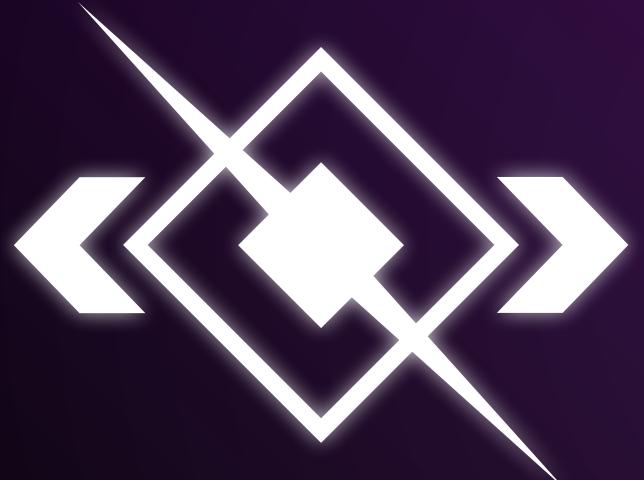


Berserk



When playing an Attack or
Defense:

It costs no Energy if the
Source or Target is an
Ally Unit with 1 HP.

AUGMENT

Berserk



When playing an Attack or
Defense:

It costs no Energy if the
Source or Target is an
Ally Unit with 1 HP.

AUGMENT

Overwhelm



When you eliminate an
Enemy Unit:

Give any Ally Unit +1 HP
and skip the opponent's
next Turn.

AUGMENT

Overwhelm

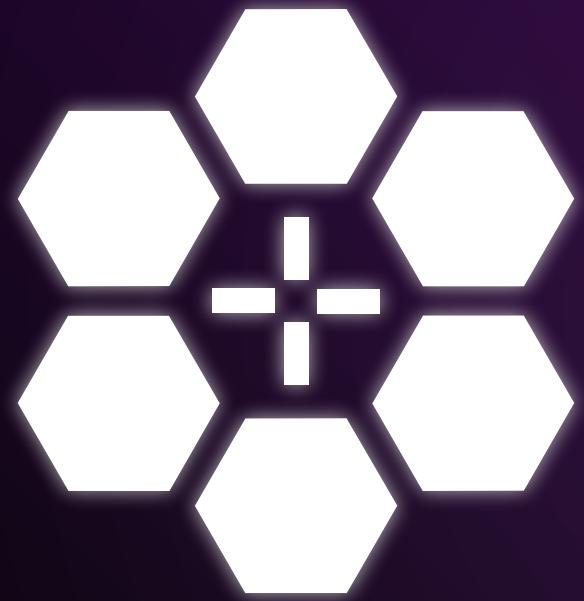


When you eliminate an
Enemy Unit:

Give any Ally Unit +1 HP
and skip the opponent's
next Turn.

AUGMENT

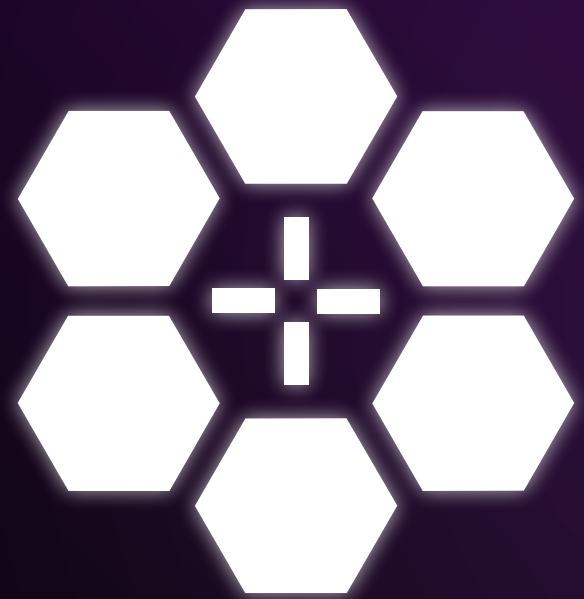
Close Quarters



All of your Hit Areas include
all Hexes adjacent to the
Source.

