

Placeholder



This is a placeholder ability.

Status Effects

HP EFFECTS

ABILITY

Placeholder



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Status Effects

HP EFFECTS

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Status Effects
HP EFFECTS

ABILITY

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This is a placeholder ability.

Status Effects

HP EFFECTS

ABILITY

Utility Ability



Description goes here

ABILITY

Utility Ability



Description goes here

ABILITY

Attack Ability



Description goes here

Status Effects

HP EFFECTS

ABILITY

Defense Ability



Description goes here

Status Effects

HP EFFECTS

ABILITY

Attack Ability



Description goes here

Status Effects

HP EFFECTS

ABILITY

Defense Ability



Description goes here

Status Effects

HP EFFECTS

ABILITY

Side Slash



Damage and **Slow** a Target.

Slowed

-1 HP

ABILITY

Side Slash



Damage and **Slow** a Target.

Slowed

-1 HP

ABILITY

Subdue



Ground a Target.

***Move** the Target to any Space
adjacent to the Source Unit.

Grounded

ABILITY

Subdue



Ground a Target.

***Move** the Target to any Space
adjacent to the Source Unit.

Grounded

ABILITY

Flash Strike



Damage and **Silence** a Target.
*Move the Source Unit *behind* the Target.

Silenced

-1 HP

ABILITY

Flash Strike



Damage and **Silence** a Target.
*Move the Source Unit *behind* the Target.

Silenced
-1 HP

ABILITY

Swift Strike



Damage a Target.
Move the Source Unit 3 Spaces.

dH L-

ABILITY

Swift Strike



Damage a Target.
Move the Source Unit 3 Spaces.

dH L-

ABILITY

Hookshot



Stun a Target.

***Move** the Source Unit *in-front* of
the Target.

Stunned

ABILITY

Hookshot



Stun a Target.

***Move** the Source Unit *in-front* of
the Target.

Stunned

ABILITY

Pierce



Damage a Target.
Ignores Walls

-1 HP

ABILITY

Pierce



Damage a Target.
Ignores Walls

dH L-

ABILITY

Blunt Force



Damage a Target.
Move the Target 1-3 Spaces away
from the Source Unit.

dH L-

ABILITY

Blunt Force



Damage a Target.
Move the Target 1-3 Spaces away
from the Source Unit.

dH L-

ABILITY

Serration



Damage and **Slow** a Target.

Slowed

-1 HP

ABILITY

Serration



Damage and **Slow** a Target.

Slowed

-1 HP

ABILITY

Null Strike



Damage and **Silence** a Target.

Silenced

-1 HP

ABILITY

Null Strike



Damage and **Silence** a Target.

Silenced

-1 HP

ABILITY

Crush



Stun a Target.

Stunned

ABILITY

Crush



Stun a Target.

Stunned

ABILITY

Ironspike



Damage and **Ground** a Target.

Grounded

-1 HP

ABILITY

Ironspike



Damage and **Ground** a Target.

Grounded

-1 HP

ABILITY

Backstab



Damage x2 a Target.

-2 HP

ABILITY

Backstab



Damage x2 a Target.

-2 HP

ABILITY

Repulse



Slow a Target.

Move the Target 1-6 Spaces *away* from the Source Unit.

Slow

ABILITY

Repulse



Slow a Target.

Move the Target 1-6 Spaces *away* from the Source Unit.

Slow

ABILITY

Sky Strike



Damage a Target.
Ignores Walls

-1 HP

ABILITY

Sky Strike

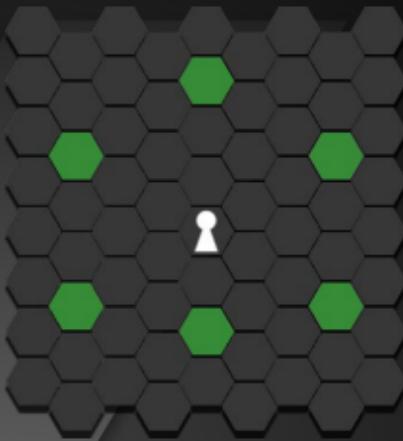


Damage a Target.
Ignores Walls

dH L-

ABILITY

Chainbind



Ground a Target.
Move the Target 1 or 2 Spaces
toward the Source Unit.

Grounded

ABILITY

Chainbind



Ground a Target.
Move the Target 1 or 2 Spaces
toward the **Source Unit**.

Grounded

ABILITY

Lazer Bolt



Damage a Target.

