

# Windup



On your next two attacks, add +2 Attack ⚡.

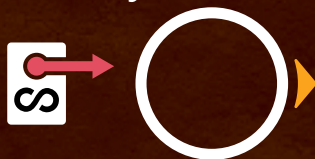


⚡2

⚡2

77

Double the value of your next Move ability.



# Crushing Weight



**Attack** ⚔️ 3 •

Add +2 Attack ⚔️ and gain 🛡️ if the target is adjacent to a wall.

⚔️ 2

🛡️ 2

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**Move** 🏃 2 •

One adjacent enemy that is adjacent to a wall suffers 2 damage.



# Knock Out the Support



Attack ⚔️ 3 •

All heals targeting the target have no effect this round. To signify this, place one of your character tokens on the target.



⚔️ 2

👤 2

20

Move 👤 2 •

.....

Destroy one adjacent obstacle. If you do, gain



and perform


**STRENGTHEN**



Self

# Explode



Destroy one adjacent obstacle.  
If you do, gain  and perform

**STUN** 

Target all enemies adjacent to the destroyed obstacle.

Each target suffers 2 damage.




 2

 2

28

Move  4 •



: +2 Move 



# Implode



Attack ⚔ 3



: +1 Attack ⚔, MUDDLE , 

⚔ 2

🦋 2

88

Move 🦋 3 •

.....

Destroy one obstacle within Range  3.

# Piston Punch



Attack  2 •

PUSH  2 •

 : +1 Attack , +1 PUSH , 

 2

 2

42

STUN 

Target one adjacent enemy

 : POISON 



# Explosive Blitz



Attack ⚔ 2

Range 🏹 4 •



⚔ 2

🏹 2

19

Move 🏃 3 •

If you opened a door during the movement,  
perform

STUN

Target all enemies within Range 🏹 3



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# The Big One



Attack ⚡ 3

Range 🏹 2



⚡ 2

🦋 2

37

Move 🦋 3 •

.....

Destroy one adjacent obstacle.

If you do, gain 🌟 and perform

BLESS



Self



# One-Two Punch



Attack ⚔️ 2 •

.....

Attack ⚔️ 1 •

Add PUSH ➡️ 2, MUDDLE ? and gain 🛡️ if this attack targets the same enemy as the previous Attack ability.

⚔️ 2

🛡️ 2


66

Attack ⚔️ 1

Loot 🏴‍☠️ 1

# Rubble



Designate one hex within Range  3 containing a destruction token. All allies and enemies in or adjacent to that hex suffer 2 damage.



 2

 2

55

Move  2 •

.....

Create one 2-damage trap in an adjacent empty hex containing a destruction token.



Level



Attack ✂ 3 •

Add +3 Attack ✂ and gain 1 if the target is an objective.

✂ 2

✂ 2

61

Add +1 Attack ✂ to all your melee attacks this round.



# Lobbed Charge



Create one 3-damage MUDDLE  trap in an empty hex within Range  3.



 2

 2

52


Move  4 •

.....

Designate one adjacent enemy. If each hex of the movement brought you closer to that enemy, perform

Attack  X 

PUSH  2

targeting that enemy, where X is the number of  hexes you moved.