AUGMENT

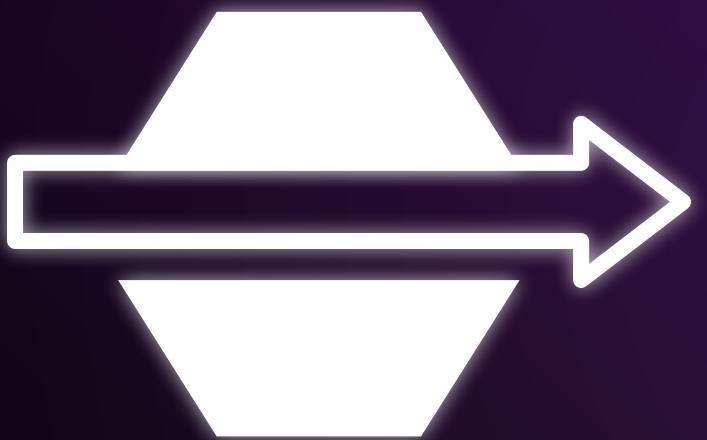
Close Quarters



All of your Hit Areas include
all Hexes adjacent to the
Source.

AUGMENT

Phasing



All of your Moves[↑] and
Hit Areas *Ignore* Walls.

AUGMENT

Pocket

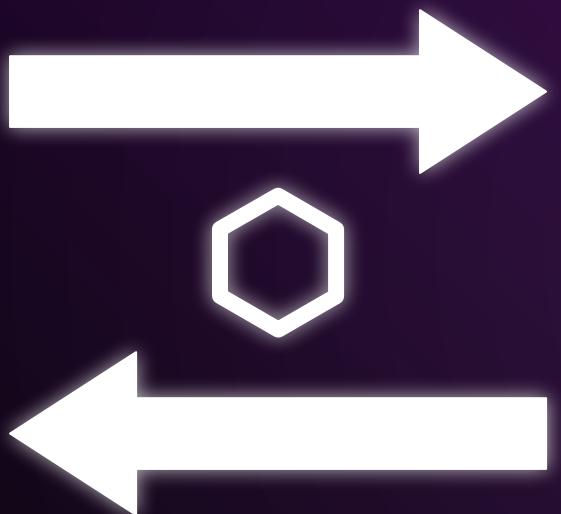


You can use 1 Energy to move an ability from your Hand to your (Pocket).

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

AUGMENT

Battle Flow

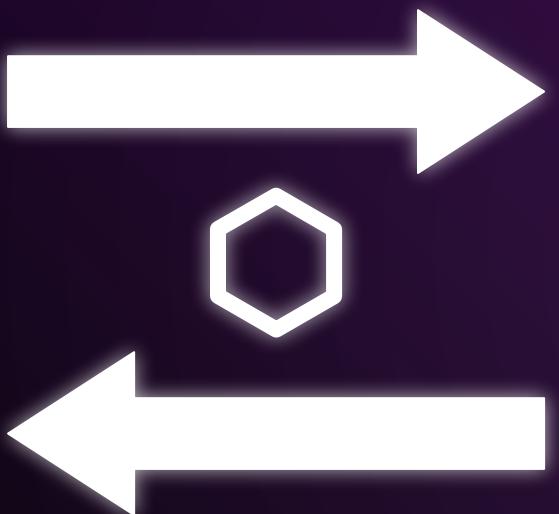


End of your Turn \circlearrowright :
Move \uparrow ($X \times 2$) Hexes split
among all Ally Units.

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

AUGMENT

Battle Flow



End of your Turn \circlearrowright :
Move \uparrow ($X \times 2$) Hexes split
among all Ally Units.

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

AUGMENT

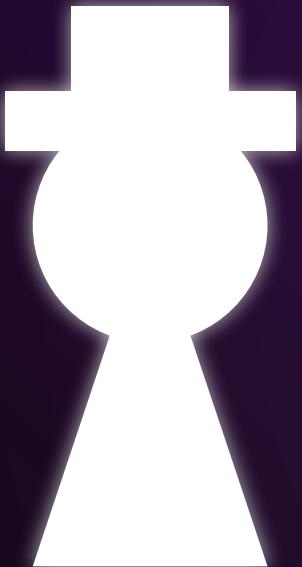
Lone Agent



Start and End of your Turn[↻]:
Choose any Ally Unit that is
not within 6 Hexes of another
Ally Unit and Move[↑] it
2 Hexes.

