

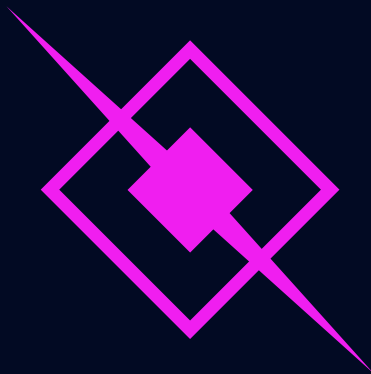
# BERSERK

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Your Attacks/Defenses do not cost Energy  
when their Source or Target is an Ally Unit with  
**1 HP.**

PASSIVE




# BERSERK

POWER LIES AT THE EDGE



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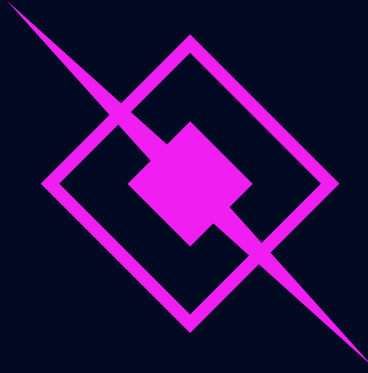
PASSIVE



PASSIVE



PASSIVE



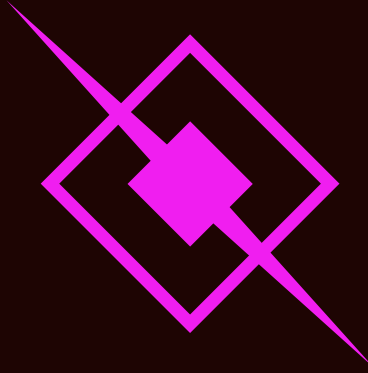
# BERSERK

WEAKNESS IS STRENGTH



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PASSIVE



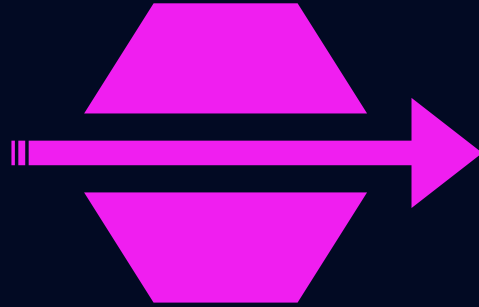
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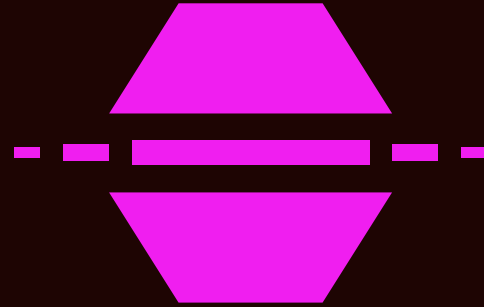
# PHASING

WALLS DO NOT INHIBIT YOU



Your Moves↑ and Hit Areas Ignore Walls.

PASSIVE



# PHASING

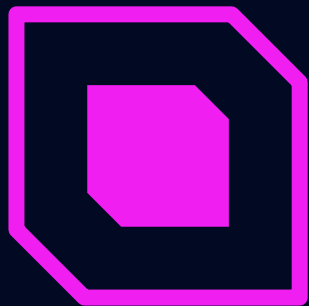
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# POCKET

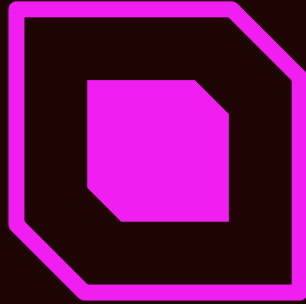
KEEP AN ABILITY ON STANDBY



You can use 1 Energy to move an ability from your Hand to your [Pocket].

[Pocket]: Acts as a separate Hand that holds 1 ability, requiring no Energy to play or discard from.

PASSIVE



# POCKET

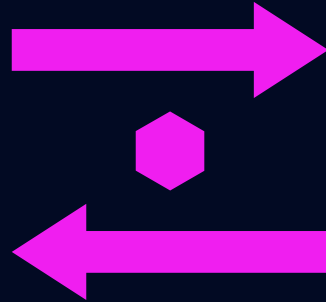
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# HYPERFLOW

IN AND OUT

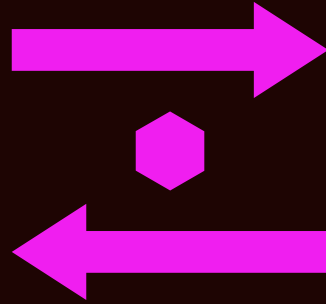


End of each Turn↻:

Move↑ (X x 3) Hexes split among all Ally Units.

X = the amount of abilities you played on this Turn↻.

PASSIVE



# HYPERFLOW

IN AND OUT

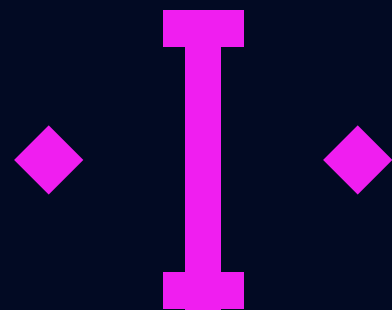


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X = the amount of abilities you played on this Turn↻.

PASSIVE



# OPERATOR

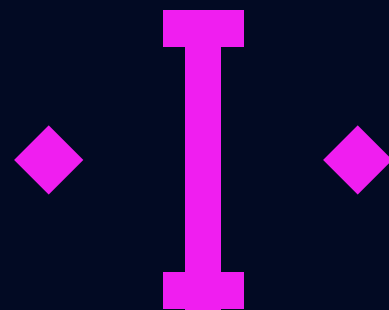
BETTER TO WORK ALONE



**Start and End of each Turn**↻:

Choose an **Ally Unit** that is **NOT** within  
6 Hexes of any other **Ally Unit** and  
**Move**↑ it 3 Hexes.

PASSIVE



# OPERATOR

BETTER TO WORK ALONE



Start and End of each Turn↻:

Move↑ an [Operator] 3 Hexes.

[Operator]: Ally Unit that is **NOT** within 6 Hexes  
of any other Ally Unit.

PASSIVE