-1 HP

ABILITY

Lazer Bolt

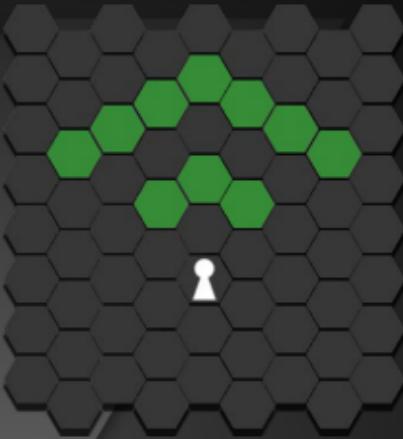


Damage a Target.

-1 HP

ABILITY

Fissure



Ground a Target.
Move the Target 1 Space.

Grounded

ABILITY

FISSURE



Ground a Target.
Move the Target 1 Space.

Grounded

ABILITY

Hush



Silence a Target.
Ignores Walls

Silenced

ABILITY

Hush



Silence a Target.

Ignores Walls

Silenced

ABILITY

Pince



Damage and **Slow** a Target.

Slowed

-1 HP

ABILITY

Pince



Damage and **Slow** a Target.

Slowed

-1 HP

ABILITY

Phain



Damage and **Silence** a Target.
Ignores Walls / Ignores Shields

Silenced

-1 HP

ABILITY

Phain



Damage and **Silence** a Target.
Ignores Walls / Ignores Shields

Silenced

-1 HP

ABILITY

Backhook



Damage and **Stun** a Target.
***Move** the Target *in-front* of the
Source Unit.

Stunned

-1 HP

ABILITY

Backhook



Damage and **Stun** a Target.
*Move the Target *in-front* of the
Source Unit.

Stunned

-1 HP

ABILITY

Bulwark



Grant **Untargetable** to a Target.

***Move** the Source Unit *behind* the Target.

Untargetable

ABILITY

Bulwark



Grant **Untargetable** to a Target.

***Move** the Source Unit *behind* the Target.

Untargetable

ABILITY

Barrier



Grant **Untargetable** to a Target.
Self-Targetable

Untargetable

ABILITY

Barrier



Grant **Untargetable** to a Target.
Self-Targetable

Untargetable

ABILITY

Savior Bolt



Grant **Untargetable** to a Target.
Ignores Walls

Untargetable

ABILITY

Savior Bolt



Grant **Untargetable** to a Target.
Ignores Walls

Untargetable

ABILITY

Fortify



Grant **Untargetable** to a Target.
Move the Source Unit 2 Spaces.

Untargetable

ABILITY

Fortify



Grant **Untargetable** to a Target.
Move the Source Unit 2 Spaces.

Untargetable

ABILITY

Advanguard



Shield a Target.

***Move** the Target *in-front* of the
Source Unit.

+1 SHIELD

ABILITY

Advanguard



Shield a Target.

***Move** the Target *in-front* of the
Source Unit.

+1 SHIELD

ABILITY

Self Guard



Shield the Source Unit.
Move it 3 Spaces.
Self-Targeted

+1 SHIELD

ABILITY

Self Guard



Shield the Source Unit.
Move it 3 Spaces.
Self-Targeted

+1 SHIELD

ABILITY

Inspire



Shield a Target.
Move the Target 4 Spaces.

+1 SHIELD

ABILITY

Inspire



Shield a Target.
Move the Target 4 Spaces.

+1 SHIELD

ABILITY

EM Beam



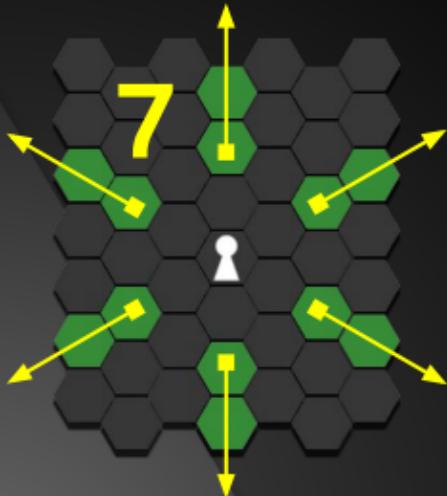
Shield a Target.

Move the Target 1-6 Spaces toward
the Source Unit.

+1 SHIELD

ABILITY

EM Beam



Shield a Target.

Move the Target 1-6 Spaces toward
the Source Unit.

+1 SHIELD

ABILITY

P Swap



Swap the positions of one your Units and ANY other Unit that is 5 or less Spaces away.

Ignores ALL Status Effects

ABILITY

P Swap



Swap the positions of one your Units and ANY other Unit that is 5 or less Spaces away.

Ignores ALL Status Effects

ABILITY

Ghost Step



Move one of your Units 5 Spaces
Ignoring Walls.

ABILITY

Ghost Step



Move one of your Units 5 Spaces
Ignoring Walls.