AUGMENT

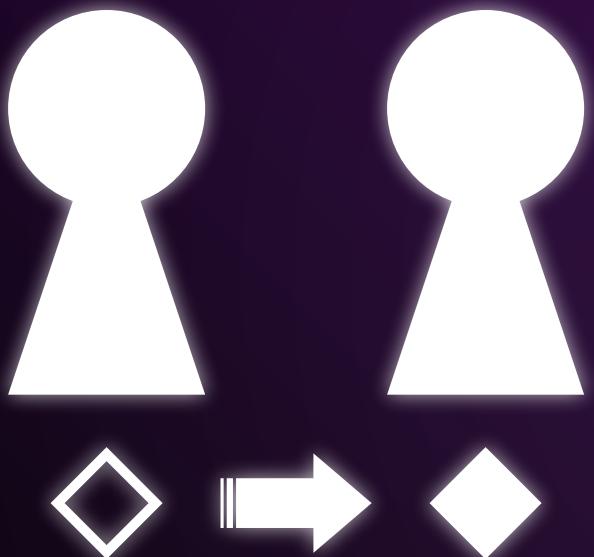
Lone Agent



Start and End of your Turn[↻]:
Choose any Ally Unit that is
not within 6 Hexes of another
Ally Unit and Move[↑] it
2 Hexes.

AUGMENT

Point Runner

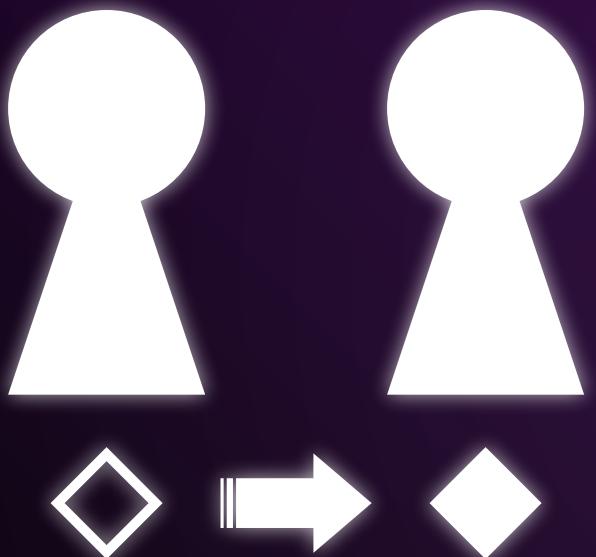


On your Turn↻:

The first time you Move↑ an Ally Unit to a Hex adjacent to another Ally Unit,
Move↑ 2 Hexes split among them and gain an extra Energy.

AUGMENT

Point Runner



On your Turn↻:

The first time you Move↑ an Ally Unit to a Hex adjacent to another Ally Unit,
Move↑ 2 Hexes split among them and gain an extra Energy.

AUGMENT

BREAK

AUG. MOVE



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

AUGMENT

AUG. POS



Start of your Turn:

If you have exactly one Attack
in your Hand:
gain an extra Energy.

AUGMENT

AUG. W H L M

ONE ELIMINATION LEADS TO ANOTHER

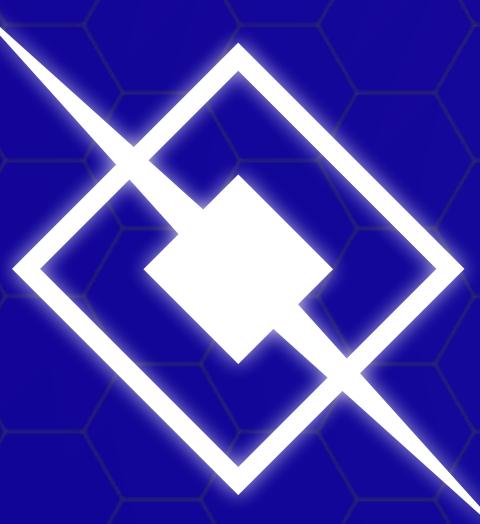


When you eliminate an Enemy Unit:
Give any Ally Unit +1 HP and skip the
opponent's next Turn.

