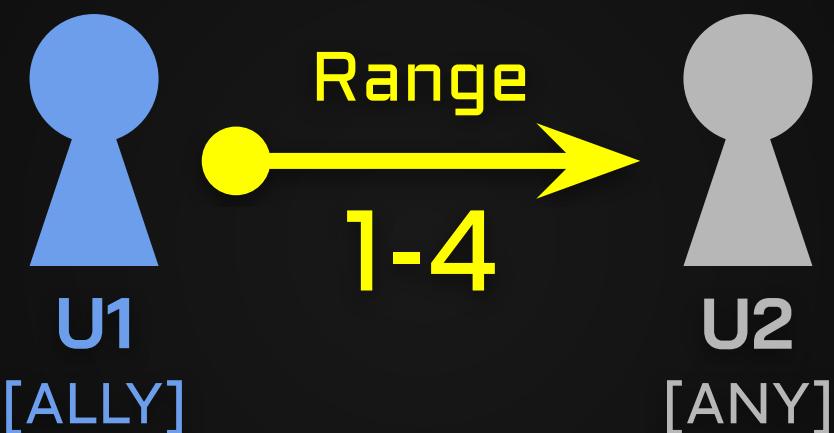
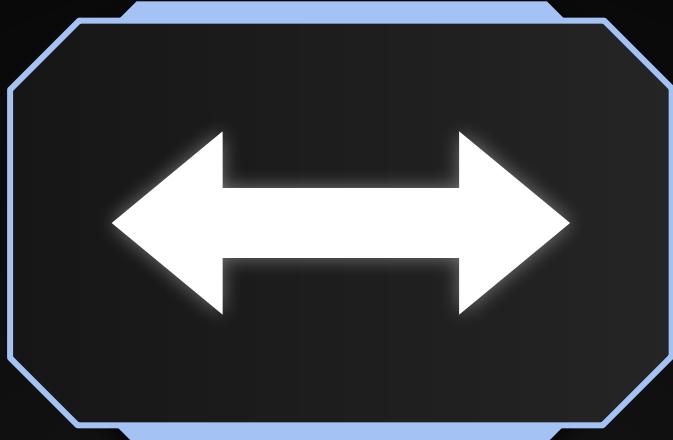


Shield

Place ↓ the Target:
adjacent to Source.

DEFENSE

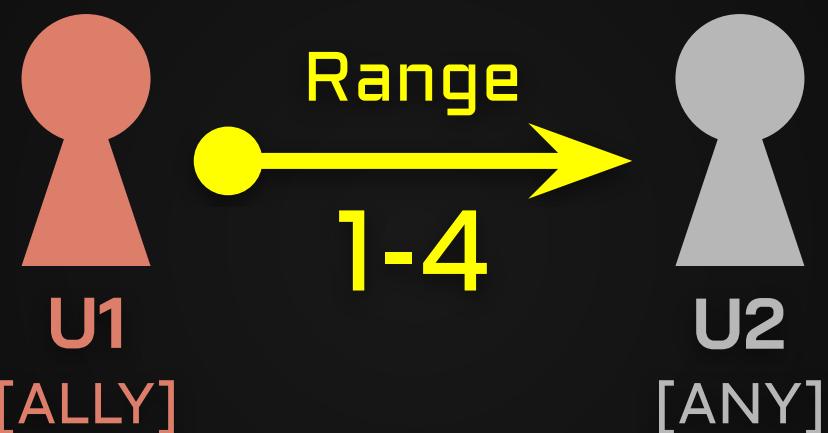
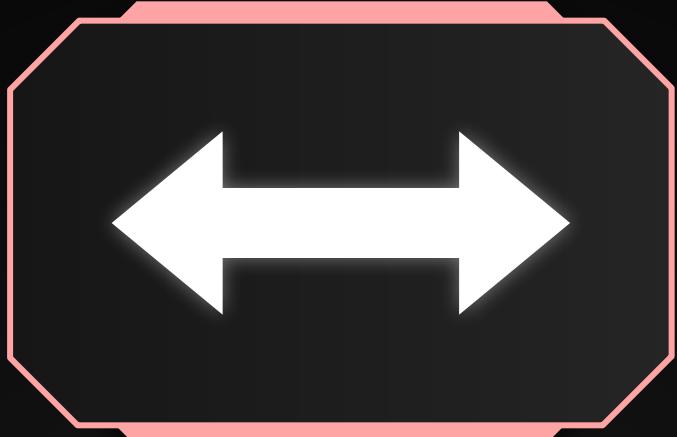
P Swap



