

Trample



Attack 3 •

PIERCE 2 •

2

2

72

Move 4 •

Jump

2

Attack 2 •

Target all enemies moved through



001

Brute



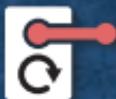
Eye for an Eye



Retaliate 2 •

Self

1 each time you Retaliate.



2

2

18

Heal 2 • •

Range 1



002

Brute



Sweeping Blow



Attack 2



2

2

64

Move 3

PUSH 1

Target all adjacent enemies

Brute



Provoking Roar



Attack 2 •

DISARM

2

2

10

Any enemy who targets one of your adjacent allies with an attack targets you with that attack instead regardless of the attack's range.



Brute



Overwhelming Assault



Attack 6 • •



2

2

6



Move 3

PUSH 2

Target one adjacent enemy

Brute



Grab and Go



Loot 1

87

★ 2

▼ 2

Move ▼ 4

006

Brute



Warding Strength



Attack 3 •

PUSH 2 •

2

2

32

On the next six sources of damage from attacks targeting you, gain Shield 1.



Brute



Shield Bash



Attack 4 • •

STUN



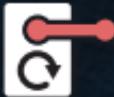
2

2



Shield 1 • •

Self



008

Brute



Leaping Cleave



Attack ⚡ 3



⚡ 2

⚡ 2

54

Move ⚔ 3

Jump ↪



Brute



Spare Dagger



Attack $\star\star 3$ •

Range $\Delta 3$



$\star\star 2$

$\Delta 2$

$\hat{\Delta} 27$

Attack $\star\star 2$ •

010

Brute



Skewer



Attack  3



+1 Attack ,
PIERCE  1



 2

 2

 35

Move  6



011

Brute



Balanced Measure



Attack $\star X$

where X is the number of hexes
you have moved so far this turn.



$\star 2$

$\star 2$



Move $\star X$

where X is the amount of damage
you have inflicted so far this turn.

Brute



Wall of Doom



Retaliate 2 •

Self

Shield 2 •

Self



2

2

20



Add +1 Attack to all
your Attacks this round.



Brute



Fatal Advance



Kill one adjacent normal enemy.



★ 2

✖ 2



Move ✖ 4

Brute



Juggernaut



Move \checkmark 2 •

Attack \star 2 •

\star 2

\checkmark 2

34

On the next three sources of damage
to you, suffer no damage instead.



Brute



Hook and Chain



Attack $\star 3$ • •

Range $\Delta 3$

PULL $\leftarrow \square 2$

$\star 2$

$\Delta 2$

$\hat{4}2$

Move $\Delta 4$

If the movement was in
a straight line, perform

Attack $\star X$

where X is equal to the number of hexes
you moved with this action.

Brute



Brute Force



Attack ⚡ 2

Muddle 🤔



⚡ 2

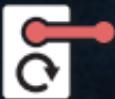
⚡ 2

5]

Move ⚡ 2

Shield 🛡 1

Self



Brute



Unstoppable Charge

4

Attack ⚡ 5 •



⚡ 2

⚡ 2

86

Move ⚡ 4 •

STUN ⚡

Target all adjacent enemies



Brute



Devastating Hack



Attack 8 • •



2

2

27



Loot 1

019

Brute



Whirlwind



Attack 4 •

Target all adjacent enemies

Gain for each enemy targeted.

2

2

28



Move 4 •

PUSH 3 •

Target one adjacent enemy

Brute



Skirmishing Maneuver



Attack 2

Move 2

Attack 2

2
 2

29

Attack 3

Range 3



Brute



Quietus



Kill one adjacent normal enemy
with STUN

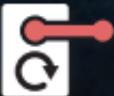
1

2
 2

57

Move 3

Add +1 Attack to all
your Attacks this round.



022

Brute



Immovable Phalanx



Attack 4 •

Shield 1 •

Self

2

2

17

You may treat all Move abilities as Attack abilities of equal value.



Brute



Defensive Tactics



Attack ⚡ 2 •

Range ⚡ 3

Target Ⓛ 2 •

IMMOBILIZE 🕸



Retaliate 🤦 1

Self

Shield 🛡 1

Self



Brute



Crippling Offensive



Attack ⚡ 6 • •

WOUND 🔥

STUN ⚡



⚡ 2

⚡ 2



Move ⚡ 3 •

IMMOBILIZE 🛑 and
PUSH ➡ 1

Target one adjacent enemy

Brute



Frenzied Onslaught



Move 2

Attack 2 •

Move 2

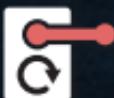
Attack 2 •

2

2

4]

Add +3 Attack and to your attacks targeting enemies with DISARM , IMMOBILIZE , or STUN this round.



Brute



Selfish Retribution



Move 1 •

Loot 2

2

2

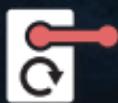
12



Move 3 •

Retaliate 2

Self



Brute



King of the Hill



Attack 6 • •

PUSH 1

Target all adjacent enemies

Gain for each enemy targeted.

2

2

39



Heal 5 •

Self

Brute



Face Your End



Attack 2 •

Range 4

Target 3 •

PULL 3



2

2

Kill one adjacent normal or elite enemy.



029



Brute