AUGMENT

AUG. B S R K

POWER LIES AT THE EDGE

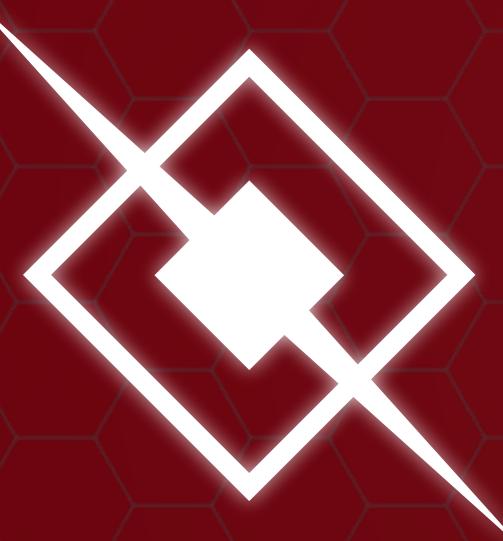


Your Attacks/Defenses do not cost Energy when their Source or Target is an Ally Unit with 1 HP.

AUGMENT

AUG. B S R K

POWER LIES AT THE EDGE



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

AUGMENT

AUG. W H L M

ONE ELIMINATION LEADS TO ANOTHER



When you eliminate an Enemy Unit:
Give any Ally Unit +1 HP and skip the
opponent's next Turn.

AUGMENT

AUG. W H L M

ONE ELIMINATION LEADS TO ANOTHER



When you eliminate an Enemy Unit:
Give any Ally Unit +1 HP and skip the
opponent's next Turn ↗.

AUGMENT

OVERWHELM

ONE ELIMINATION LEADS TO ANOTHER

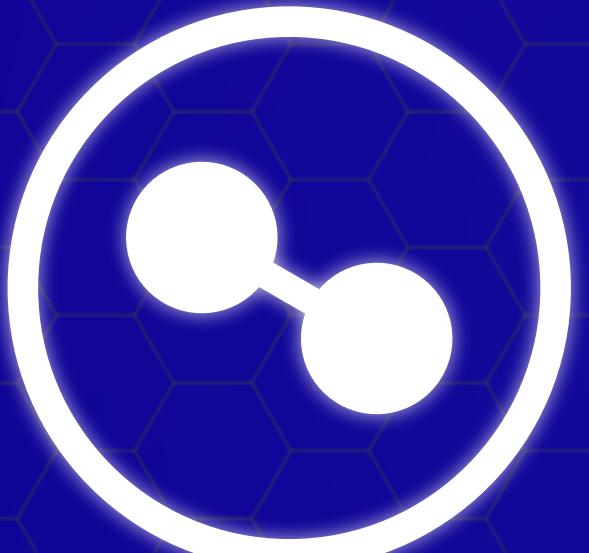


When you eliminate an Enemy Unit:
Give any Ally Unit +1 HP and skip the
opponent's next Turn.

AUGMENT

AUG. LINK

UNITED YOU ARE UNBREAKABLE



Ally Units adjacent to Ally Units
cannot be the Target or Source
of any abilities.