Swap the positions of
U1 and U2.

UTILITY

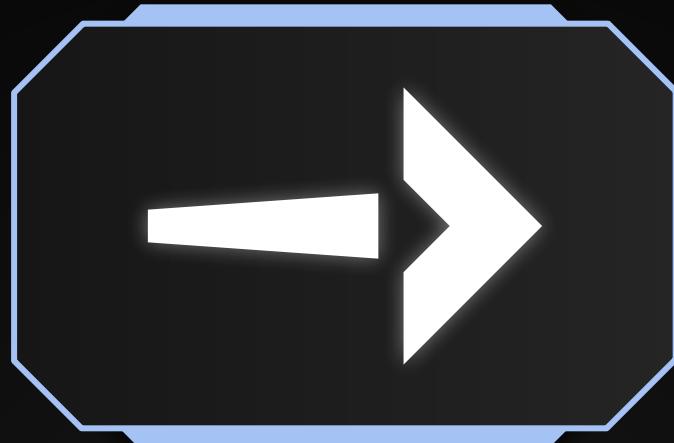
P Swap



Swap the positions of
U1 and U2.

UTILITY

Ghost Step



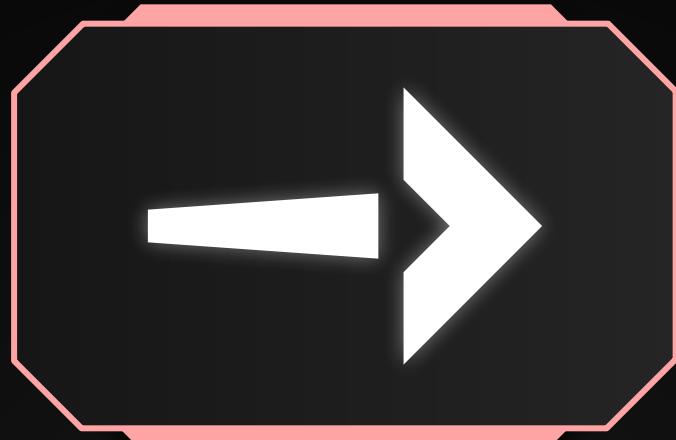
[ALLY]

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

Ignores Walls.

UTILITY

Ghost Step



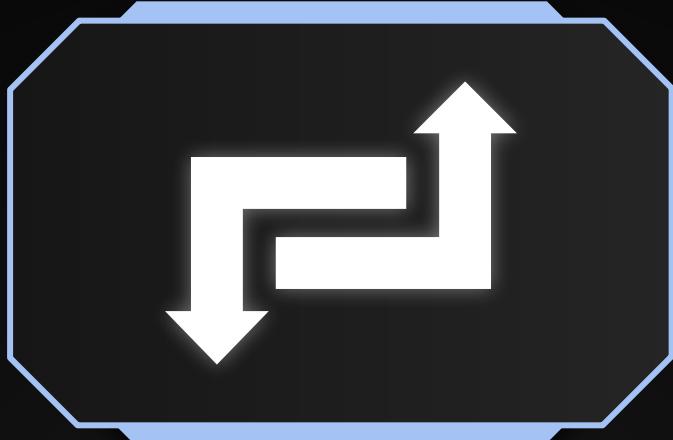
[ALLY]

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

Ignores Walls.

