

Basic Knave Actions

Cost	Action	Effect
2 cards	All Hail	Appoint King is no king
2 cards	Collect Tax	Search deck and place next card for each tower, shuffle
4 cards	Build	Place a building
4 cards	Fortify	Place a checker under building

Basic Queen Actions

Cost	Action	Effect
2 cards	Poison	Find a new King
2 cards	Charm	Move an enemy pawn
4 cards	Off with der head	Deal Damage to enemy chess piece next to any owned chess piece
8 cards	Sway	Stop enemy attacks until next turn

Basic King Actions

Cost	Action	Effect
2 cards	Marry	Place a queen if unmarried
2 cards	Knight	add checker under pawn
4 cards	Feast	Next action taken is 2 cheaper
8 cards	Majesty	Target kingdom loses turn

Black Actions

Cost	Action	Effect
1 each	Raise Dead	If black bishop building in play, raise 1 black unpawn
1 each	Blacksails	Any pawns can becoming seafaring during this turn
2 each	Taint	Building becomes tainted, replace with black chess piece
4 each	Boister Undead	add checker under each black unpawn
King full tower	Lich King	King is now lich, all king actions cost half as less

Red Actions

Cost	Action	Effect
1 each	Rush	All pawns move double this turn
1 each	Seabreeze	Any pawns can becoming seafaring during this turn
4 each	Frenzied	Until start of next turn all pawns are frenzied

Spade Actions

Cost	Action	Effect
1 each	Unseen Servant	Search for 2 cards, put in play
1 each	Wild Surge	Move a building like a pawn
4 each	Force of will	Target tower is flipped face down
full knave tower	Motorhead	Place the Ace of Spades

Club Actions

Cost	Action	Effect
free	Luck	Reroll any 1's
1 each	Wind of Change	Discard hand, draw 10, play any
4 each	Roll w/ Punches	All 6's add attack die up to 5 max

Diamond Actions

Cost	Action	Effect
free	Castle	Once per game, swap location of king building with a rook building
1 each	Shield Wall	Pawns can only be hit by 6 on attack dice until next turn
full queen tower	Ice Queen	Place the Ace of Spades .

Heart Actions

Cost	Action	Effect
free	Lionheart	reroll 1 die roll per turn
1 each	Insight	Until next turn, move one attacking enemy 1 square
1 any	Parlay	Stop any one combat roll before start of next turn

Chaos Actions

Cost	Action	Effect
free	Infighting	move a partial stack of a tower to another tower
1 any	Failed Plan	Move any pawn next to any owned building
1 each	Conspire	Add +1 attack die to last attack

Ace of Spades Actions

Cost	Action	Effect
2 cards	Upper Hand	4-6 succeeds on next set of rolls