

GUNSWORD
Trainer Card

- ▲ **HAND** – An ability that's active while in your hand [or tells you how to play the card]
- ▼ **DROP** – Activates as soon as you play the card
- ▶ **COMBO Chain** – After Counters, perform each Line in order

Chessboard diagram showing Knight, Rook, Bishop, and Queen pieces with movement arrows. Knight moves in an L-shape. Rook moves horizontally and vertically. Bishop moves diagonally. Queen moves horizontally, vertically, and diagonally.

GUNSWORD
Trainer Card

- ↪ **Take Initiative**
- ↪ **Draw Step**
Draw 2 cards
- ↪ **Action Frame**
Rest (Take no actions, end turn)
Play a **Skill card**
Play a **Command [Skill]**
Yield (End turn early)
- ↪ **End Step**
Reload (optional) – Discard 1 card, then draw 1 card

Chessboard diagram showing Rook, Bishop, and Queen pieces with movement arrows. Rook moves horizontally and vertically. Bishop moves diagonally. Queen moves horizontally, vertically, and diagonally.

GUNSWORD
Trainer Card

- ▲ **HAND** – An ability that's active while in your hand [or tells you how to play the card]
- ▼ **DROP** – Activates as soon as you play the card
- ▶ **COMBO Chain** – After Counters, perform each Line in order

Chessboard diagram showing Knight, Rook, Bishop, and Queen pieces with movement arrows. Knight moves in an L-shape. Rook moves horizontally and vertically. Bishop moves diagonally. Queen moves horizontally, vertically, and diagonally.

GUNSWORD
Trainer Card

- ↪ **Take Initiative**
- ↪ **Draw Step**
Draw 2 cards
- ↪ **Action Frame**
Rest (Take no actions, end turn)
Play a **Skill card**
Play a **Command [Skill]**
Yield (End turn early)
- ↪ **End Step**
Reload (optional) – Discard 1 card, then draw 1 card

Chessboard diagram showing Rook, Bishop, and Queen pieces with movement arrows. Rook moves horizontally and vertically. Bishop moves diagonally. Queen moves horizontally, vertically, and diagonally.

GUNSWORD
Trainer Card

- ▲ **HAND** – An ability that's active while in your hand [or tells you how to play the card]
- ▼ **DROP** – Activates as soon as you play the card
- ▶ **COMBO Chain** – After Counters, perform each Line in order

Chessboard diagram showing Knight, Rook, Bishop, and Queen pieces with movement arrows. Knight moves in an L-shape. Rook moves horizontally and vertically. Bishop moves diagonally. Queen moves horizontally, vertically, and diagonally.

GUNSWORD
Trainer Card

- ↪ **Take Initiative**
- ↪ **Draw Step**
Draw 2 cards
- ↪ **Action Frame**
Rest (Take no actions, end turn)
Play a **Skill card**
Play a **Command [Skill]**
Yield (End turn early)
- ↪ **End Step**
Reload (optional) – Discard 1 card, then draw 1 card

Chessboard diagram showing Rook, Bishop, and Queen pieces with movement arrows. Rook moves horizontally and vertically. Bishop moves diagonally. Queen moves horizontally, vertically, and diagonally.

GUNSWORD
Trainer Card

- ▲ **HAND** – An ability that's active while in your hand [or tells you how to play the card]
- ▼ **DROP** – Activates as soon as you play the card
- ▶ **COMBO Chain** – After Counters, perform each Line in order

Chessboard diagram showing Knight, Rook, Bishop, and Queen pieces with movement arrows. Knight moves in an L-shape. Rook moves horizontally and vertically. Bishop moves diagonally. Queen moves horizontally, vertically, and diagonally.

GUNSWORD
Trainer Card

- ↪ **Take Initiative**
- ↪ **Draw Step**
Draw 2 cards
- ↪ **Action Frame**
Rest (Take no actions, end turn)
Play a **Skill card**
Play a **Command [Skill]**
Yield (End turn early)
- ↪ **End Step**
Reload (optional) – Discard 1 card, then draw 1 card

Chessboard diagram showing Rook, Bishop, and Queen pieces with movement arrows. Rook moves horizontally and vertically. Bishop moves diagonally. Queen moves horizontally, vertically, and diagonally.

2 Constructive Criticism Skill

▼ If you have played an Insight this turn, gain 2

COMBO

- ▶ Slash Bishop 2
- ▶ Dash Knight

2 Mathilde

0 Applied Sciences Skill

▲ **Command [Counter]:**
Play a Counter card from any foe's discard pile at no Cost

0 Mathilde

4 Advanced Methodology Skill

▲ **Command [Skill]:**
Gain 2

COMBO

- ▶ Jump to the center space
- ▶ Slash Knight

4 Mathilde

Autodidact

When you take Initiative, you may choose a Skill card with Cost 4 or less and Power 4 or less in any foe's discard pile and equip it to your Duelist card as an Insight, discarding any other Skills there.

