

Battle Rage
Ceirdwyn

4



EVENT
Play in place of an attack. You may play one additional non-Special attack this turn for each Ally you have in play. Dodges will not avoid multiple attacks played from a Battle Rage. You lose 1 Ability.

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Callum
Ceirdwyn

1



SITUATION
You may ignore the effects of any cards your opponent has in play which prevent you from playing blocks or dodges from your hand. You may play defenses against unblockable and undodgeable attacks normally. You may only have one Callum in play.

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Continuity
Ceirdwyn

1



SITUATION
You are using your opponent's force against him. For the next three defenses, if you defend against a Power Blow, you may make a Power Blow without an Exertion. Discard this card after the third defense is played. This is a Standing Defense.

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Evade
Ceirdwyn

1



DODGE
You narrowly avoid your opponent's attack.

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Evade
Ceirdwyn

1



DODGE
You narrowly avoid your opponent's attack.

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Flashback
Ceirdwyn

1



SITUATION
Discard Flashback to duplicate the effects of an Edge card your opponent played last turn. Treat the effects as if you played that Edge.

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Jakob
Ceirdwyn

1



SITUATION
While this card is in play, whenever you make an Exertion you may pull any number of Edge cards from the Exertion and put them into your hand. You may only have one Jakob in play.

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Master's Attack
Ceirdwyn

2




SPECIAL ATTACK
This attack cannot be blocked and cannot be a Power Blow.

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Master's Dodge
Ceirdwyn

3



DODGE

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Myra
Ceirdwyn



SITUATION
 While this card is in play, whenever you make an Exertion you may pull any number of defenses from the Exertion and put them into your hand. You may only have one Myra in play.

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Neva
Ceirdwyn



SITUATION
 While this card is in play, you may ignore the effects of any cards your opponent has in play which prevent you from playing attacks. You may only have one Neva in play.

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Power Blow
Ceirdwyn



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

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Retribution
Ceirdwyn



EVENT
 You may play this card if your opponent removed one of your Allies from play during his last turn or played an Event that does damage to you. Retribution does 3 damage to him.

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Trip
Ceirdwyn



EVENT
 You force your opponent onto rough ground, tripping him. Your next attack this turn may be Hidden and does an additional point of damage if successful. Your opponent loses any Standing Defenses.

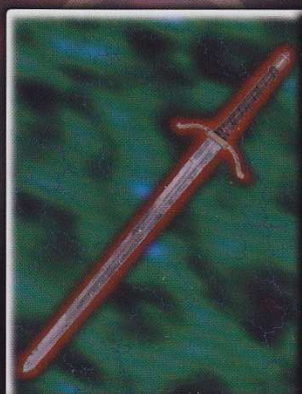
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Ceirdwyn




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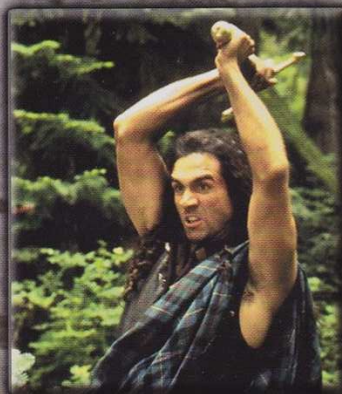
Claymore