ABILITY

Broken Will



Move an opponent Unit *up to 3* Spaces.

ABILITY

Broken Will



Move an opponent Unit *up to 3* Spaces.

ABILITY

Recall



***Move** one of your Units back to its
exact starting position.
(Where it's placed at game start)

ABILITY

Recall



***Move** one of your Units back to its
exact starting position.
(Where it's placed at game start)

ABILITY

Linkup



Select two of your Units that are 8
or less Spaces apart.

***Move** one of them to any Space
adjacent to the other.

ABILITY

Linkup



Select two of your Units that are 8
or less Spaces apart.

***Move** one of them to any Space
adjacent to the other.

ABILITY

Reposition



Any/All

Move 6 Spaces total
shared among **any** of your Units.
(*Max 3 Spaces per Unit*)

ABILITY

Reposition



Any/All

Move 6 Spaces total
shared among **any** of your Units.
(*Max 3 Spaces per Unit*)

ABILITY

EM Beam



Shield a Target.

Move the Target 1-6 Spaces toward
the Source Unit.

+1 SHIELD

ABILITY

Wing Shield



Shield a Target.

Self-Targetable

+1 SHIELD

ABILITY

Wing Shield



Shield a Target.

Self-Targetable

+1 SHIELD

ABILITY

Bestow



Grant **Untargetable** to a Target.

Untargetable

ABILITY

Bestow



Grant **Untargetable** to a Target.

Untargetable

ABILITY

Hand of Aid



Grant **Untargetable** to a Target.
Move the Target *up* to 2 Spaces.

Untargetable

ABILITY

Hand of Aid



Grant **Untargetable** to a Target.
Move the Target *up* to 2 Spaces.

Untargetable

ABILITY

Full Protect



Grant **Untargetable** to a Target.
*Move the Source Unit behind the
Target.

Untargetable

ABILITY

Full Protect



Grant **Untargetable** to a Target.
*Move the Source Unit behind the
Target.

Untargetable

ABILITY

EXPANSION SPLIT

Utility Ability



Description goes here

ABILITY

Attack Ability



Description goes here

Status Effects

HP EFFECTS



ABILITY

Defense Ability



Description goes here

Status Effects

HP EFFECTS



ABILITY

Desecrate



Burn All Targets.

1 BURNING



ABILITY

Desecrate



Burn All Targets.

1 BURNING



ABILITY

Ignite



Burn x2 a Target.

2 BURNING

ABILITY

Ignite



Burn x2 a Target.

2 BURNING

ABILITY

Viper Strike



Burn and **Slow** a Target.
Move the Source Unit *up to 1 Space.*

SLOWED
1 BURNING

ABILITY

Viper Strike



Burn and **Slow** a Target.
Move the Source Unit *up to 1 Space.*

SLOWED
1 BURNING

ABILITY

Rend



If the Target has a [-]Status Effect:
Damage and **Stun** a Target.
Ignores Walls

Stunned

-1 HP

ABILITY

Rend



If the Target has a [-]Status Effect:
Damage and **Stun** a Target.
Ignores Walls

Stunned

-1 HP

ABILITY

Blizzard



Slow All Targets.

Ignores Walls

Slowed



ABILITY

Blizzard



Slow All Targets.

Ignores Walls

Slowed



ABILITY

Sweep



Damage All Targets.

-1 HP



ABILITY

Sweep



Damage All Targets.

-1 HP



ABILITY

Sky Flares



Burn All Targets.

Ignores Walls

1 BURNING



ABILITY

Sky Flares



Burn All Targets.

Ignores Walls

1 BURNING



ABILITY

United Front



If at least 1 Unit is in-range:
Shield and grant **Untargetable** to
All Targets and the Source Unit.

Untargetable

+1 SHIELD



ABILITY

United Front



If at least 1 Unit is in-range:
Shield and grant **Untargetable** to
All Targets and the Source Unit.

Untargetable

+1 SHIELD



ABILITY

Barrier Field



Shield All Targets.
Self-Targetable

+1 SHIELD



ABILITY

Barrier Field



Shield All Targets.
Self-Targetable

+1 SHIELD



ABILITY

FOCUS



Negate all **(-)Status Effects** on
one of your Units.
Move it up to 3 Spaces.

ABILITY

FOCUS



Negate all **(-)Status Effects** on
one of your Units.
Move it up to 3 Spaces.

ABILITY

Absorb



If Source Unit has 1 or more Shield:

Convert **1 Shield** to **1 HP**.

Self-Target

-1 SHIELD | +1 HP

ABILITY

Net Wipe



Your opponent Discards ALL abilities in their **Hand**, then Draws 2 from their **Stack**.