During your turn as your Action, you may play one of your Insights as if it was in your hand. At the end of the Frame, put that card on the bottom of its owner's deck.

© 2018 Dinogami Games, Inc

Mathilde

Mathilde
The Empyrean Exile

12

Illus. Kiki Moch Rizki © 2017 Dinogami Games, Inc

Autodidact

Mathilde St. Claire, an ex-captain of the Capulan Sky Command, travels the world seeking students for her dueling academy. Her motives are secret, her methods are impeccable, and her students are the best of the best.

16

2 Peer Review Skill



COMBO

- ▶ Shoot Bishop 3
- ▶ Jump to a space adjacent to any foe

2 Mathilde

1 Roll Call Skill



DROP

- ▼ The next Insight you play this turn gets +2 Power

COMBO

- ▶ Jump Rook 2

0 Mathilde

3 Sight Reading Skill



COMBO

- ▶ Dash Queen 0-2
- ▶ Copy a Combo Line from one of your Insights
- ▶ Slash Rook 2

2 Mathilde

0 Trigger Discipline Skill




HAND

- ▲ Block Effect: Attach the Skill this Blocked to your Duelist card as an Insight at the end of the Frame

0 Mathilde

4 Deadline Skill



HAND

- ▲ After a Reset, reveal this in your hand and attach it to your Duelist card as an Insight: You take the first Initiative this Round

COMBO

- ▶ Slash Rook 3

4 Mathilde

X Education by Emulation Skill



HAND

- ▲ [X is equal to the Cost of one of your Insights]

- ▼ [This becomes a copy of that Insight]

3 Mathilde

3 First Principles Skill



COMBO

- ▶ Dash Knight
- ▶ Gain 2
- ▶ Shoot Rook 5

3 Mathilde

5 Hard Knocks, etc Skill



DROP

- ▼ X is twice the Power of one of your Insights

COMBO

- ▶ Slash or Shoot Bishop 3
- ▶ Dash Queen 0-2

X Mathilde

3 **Flash of Steel** Skill

3 **Flintlock Sabers**

Hand

▲ When you draw this, if you have Initiative, you may reveal it to give it -3 Cost if you play it as your next Action this turn

Combo

▶ Slash Knight

2 **Powderkeg** Skill

1 **Flintlock Sabers**

Drop

▼ +2 Power if you've activated your Versatility Technique this turn

Combo

▶ Shoot Rook 3
▶ Jump Bishop 3

3 **Saber Rush** Skill

3 **Flintlock Sabers**

Combo

▶ Dash Rook 0-2
▶ Slash Queen 1
▶ Dash Rook 0-2

Versatility

This Technique has 2 sides, and it starts with the side of your choice face up. When you activate the ability of a side, flip this Technique card at the end of the Frame.

Once per Frame, when you play a Skill card, you may give that card +1 Cost and +1 Power. (Flip this Technique card at the end of this Frame.)

© 2016 Dinogami Games, Inc **Flintlock Sabers (2/2)**

Versatility

This Technique has 2 sides, and it starts with the side of your choice face up. When you activate the ability of a side, flip this Technique card at the end of the Frame.

Once per Frame, when you play a Skill card, you may give that card -1 Cost and -1 Power. This can't reduce a card's Cost below 1. (Flip this Technique card at the end of this Frame.)

© 2016 Dinogami Games, Inc **Flintlock Sabers (1/2)**

+1 **Flintlock Sabers**

2

1

1

Versatility

Flintlock Sabers were originally produced during the War of Unification. Designed as a one-size-fits-all combat instrument, the Sabers are easy to modify, easy to repair, and adaptable to any fighting style.