AUGMENT

AUG. LINK

UNITED YOU ARE UNBREAKABLE

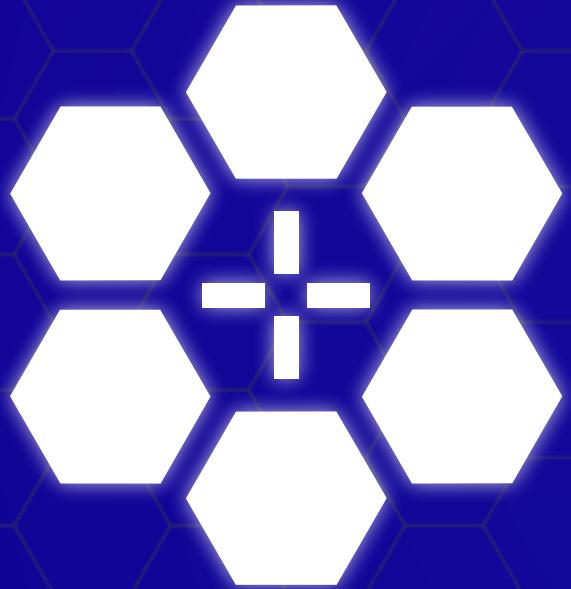


Ally Units adjacent to Ally Units
cannot be the Target or Source
of any abilities.

AUGMENT

AUG. HIT C

NO NEED FOR PRECISION

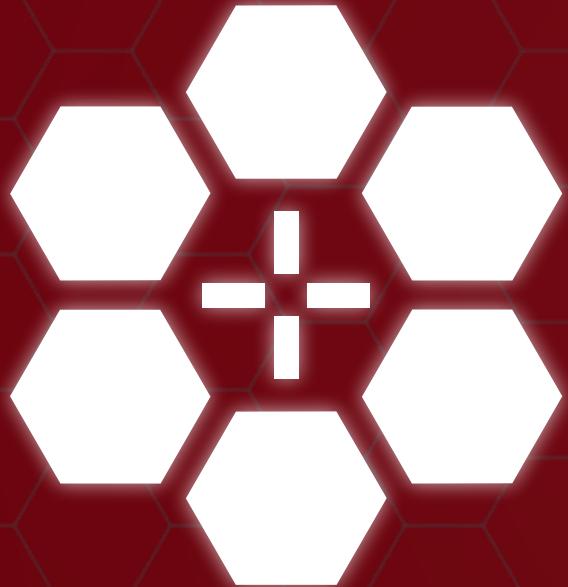


Your Hit Areas include
all Hexes adjacent to the Source.

AUGMENT

AUG. HIT C

NO NEED FOR PRECISION

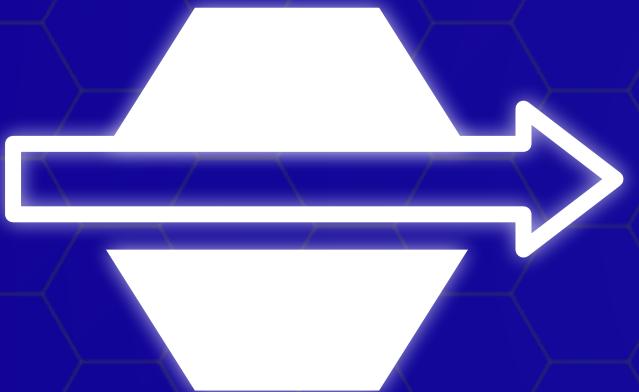


Your Hit Areas include
all Hexes adjacent to the Source.

AUGMENT

AUG. WALL

WALLS DO NOT INHIBIT YOU

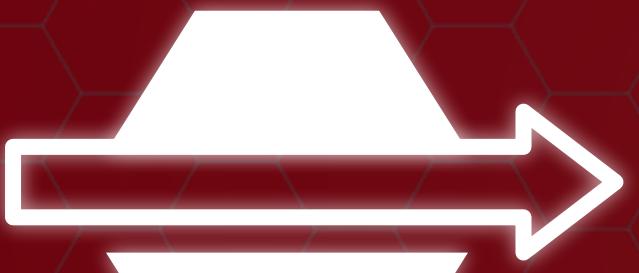


Your Moves[↑] and Hit Areas
Ignore Walls.