UTILITY

Reposition

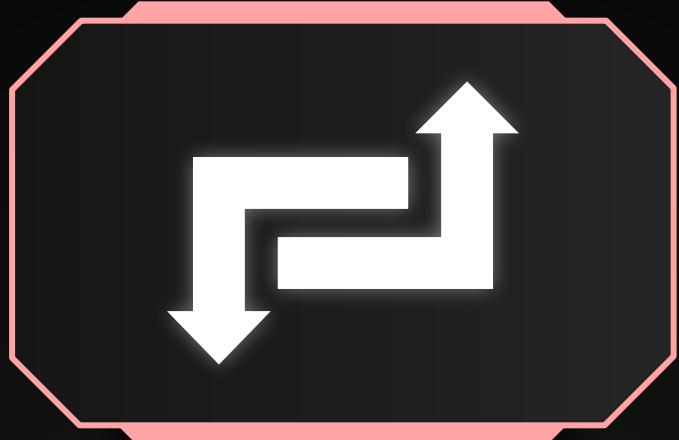


[ALLY ALL]

Move[↑] 6 Hexes split
among all Ally Units.
(Max 3 Hexes per Unit)

UTILITY

Reposition

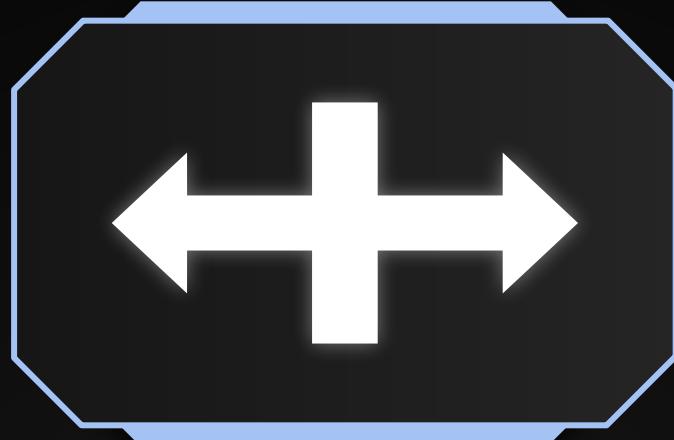


[ALLY ALL]

Move[↑] 6 Hexes split
among all Ally Units.
(Max 3 Hexes per Unit)

UTILITY

Break Will

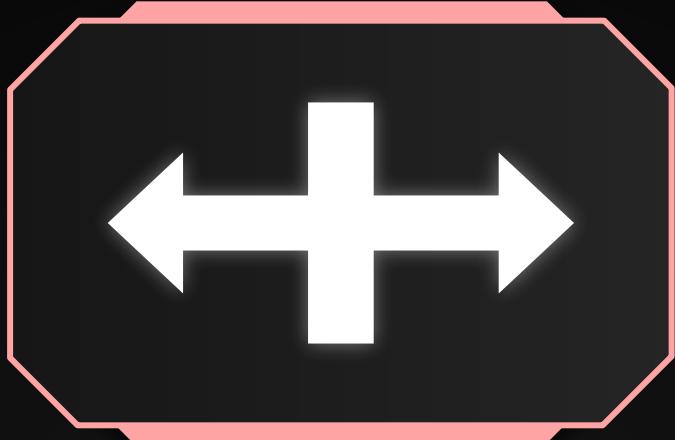


[ENEMY]

Move[↑] an Enemy Unit
2 Hexes.

UTILITY

Break Will

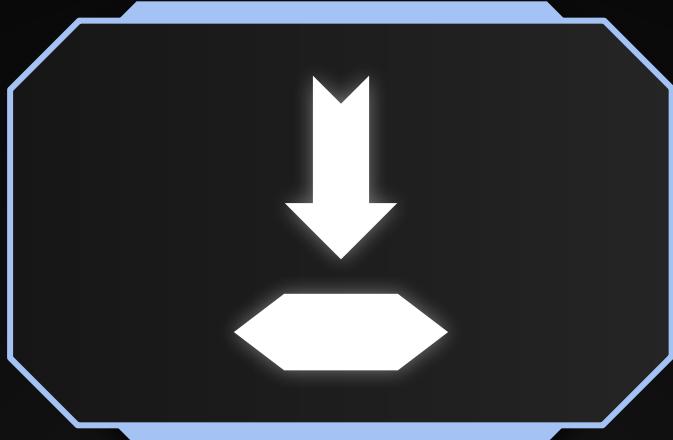


[ENEMY]

Move[↑] an Enemy Unit
2 Hexes.