DISRUPTOR

Net Wipe



Your opponent Discards ALL abilities in their **Hand**, then Draws 2 from their **Stack**.

DISRUPTOR

Execute

EXE

Immediately eliminate an opponent
Unit that is at **1 HP**.

DISRUPTOR

Execute



EXE

Immediately eliminate an opponent
Unit that is at **1 HP**.

DISRUPTOR

Level Field



Set ALL Units' **HP** equal to your
highest HP Unit.

DISRUPTOR

Level Field



Set ALL Units' **HP** equal to your
highest HP Unit.

DISRUPTOR

Dismiss



Nullify the **Effects** of an
Attack/Defense ability currently
on the Field.

*(Units brought back from elimination are
placed back at their original position
before elimination)*

DISRUPTOR

Dismiss



Nullify the **Effects** of an
Attack/Defense ability currently
on the Field.

*(Units brought back from elimination are
placed back at their original position
before elimination)*

DISRUPTOR

Teleport



***Move** ANY Unit to any Open Space.
Ignores ALL Status Effects

*(If the Unit is your own, it cannot Move
for the rest of the Turn)*

DISRUPTOR

Teleport

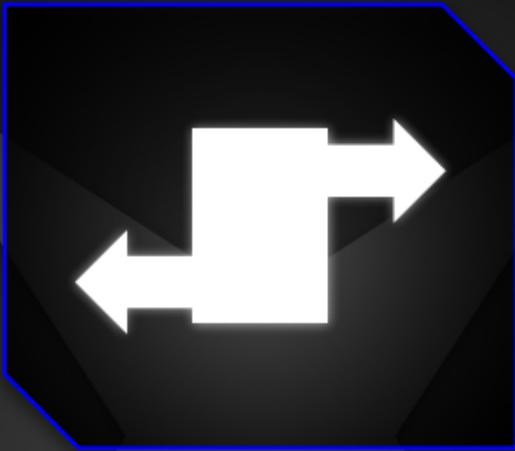


***Move** ANY Unit to any Open Space.
Ignores ALL Status Effects

*(If the Unit is your own, it cannot Move
for the rest of the Turn)*

DISRUPTOR

Sleight

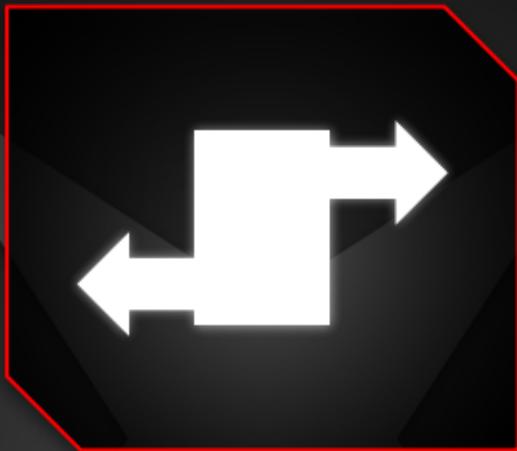


Use any ability from your opponent's **Hand** as if it were yours for no **Action** cost.

(Ability is returned to the opponent's Stack after their next Turn.)

DISRUPTOR

Sleight



Use any ability from your opponent's **Hand** as if it were yours for no **Action** cost.

(Ability is returned to the opponent's Stack after their next Turn.)

DISRUPTOR

Warn



On your Next Turn:
You have 3 extra **Actions**.

DISRUPTOR

Warn



On your Next Turn:
You have 3 extra **Actions**.

DISRUPTOR

Blitz



This Turn: Your Attack/Defense abilities do not cost any **Actions**.

DISRUPTOR

Blitz



This Turn: Your Attack/Defense abilities do not cost any **Actions**.

DISRUPTOR

Restructure



Discard your entire **Hand**.
Re-order your **Stack** and then
Draw 4.

Additionally, you may swap the
positions of any of your Units,
up to 2 times.

DISRUPTOR

Restructure



Discard your entire **Hand**.
Re-order your **Stack** and then
Draw 4.

Additionally, you may swap the
positions of any of your Units,
up to 2 times.

DISRUPTOR

Reliminate



Place an eliminated Unit back onto the Board at its starting position with **2 HP**.

(This Unit cannot Move or be the Source Unit of any abilities this Turn)

DISRUPTOR

Reliminate



Place an eliminated Unit back onto the Board at its starting position with **2 HP**.

(This Unit cannot Move or be the Source Unit of any abilities this Turn)

DISRUPTOR

EMP



Your opponent cannot play any abilities on their next Turn.

DISRUPTOR

EMP



Your opponent cannot play any abilities on their next Turn.

DISRUPTOR