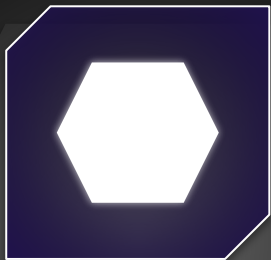


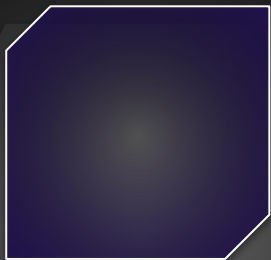
Placeholder



This is a placeholder Passive Card

PASSIVE

Passive Name



Description goes here

PASSIVE

Agile



Your Units can move up to 5 Spaces
on **Movement Actions**.
(instead of 4)

PASSIVE

Vitality



Game Start: All of your Units start with **3 HP** (instead of 2).

PASSIVE

Fallen Power



When one of your Units is
Eliminated: Your remaining Units
gain **+2 HP**.

PASSIVE

Overwhelm



When you Eliminate an opponent
Unit: Give one of your Units **+1 HP**
and skip your opponent's next Turn.

PASSIVE

Active Defense



After you play a Defense ability:
Move its Target *up to 4 Spaces*.

PASSIVE

Offense Shield

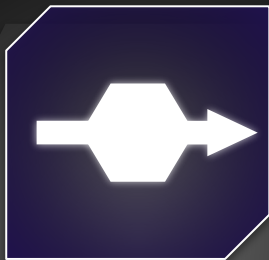


On your Turn: The *first time* you play an Attack ability, **Shield** its Source Unit.

+1 SHIELD

PASSIVE

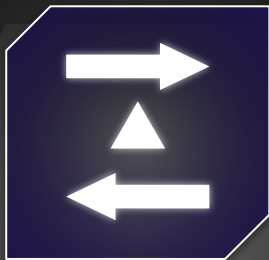
Phase



ALL of your **Moves** and abilities
Ignore Walls.

PASSIVE

Battle Flow



After you play an Attack ability:
Move any one of your Units *up to*
2 Spaces.

PASSIVE

Accelerator



Beginning of your Turn: Cycle up to
2 abilities for no **Action** cost.

PASSIVE

Tactics

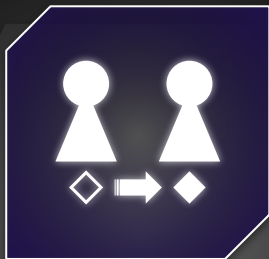


On your Turn: Attack/Defense abilities after your *first* can be played without using an **Action**.

(Still must have valid Source Units and Targets)

PASSIVE

Point Runner

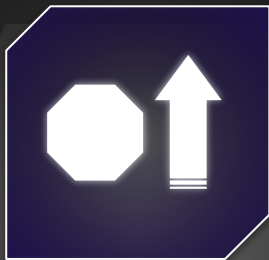


After any Move: If the moved Unit landed *adjacent* to another one of your Units, gain an extra **Action**.

(Max once per Turn)

PASSIVE

Converter

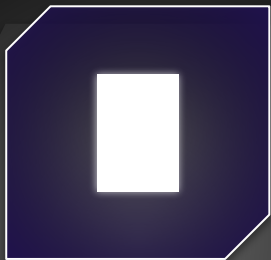


On your Turn: The *first time* you inflict an opponent Unit with a [-]Status Effect, **Stun** that Unit.

Stunned

PASSIVE

Trancendence



Your **Hand** only holds 1 ability.
You cannot Cycle.

All of your abilities **Ignore**
[-]**Status Effects** and have their
HP Effects doubled.

PASSIVE

Poise



Beginning of your Turn: If you have *exactly* 1 Attack ability in your **Hand**, gain an extra **Action**.

PASSIVE

Lone Agent

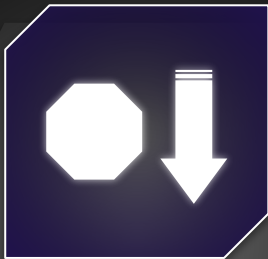


Beginning and End of your Turn:

Choose one of your Units that is not within 6 Spaces of any other of your Units and **Move** it *up to* 2 Spaces.