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Cleave
Claymore



SPECIAL ATTACK

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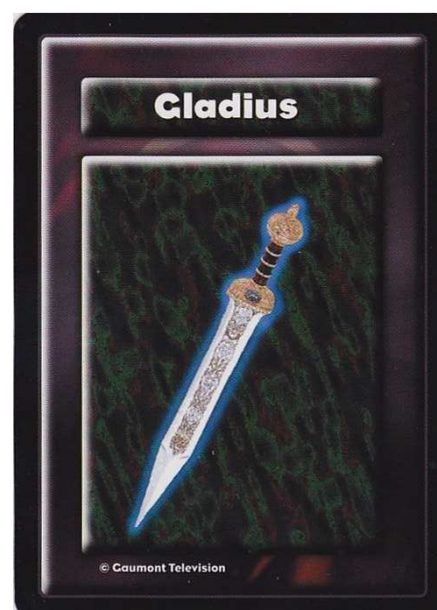
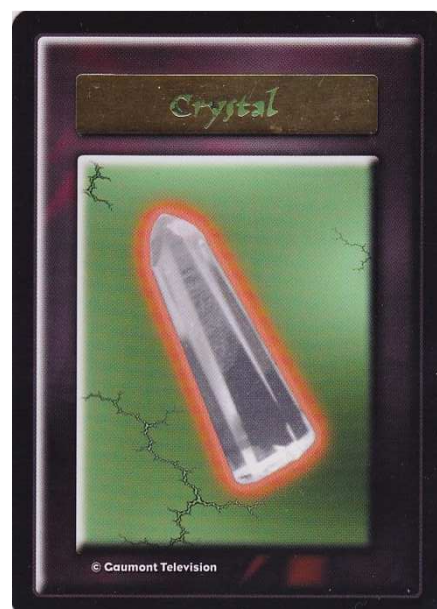
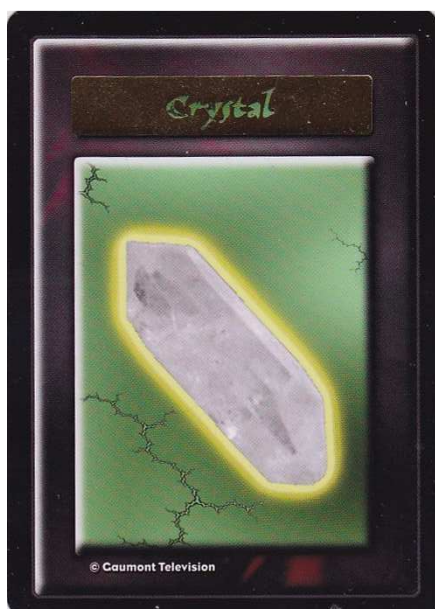
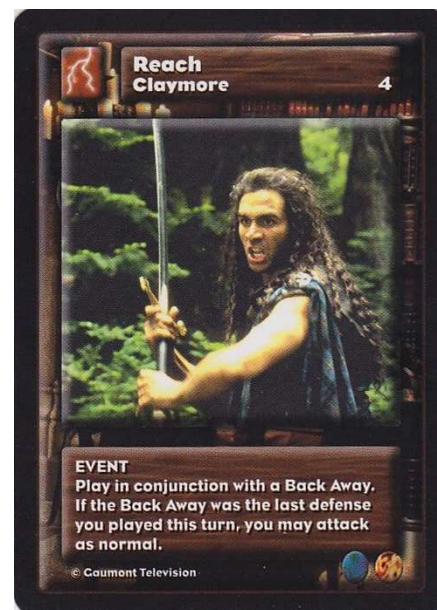


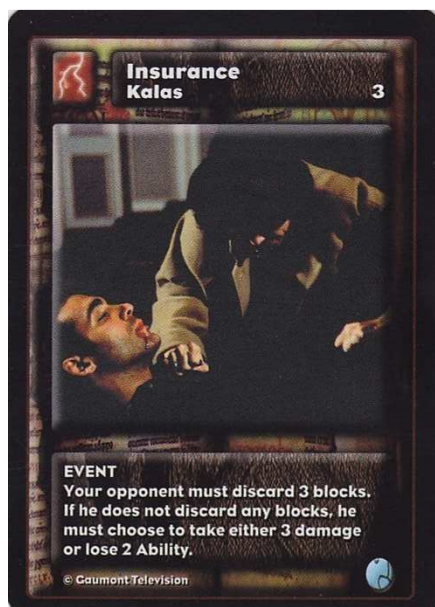
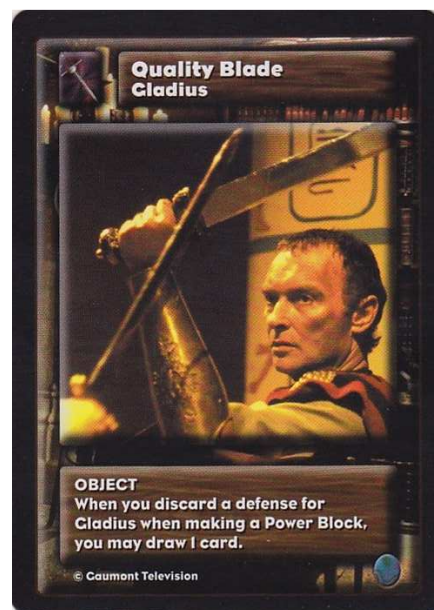
Cleave
Claymore