+1

Illus. Kiki Moch Rizki © 2016 Dinogami Games, Inc

2 Sidestep Strike Skill

2 Flintlock Sabers

COMBO

- ▶ Dash Queen 0-1
- ▶ Slash Queen 1

COMBO

- ▼ +2 Power if you've activated your Versatility Technique this turn

1 Flintlock Sabers

2 Strategist's Shot Skill

2 Flintlock Sabers

COMBO

- ▶ Dash Bishop 0-2
- ▶ Shoot Bishop 1; Miss: Gain 1 ♣

2 Swingshot Skill

3 Flintlock Sabers

COMBO

- ▶ Shoot Knight; Miss: Return this card to your hand

2 Bladecatcher Skill

2 Flintlock Sabers

COMBO

- ▶ Slash Queen 1; Hit: The target loses 2 ♣

COMBO

- ▲ Block Effect: The attacking foe must discard 1 card

3 Culmination Skill

X Flintlock Sabers

COMBO

- ▶ Shoot Queen 2
- ▶ Gain X ♣

COMBO

- ▼ X is the number of Skill cards you've played this turn, including this one

2 Hair Trigger Skill

2 Flintlock Sabers

COMBO

- ▶ Dash Rook 0-2
- ▶ Shoot Knight; Miss: Gain 1 ♣

4 Hit and Run Skill

2 Flintlock Sabers

COMBO

- ▶ Slash Queen 2
- ▶ Jump to a corner space

COMBO

- ▼ +2 Power if you've activated your Versatility Technique this turn

2 Opening Gambit Skill

2 Flintlock Sabers

COMBO

- ▶ Dash Queen 0-2
- ▶ Slash Queen 1; Miss: Return this card to your hand

0 Outer Fury Skill

▼ Gain up to 2

COMBO

► If your Health and Momentum are equal, deal 1 Direct damage to each foe, then you may Reload

0 Thane

2 Steel Finesse Skill

▼ Slash Rook 1

COMBO

► Dash Queen 0-1
► Slash Bishop 3

2 Thane

2 Strike Without Thought Skill

▼ When a foe Counters this, that foe loses 2

COMBO

► Dash Queen 0-1
► Slash Bishop 3

3 Thane

Master the Way

Counter cards you play get -1 Cost.

When you construct your deck, you ignore the number of Counters your Duelist and your Weapon contribute to your deck. Instead, you secretly choose which Counters are included. You must add exactly 8 total Counter cards, but no more than 4 of any single type.

© 2016 Dinogami Games, Inc

Thane

Thane
The Wandering Master

13

Master the Way

Thane is a rogue clockwork, escaped from the Calibrator Assembly more than a century ago. His fighting style, called the Perfect Harmony of Mind and Body, was taught to him by the infamous Master Takezo.

13

1 Way of Earth Skill

Command [Counter]:
Each foe who has Countered a Skill this Frame loses 2

COMBO

- ▶ Slash Bishop 1
- ▶ Gain 1

2 Thane

1 Way of Water Skill

Command [Counter]:
Move each foe who has Countered a Skill this Frame "Dash Queen 0-3"

COMBO

- ▶ Shoot Rook 1
- ▶ Gain 1

2 Thane

3 Battle Mastery Skill

Command [Counter]:
Move each foe who has Countered a Skill this Frame "Dash Queen 0-3"

COMBO

- ▶ Dash Rook 0-2
- ▶ Shoot Bishop 4
- ▶ You may return 1 card from your discard pile to your hand

2 Thane

4 Empty Mind Skill

Command [Counter]:
-1 Power for each card in your hand

COMBO

- ▶ Dash Bishop 0-4
- ▶ Slash Queen 2

8 Thane

1 Gunpowder Finesse Skill

Command [Counter]:
Shoot Queen 1

COMBO

- ▶ Shoot Queen 1

1 Thane

0 Inner Calm Skill

Command [Counter]:
Gain up to 2

COMBO

- ▶ If your Health and Momentum are equal, Jump to any space, then you may Reload

0 Thane

3 Levotheon Stance Skill

Command [Counter]:
You may pay 1 to return a Counter card from your discard pile to your hand

COMBO

- ▶ Dash Queen 0-1
- ▶ Slash Rook 2

3 Thane

3 Orpheon Stance Skill

Command [Counter]:
You may pay 1 to return a Counter card from your discard pile to your hand

COMBO

- ▶ Dash Queen 0-1
- ▶ Shoot Queen 2

3 Thane

4 **Kikashi** Skill

▼ Discard the top card of any foe's deck; X is the discarded card's Cost

COMBO

- ▶ Shoot Queen 2
- ▶ Gain X

2 Silencer

5 **Nakade** Skill

▼ Discard the top card of any foe's deck; X is the discarded card's Cost

COMBO

- ▶ Slash Rook 3
- ▶ Deal X Direct damage to each adjacent foe

3 Silencer

X **Shattered Heavens** Skill

▲ [You may pay any amount 5 or less for X]

COMBO

- ▶ Slash Queen X

X Silencer

Subtle Steel

When you Reload (after you draw), you may Slash Queen 1. This Attack has a base Power of 1.

© 2016 Dinogami Games, Inc

Silencer

-1 **Silencer**

1
2
1

Illustration: Kiki Moch Rizki © 2016 Dinogami Games, Inc

Subtle Steel

Silencer is an incredibly old gunsword, handed down through generations of Cog Masters. Its speed and unpredictability allow its wielder to keep his foes constantly on the back foot.