AUGMENT

AUG. WALL

WALLS DO NOT INHIBIT YOU

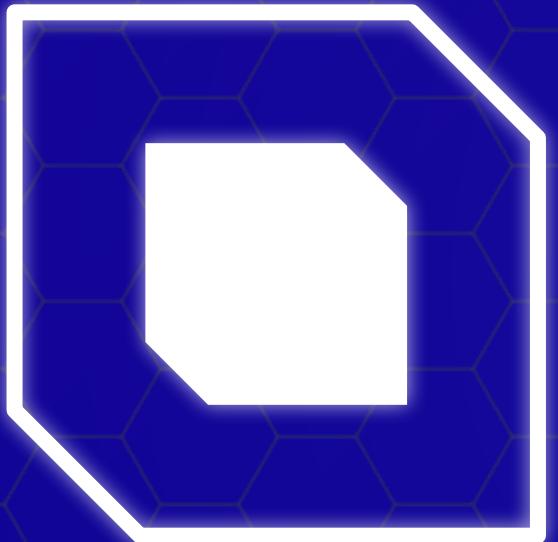


Your Moves[↑] and Hit Areas
Ignore Walls.

AUGMENT

AUG. PCKT

SAVE AN ABILITY FOR LATER



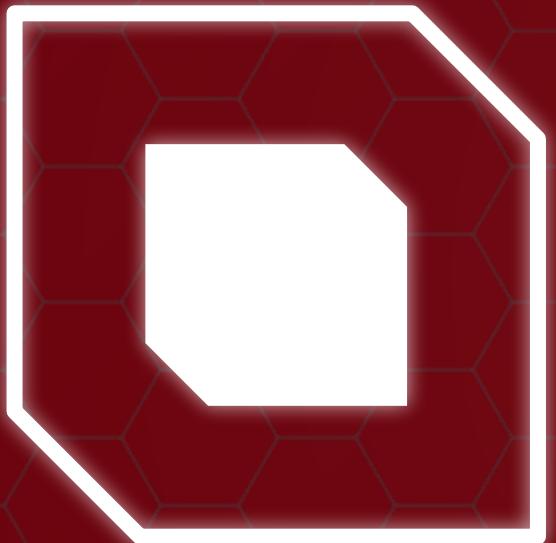
You can use 1 Energy to move an ability from your Hand to your [Pocket].

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

AUGMENT

AUG. P C K T

SAVE AN ABILITY FOR LATER



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.

AUGMENT

AUG. FLOW

TREAT COMBAT LIKE A DANCE



End of each Turn[↻]:

Move[↑] (X x 2) Hexes split among all
Ally Units.

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

AUGMENT

AUG. FLOW

TREAT COMBAT LIKE A DANCE



End of each Turn[↻]:

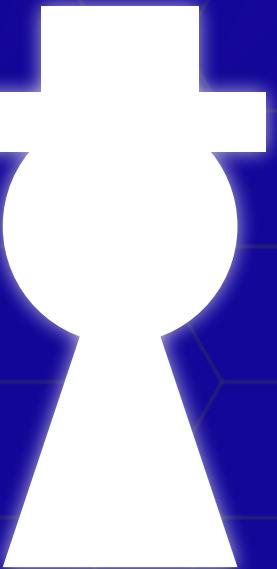
Move[↑] (X x 2) Hexes split among all
Ally Units.

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

AUGMENT

AUG. AGNT

BENEFIT FROM BEING ALONE



Start and End of each Turn[↻]:
Choose any Ally Unit that is not
within 6 Hexes of another Ally Unit
and Move[↑] it 3 Hexes.

AUGMENT

AUG. AGNT

BENEFIT FROM BEING ALONE

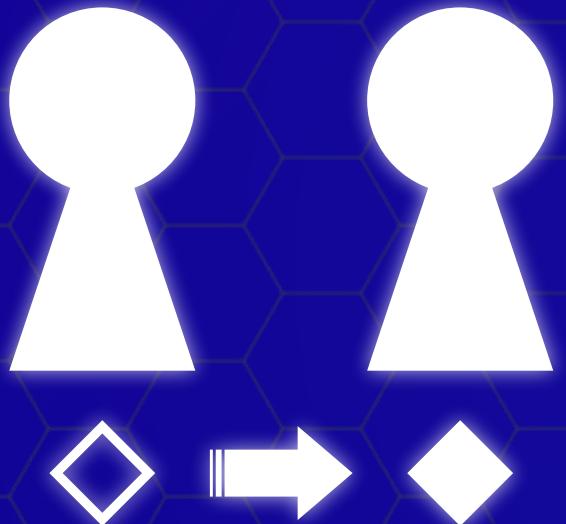


Start and End of each Turn[↻]:
Choose any Ally Unit that is not
within 6 Hexes of another Ally Unit
and Move[↑] it 3 Hexes.