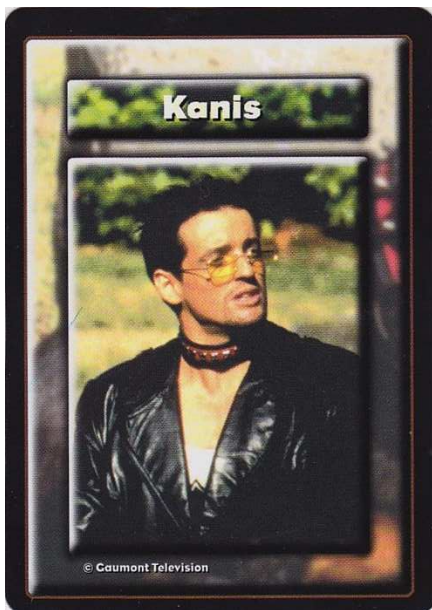


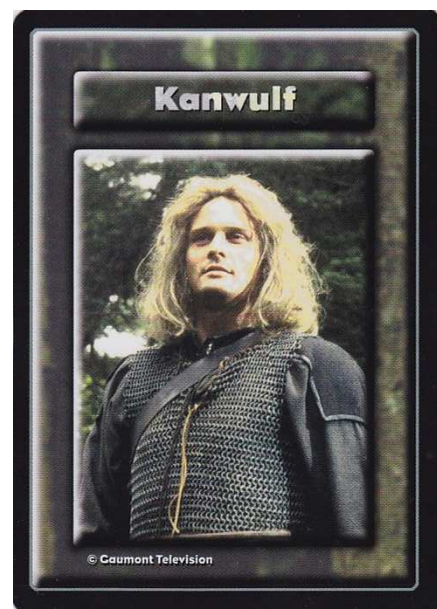
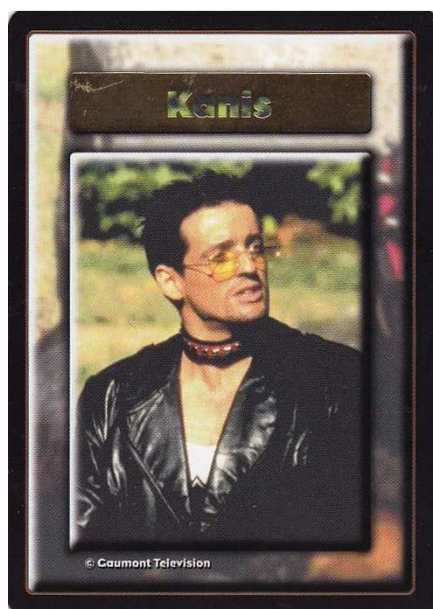
SPECIAL ATTACK

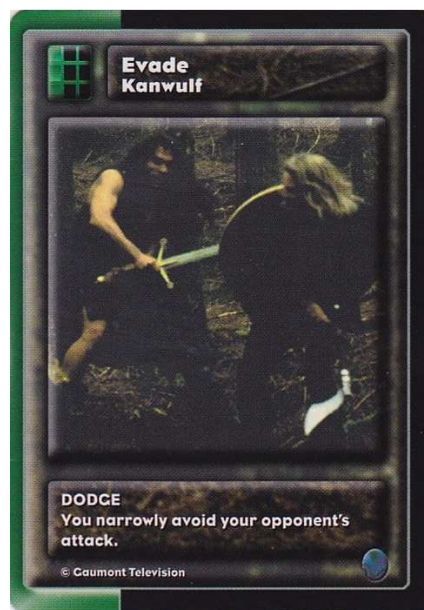
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Katana Sword



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Lightning Reflexes Katana Sword



SITUATION
While this card is in play, if you are using the Katana one-handed, during your Defense Phase you may return one successful block you have in play to your hand. If you do not play that block again this turn, discard it at the end of your Defense Phase.

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Lightning Strike Katana Sword

3



EDGE
Play in conjunction with a Slash if you are using the Katana two-handed. If the previous attack you played this turn was Slash, this attack cannot be blocked. You may play an additional attack this turn. You may play only one Lightning Strike per Slash.

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Lightning Strike Katana Sword

3



EDGE
Play in conjunction with a Slash if you are using the Katana two-handed. If the previous attack you played this turn was Slash, this attack cannot be dodged. You may play an additional attack this turn. You may play only one Lightning Strike per Slash.

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Quality Blade Katana Sword



OBJECT
While this card is in play, you only lose 1 attack when changing the Katana to a one or two-handed weapon.

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Calm Before the Storm Kern



EVENT
All players must discard all attacks from their hand to the top of their Endurance in any order.

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Musket Kern

2



OBJECT
Discard this card after playing a Thrust. The Thrust is now considered a Ranged Attack. You may only have one Musket in play.

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Incense of Pain Luther



OBJECT
While this card is in play, if a player's Ability increases, at the end of their Ability Adjustment Phase they must discard 3 cards from the top of their Endurance for each point of Ability gained and for each Incense of Pain in play.

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Master's Attack Luther

4



SPECIAL ATTACK
If successful, this attack does additional damage equal to the amount of damage done to you this turn, even if that damage was prevented. Your opponent cannot play a block against this attack unless the block comes from an Exertion.

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