

3

IMPROVISED WEAPON

+2

✂

FORA RACIAL TRAIT

COLONY Printable Demo V2

TACTIC: IMPROVISATION

You scrounge the area around you to cobble together a simple Weapon; roll 1d6.

On a 1, you cannot find a Weapon.

On a 2 to 5, you discover a Common Thorn Dagger.

On a 6, you discover a Common Flint Dagger.

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FORCEFUL SWEEP

COMBAT ARTS COMMON TRAIT

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TACTIC: REACHING ARTS

You sweep your Weapon through your Foes' stances.

You may target up to 3 adjacent Foes with this Card; they will be knocked off their feet and must spend their next Turn standing back up.

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IGI BONUS 1

4

WITH HASTE

INSTINCTUAL COMMON TRAIT

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TACTIC: TUNNEL FIGHTER

Play this Card while within an area no more than 3 Cells wide.

Navigating cramped tunnel environments is second nature to you; Bolster yourself with this Card for 2 Rounds.

While Bolstered, your Mobility is doubled.

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SKILLED CLIMBER

FORA RACIAL TRAIT

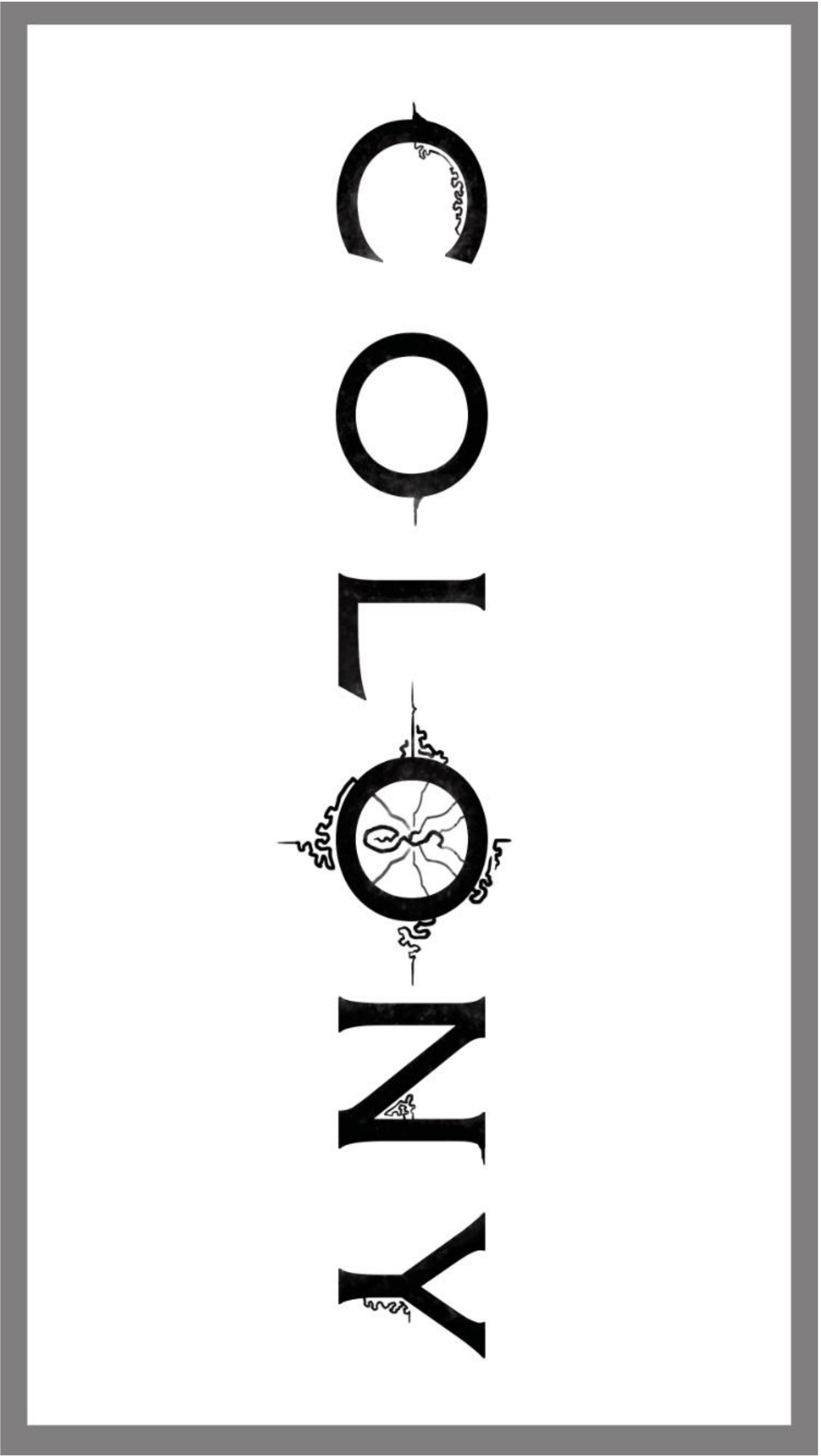
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TACTIC: SURE STEP

Pay the cost of this Card or Discard a Sure Step Card.

Gravity does not impede your reach; each Cell you move while Climbing costs only 1 Mobility Token this Turn.

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