UTILITY

Recall

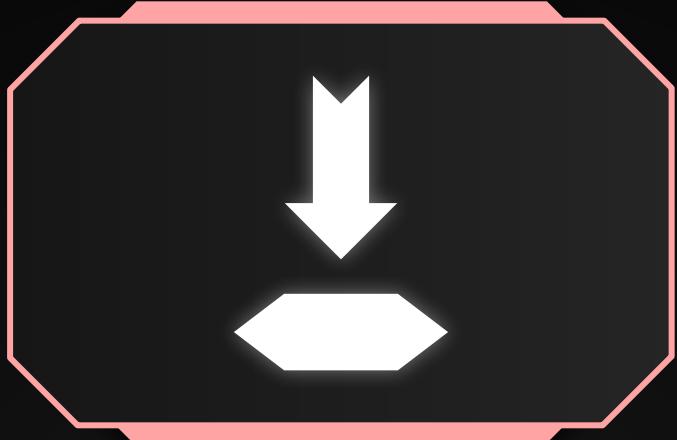


[ALLY]

Place ↓ an Ally Unit onto
Blue Base.

UTILITY

Recall

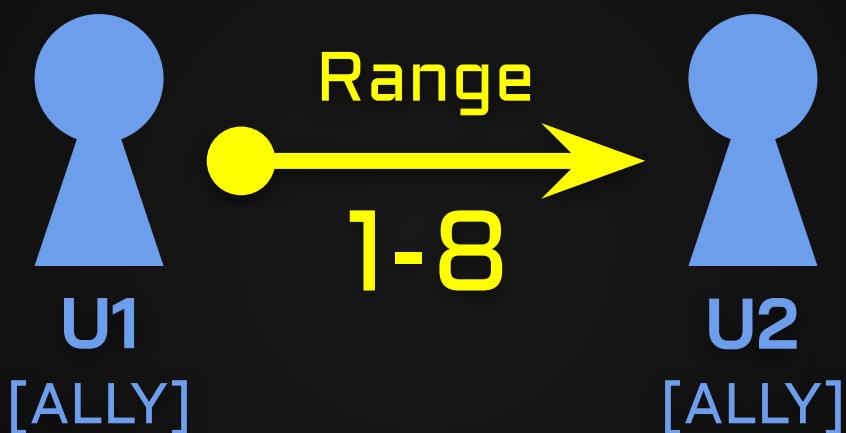
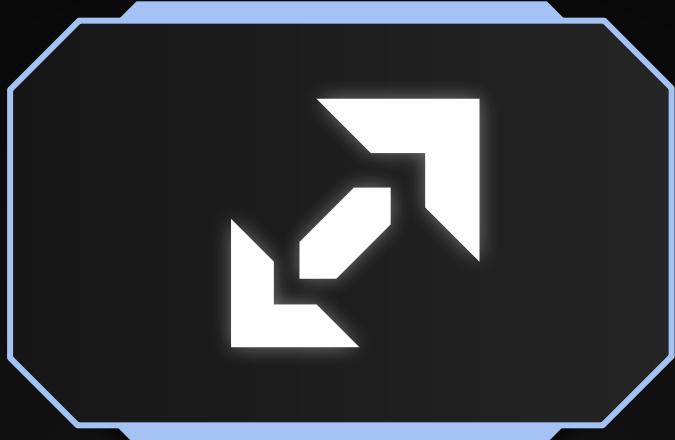


[ALLY]

Place ↓ an Ally Unit onto
Red Base.