AUGMENT

AUG. PASS

MOVE AS ONE ACT AS MANY



Each Turn:

The first time you Move[↑] an Ally Unit to a Hex adjacent to another Ally Unit:
Move[↑] 2 Hexes split among them and gain an extra Energy.

AUGMENT

AUG. PASS

MOVE AS ONE ACT AS MANY



Each Turn:

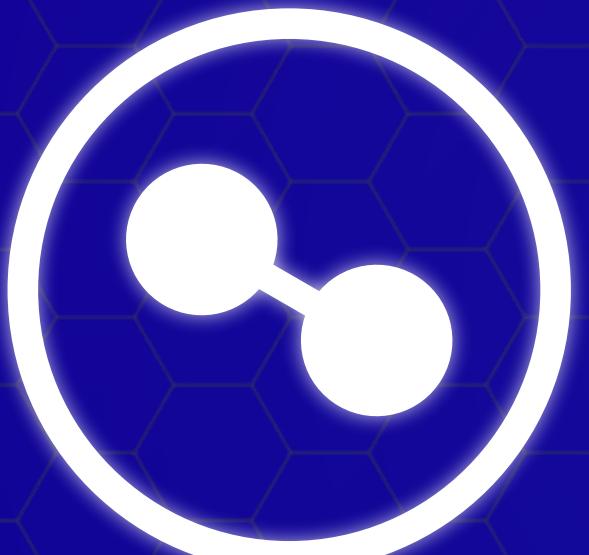
The first time you Move[↑] an Ally Unit to a Hex adjacent to another Ally Unit:
Move[↑] 2 Hexes split among them and gain an extra Energy.

AUGMENT

BREAK

UNBREAKABLE

sTASIS WHEN uNITED



Ally Units adjacent to Ally Units
cannot be the Target or Source
of any abilities.

AUGMENT

OVERWHELM

ONE ELIMINATION LEADS TO ANOTHER



When you eliminate an Enemy Unit:
Give any Ally Unit +1 HP and skip the
opponent's next Turn.

AUGMENT

BATTLE FLOW

BENEFIT FROM FREQUENT ABILITIES



End of each Turn[↻]:

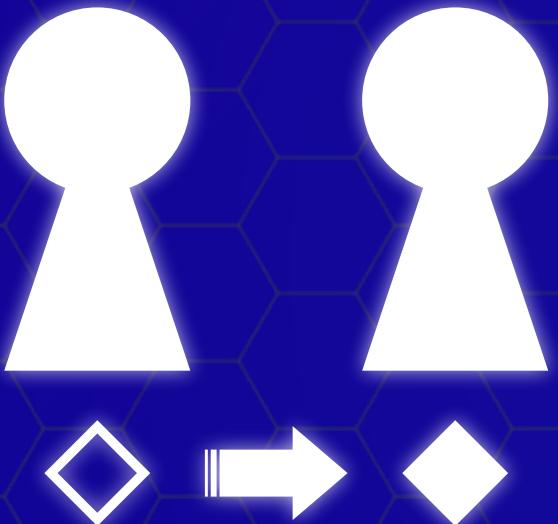
Move[↑] (X x 2) Hexes split among all
Ally Units.

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

AUGMENT

POINT RUNNER

BENEFIT FROM MOVING AS ONE



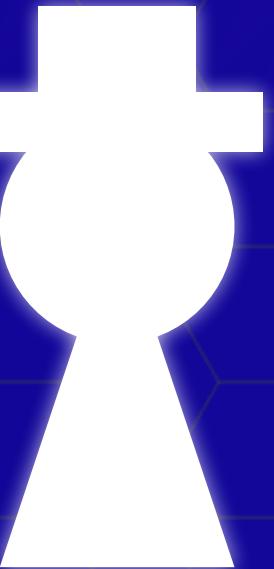
Each Turn:

The first time you Move[↑] an Ally Unit to a Hex adjacent to another Ally Unit: Move[↑] 2 Hexes split among them and gain an extra Energy.

