



**Segur**




**EVENT**  
You have been granted a favor by a close friend. Look at the top 6 cards in your opponent's Endurance. Put them back in any order.

**Stamina**



**EVENT**  
Play this card instead of making an Exertion when blocking a Power Blow.

**Street Punk** 3




**EVENT**  
Target takes 1 damage.

**Tessa**




**SITUATION**  
You may make 6-card Exertions. You may decide to draw the sixth card after you have drawn the fifth.

**Thrust**



A Thrust does an additional point of damage.

**Underworld Contact** 2



**EVENT**  
Neutralizes the effect of 1 plot.

**Unexpected Assistance**



**EVENT**  
Any Event that will do damage to you has a three in six chance of affecting your opponent instead. This will not work on Special cards played in conjunction with attacks.

**Unholy Alliance**



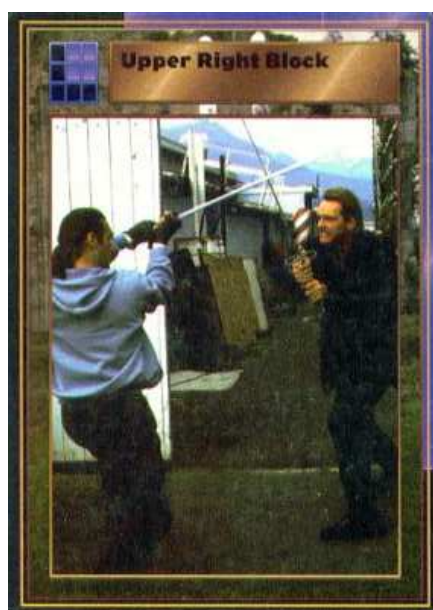
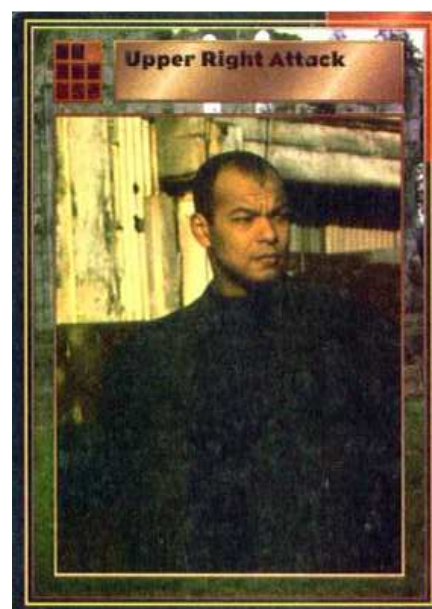
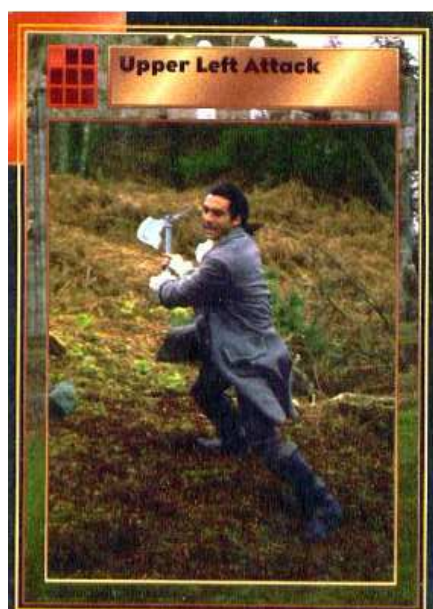
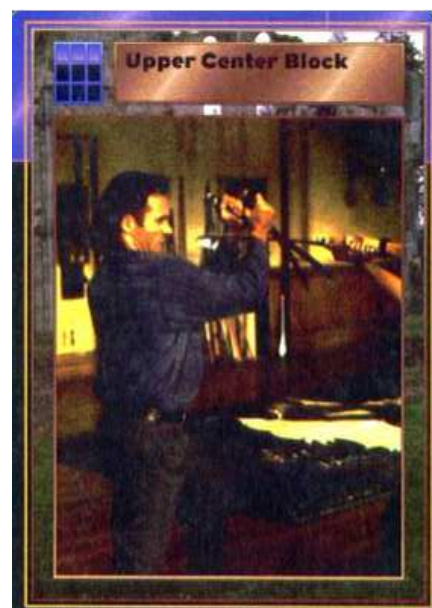
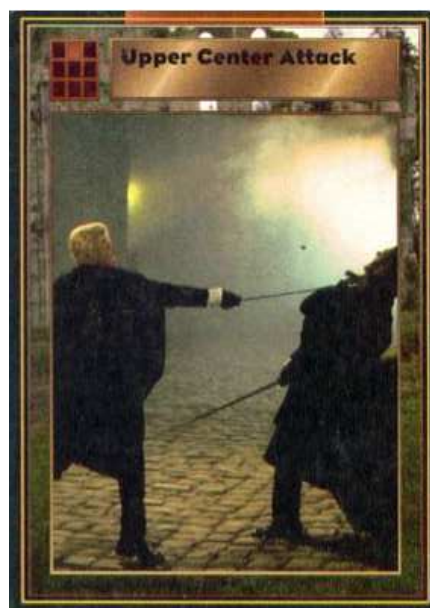
**SITUATION: PLOT**  
Alliance.