UTILITY

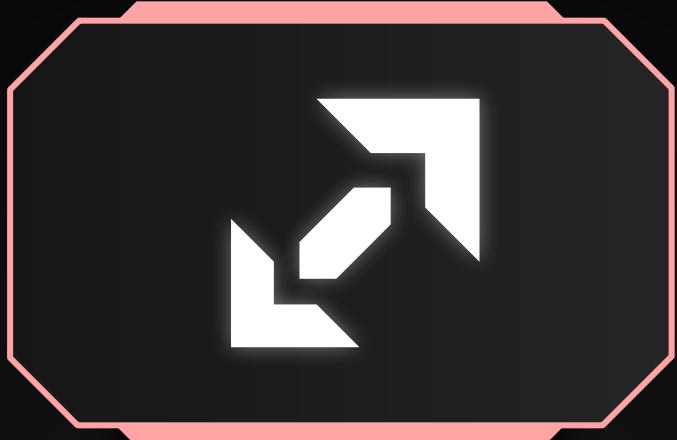
Linkup



Move[↑] U1:
adjacent to U2.

UTILITY

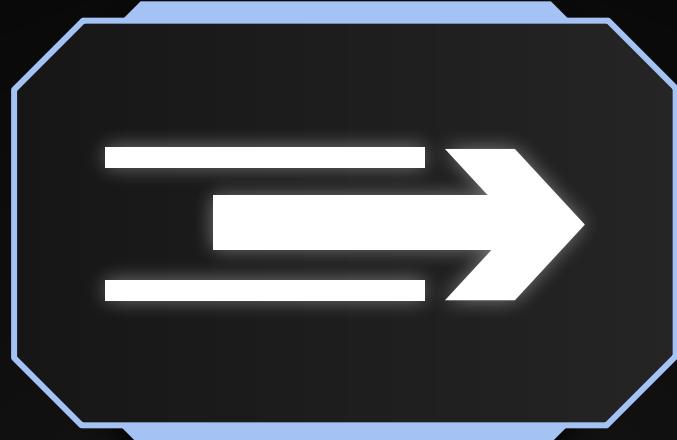
Linkup



Move[↑] U1:
adjacent to U2.

UTILITY

Charge

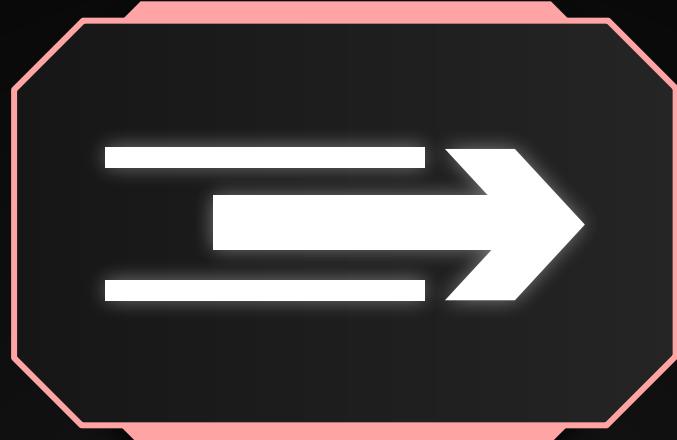


[ALLY]

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

UTILITY

Charge

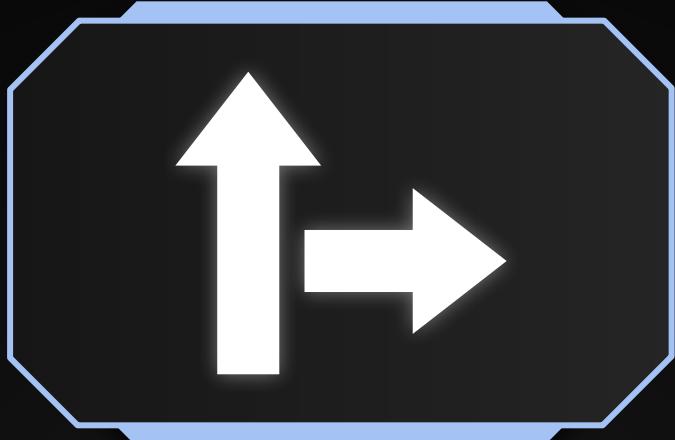


[ALLY]