AUGMENT

LONE AGENTS

BENEFIT FROM STAYING APART

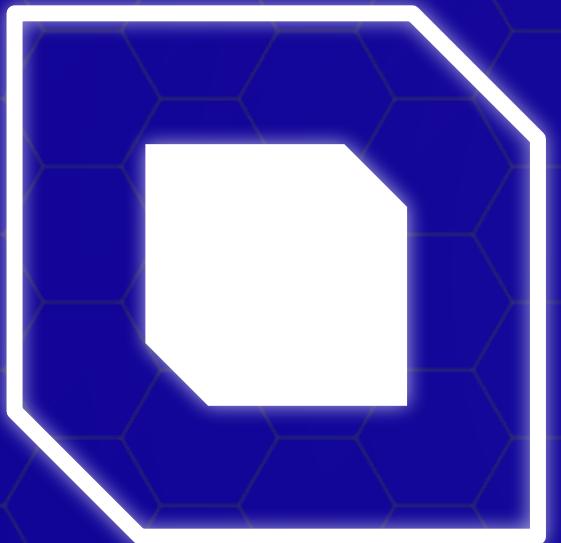


Start and End of each Turn[↻]:
Choose any Ally Unit that is not
within 6 Hexes of another Ally Unit
and Move[↑] it 2 Hexes.

AUGMENT

POCKET

SAVE IT FOR LATER



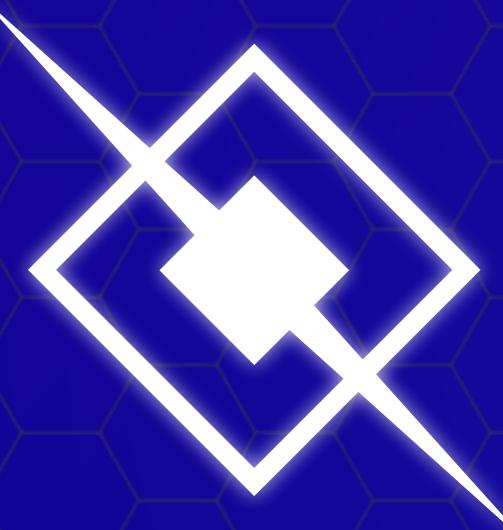
You can use 1 Energy to move an ability from your Hand to your [Pocket].

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

AUGMENT

BERSERK

POWER WHEN NEAR-ELIMINATION

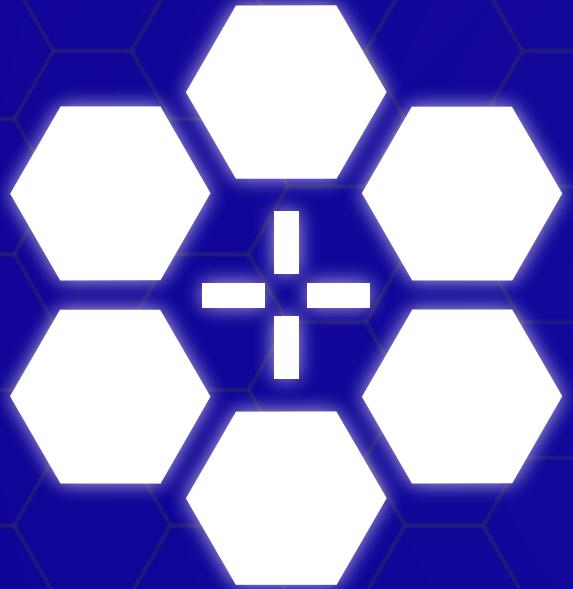


Your Attacks/Defenses do not cost Energy when their Source or Target is an Ally Unit with 1 HP.

AUGMENT

CLOSE QUARTERS

NO NEED FOR PRECISION



Your Hit Areas include
all Hexes adjacent to the Source.

AUGMENT