**Unholy Alliance**

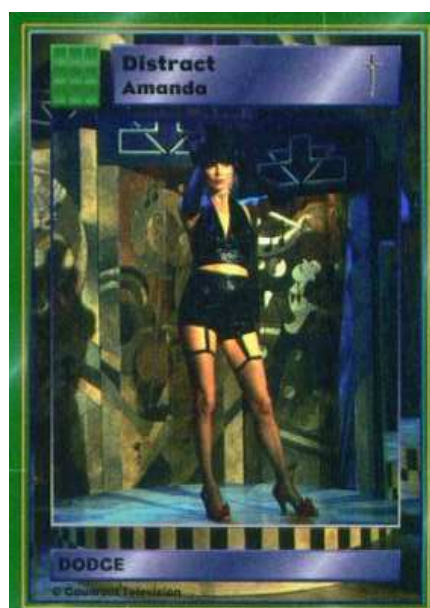
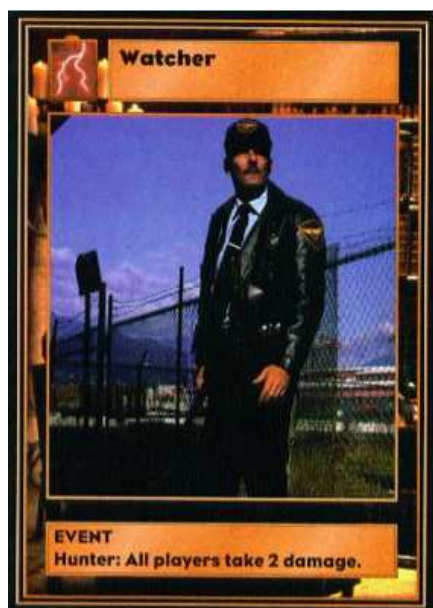


**EVENT: PLOT**  
Ambush: You may not play this card unless you have Alliance and Discovery in play. Discard all 3 cards. Your opponent loses 4 Ability.

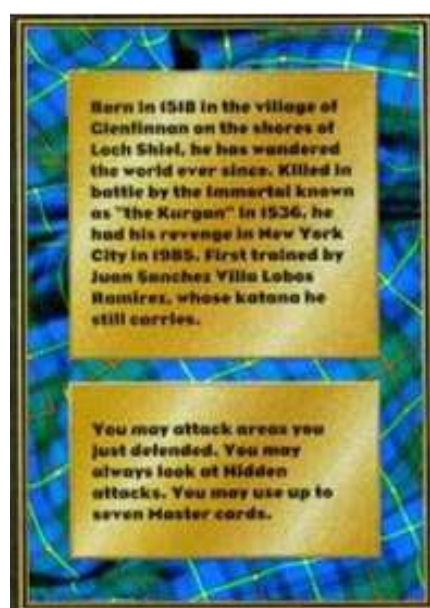




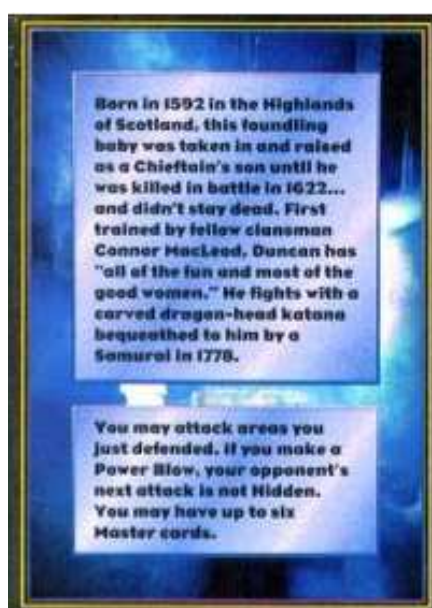
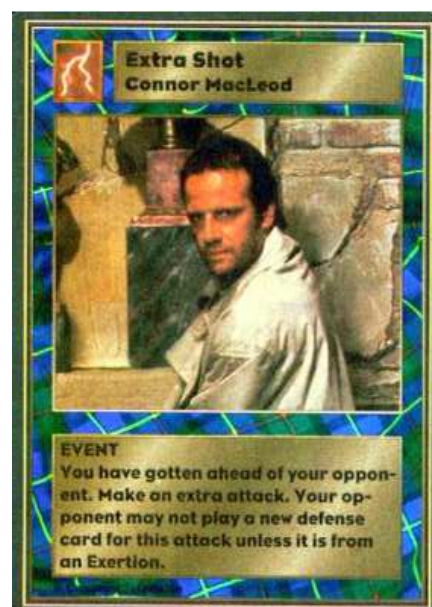














**Back Away**  
Duncan MacLeod

11



**DODGE**  
This defense dodges all non-ranged attacks. You may make only ranged attacks this turn.

**Battle Rage**  
Duncan MacLeod

11 4



**EVENT**  
You just found out your opponent killed your lover. Make an Exertion. You may make up to 5 attacks from the Exertion and your hand. You lose 1 from your Ability.