PASSIVE

Dampener



All [-]Status Effects on your Units
are converted to **Slowed**.

*(all your Units with negative Status
Effects are assumed to be **Slowed**
instead)*

PASSIVE

Token Force



When you collect the HP Token:
Damage an opponent Unit
anywhere.

-1 HP

PASSIVE

Focus Fire



After you play an Attack ability:
If it's Target is in-range of another
Attack ability in your **Hand**, play
that ability for no **Action** cost.

PASSIVE

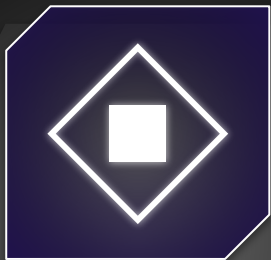
Overcharge



You can play **2** abilities from the
same Unit in one Turn.
(instead of 1)

PASSIVE

Tactics



On your Turn: The first Utility ability you play does not cost an **Action**.

PASSIVE

501



Your **Hand** holds 5 abilities.
(instead of 4)

When you play an ability:
Immediately Draw another from your
Stack.
(Instead of at the end of your Turn)

PASSIVE

Relimination



On your Turn: You have the option to use **3 Actions** to revive 1 Unit. This Unit is placed back at its starting position with **1 HP**.

PASSIVE

Power of One

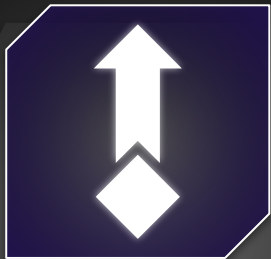


If you only have 1 Unit left:
all **Damage** you deal is doubled and
all of your Defense abilities are
Self-Targetable.

PASSIVE

EXPANSION SPLIT

Accelerator



PLAY: Gain 1 **Action**.

Costs 0 Actions to play.



PASSIVE

Multi All



All of your Attack/Defense abilities
are Multi-Target.

*(Moves to single-space positionals only
apply to 1 Target, but Effects still apply
to all Targets)*

PASSIVE

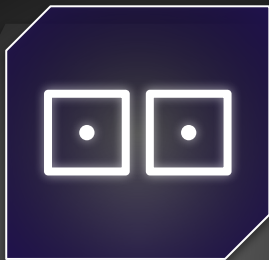
Razor Blaze



All **Burn** you inflict **Ignores Shields**.

PASSIVE

High Roller



Game Start: All of your Units start with **1 HP**.

You can select 2 other Passives.

PASSIVE

Mind Link



On your Opponent's Turn:

The *first time* they play an Attack ability, you can choose to shift its Effects onto another one of your Units.

(Move the Ability Card)

PASSIVE

Frost Burn

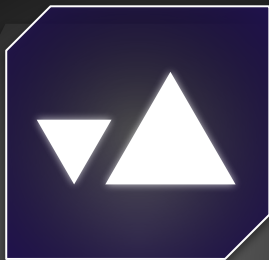


All **Burn** you inflict is also a **Slow**.

*(Opponent Units with **BURNING**
are assumed to be also **Slowed**)*

PASSIVE

Preparation



[Charged] Turn Beginning:
Gain an extra **Action** this Turn.

[Expended] Turn End:
If you did not use an ability this
Turn, **Charge**.

PASSIVE

Foul Play



On your Turn: You can play 1 ability from your opponent's **Hand** as if it was yours.

(Stolen abilities are returned to the opponent's Stack after Rotation)

PASSIVE

Inferno



All **(-)Status Effects** you would inflict are replaced with **Burn**.

*(-)Status Effects on opponent Units are assumed **+1 BURNING** instead)*

PASSIVE

Purity



Game Start:

Nullify your opponent's Passive.

PASSIVE

Exploit



On Your Turn: You can use an **Action** to Discard an ability from your opponent's **Hand**.

PASSIVE

Evasive



[Charged] On your opponent's Turn:
You can *Interrupt* to **Move** one of
your Units 2 Spaces and **Expend**.

[Expend] Turn Beginning:
Use 1 **Action** to **Charge**.

PASSIVE