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

UTILITY

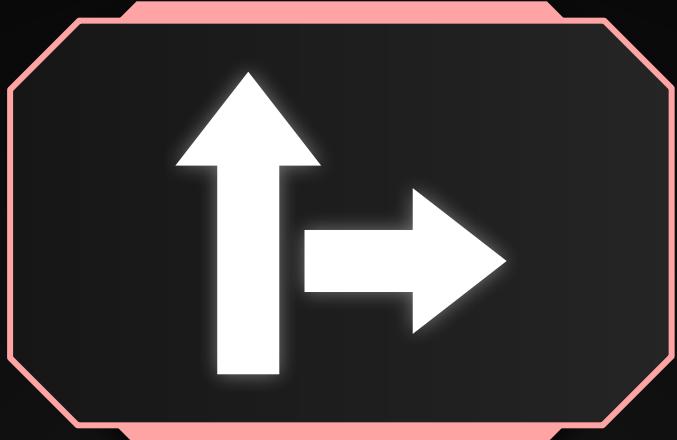
Part



Move[↑] 8 Hexes split
among U1 and U2.
(Max 6 Hexes per Unit)

UTILITY

Part



Move[↑] 8 Hexes split
among U1 and U2.
(Max 6 Hexes per Unit)

UTILITY

Disengage

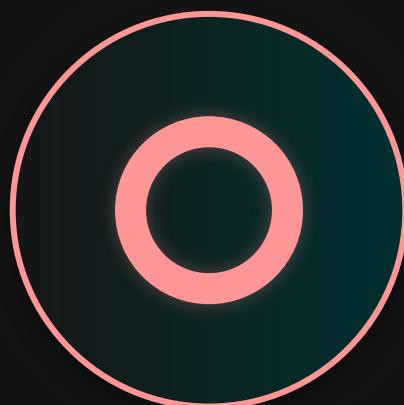


Block

Place ↓ the Target:
adjacent to Source.

DEFENSE

Disengage

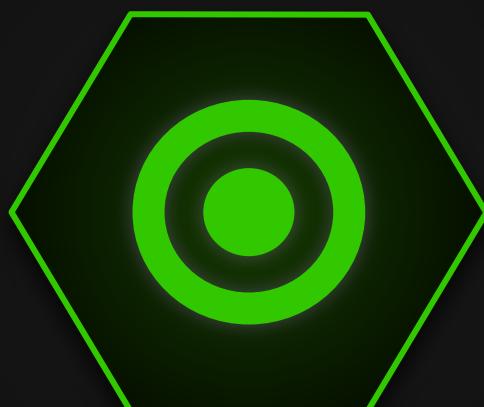


Block

Place ↓ the Target:
adjacent to Source.

DEFENSE

Disengage

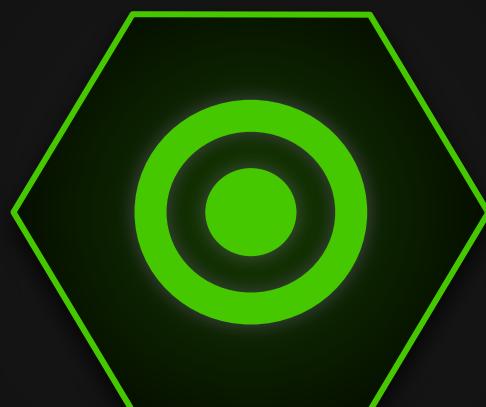


Untargetable

Place ↓ the Target:
adjacent to Source.

DEFENSE

Disengage



Untargetable

Place ↓ the Target:
adjacent to Source.

DEFENSE