**Combination**  
Duncan MacLeod

11



**EVENT**  
Make an additional attack. This additional attack is Hidden.

**Continuity**  
Duncan MacLeod

11



**SITUATION**  
You are using your opponent's force against him. Your next 3 defenses may block Power Blows without an Exertion. This is a standing defense.

**Disarm**  
Duncan MacLeod


11



**EVENT**  
Play in place of an attack. You have a one in six chance of disarming your opponent.

**Dodge**  
Duncan MacLeod

11



**DODGE**  
You dodge the attack. You lose one attack this turn.

**Extra Shot**  
Duncan MacLeod

11



**EVENT**  
You have gotten ahead of your opponent. Make an extra attack. Your opponent may not play a new defense card for this attack unless it is from an Exertion.

**Flashback**  
Duncan MacLeod

11



**SITUATION**  
You remember a similar experience. Make an extra 3 card Exertion and discard this card.

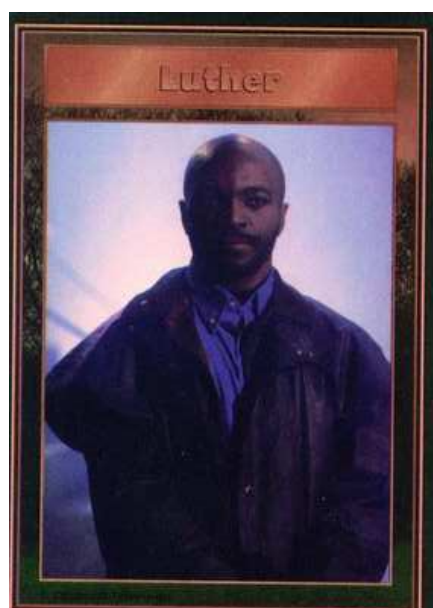
**Inspiration**  
Duncan MacLeod

11

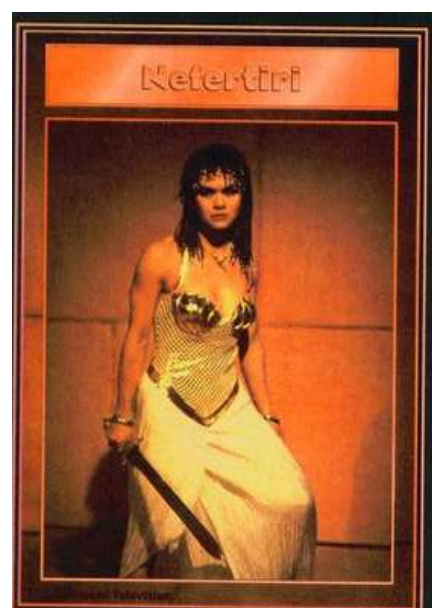
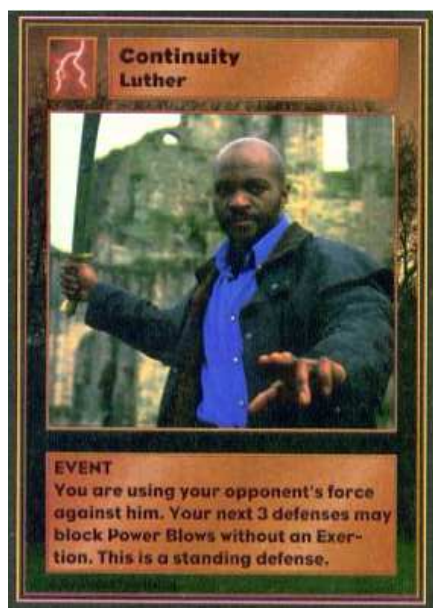


**EVENT**  
You may make an extra Exertion this turn.











**Back Away**  
Nefertiri



**DODGE**  
This defense dodges all non-ranged attacks. You may make only ranged attacks this turn.

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**Battle Rage**  
Nefertiri 4



**EVENT**  
Your opponent killed your queen. Make an Exertion. You may make up to 5 attacks from the Exertion and your hand. Lose 1 from your Ability.

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**Combination**  
Nefertiri



**EVENT**  
Make an additional attack. This additional attack is Hidden.

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**Continuity**  
Nefertiri



**EVENT**  
You are using your opponent's force against him. Your next 3 defenses may block Power Blows without an Exertion. This is a standing defense.

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**Desperation**  
Nefertiri



**EVENT**  
Draw 3 cards and place 1 of them in your hand. Discard the others. You may play another Special card this turn.

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**Disarm**  
Nefertiri



**EVENT**  
Play in place of an attack. You have a one in six chance of disarming your opponent.

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**Dodge**  
Nefertiri



**DODGE**  
You dodge the attack. You lose 1 attack this turn.

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**Extra Shot**  
Nefertiri



**EVENT**  
You have gotten ahead of your opponent. Make an extra attack. Your opponent may not play a new defense card for this attack unless it is from an Exertion.

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**Power Blow**  
Nefertiri



**EVENT**  
Play this card in conjunction with an attack. You do not need to make an Exertion to make this Power Blow.

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