+1

2 Void Shot Skill

▼ Each foe reveals the top card of their deck; discard each Counter revealed there

COMBO

- ▶ Shoot Bishop 2
- ▶ "Shoot Bishop 2" for each Counter discarded

2 Silencer

2 Void Strike Skill

▼ Each foe reveals the top card of their deck; discard each Counter revealed there

COMBO

- ▶ Slash Rook 2
- ▶ If this discarded a Counter, Slash Rook 2

2 Silencer

2 All Will Be Revealed Skill

▼ Each foe reveals their hand; Put a card from each foe's hand on top of their deck

COMBO

- ▶ Slash Queen 4

2 Silencer

3 Breaking Point Skill

▼ If any foe has more cards in hand than you, Shoot Rook 2

COMBO

- ▶ Slash Rook 2

2 Silencer

0 Broken Blade Style Skill

▲ **Command [Counter]:** Set the Countered Skill's base Power to 1

0 Silencer

3 Constellation Strike Skill

▼ Copy the Drop effect of any Skill card in your discard pile

COMBO

- ▶ Slash Bishop 3
- ▶ Dash Queen 0-3
- ▶ Slash Rook 3
- ▶ Dash Queen 0-3

2 Silencer

2 Falling Star Strike Skill

▼ Slash Knight

2 Silencer

1 Go Skill

▶ Gain 3

▶ End your turn

0 Silencer

1 Argent Barrage Skill



▼ You may discard a card to get +2 Power; Otherwise, +2 Range

COMBO

- ▶ Shoot Queen 1

1 Houln

4 Argent Flourish Skill



▼ You may discard a card to get +2 Power; Otherwise, +2 Range

COMBO

- ▶ Dash Bishop 0-1
- ▶ Slash Rook 1

3 Houln

3 Omen Blast Skill



▼ Draw 1 card, then put 1 card from your hand on top of your deck

COMBO

- ▶ Shoot Rook 3
- ▶ Jump to a corner space
- ▶ Shoot Bishop 3

2 Houln

Sight Beyond Sight

When you take Initiative (before your Draw step), reveal the top card of your deck. The first Skill card you play this turn gets -X Cost. X is the revealed card's Armor value. This can't reduce a card's Cost below 1.

© 2016 Dinogami Games, Inc. Houln

Houln
The Iron Oracle

12



Illus. Cynthia F. G. © 2016 Dinogami Games, Inc.

Sight Beyond Sight

Houln is a member of a group of powerful oracles known as the Circle. Like all oracles, Houln can see visions of events yet to come, but these visions are most vivid when she fights.

17

2 Omen Sight Skill

2 Skill

▼ Draw 1 card, then put 1 card from your hand on top of your deck

COMBO

► Reveal the top card of your deck; Copy its Combo Chain

2 Houlun

1 Psychomantic Bolt Skill

1 Skill

▼ Shoot Queen 3

COMBO

► Shoot Queen 3

2 Houlun

2 Read the Runes Skill

2 Skill

▼ Jump Rook 3
► Slash Knight; Miss: The next Skill card you play this turn gets -2 Cost

COMBO

► Jump Rook 3
► Slash Knight; Miss: The next Skill card you play this turn gets -2 Cost

2 Houlun

3 Runic Blast Skill

3 Skill

▼ Jump Knight
► Shoot Bishop 3; Miss: The next Skill card you play this turn gets -3 Cost

COMBO

► Jump Knight
► Shoot Bishop 3; Miss: The next Skill card you play this turn gets -3 Cost

3 Houlun

3 Thought Forge Skill

3 Skill

▼ Draw 3 cards, then put 2 cards from your hand on top of your deck

COMBO

► Dash Knight
► Slash Bishop 3

3 Houlun

2 Tide of Iron Skill

2 Skill

▼ You may pay 3 ♣ to get +3 Power
► Shoot Queen 2

COMBO

► You may pay 3 ♣ to get +3 Power
► Shoot Queen 2

2 Houlun

2 Visions of Peace Skill

2 Skill

▼ Look at the top card of your deck; if it's a Skill card, you may cancel this to play that card at no Cost

COMBO

► Gain 2 Health

0 Houlun

2 Visions of War Skill

2 Skill

▼ Look at the top card of your deck; if it's a Skill card, you may cancel this to play that card at no Cost

COMBO

► Slash Knight

2 Houlun

2 Meteor Fragmentation Skill

2 Graviton Sledge

▼ You may Dash through your Graviton Sphere this Frame; +1 Power if you do

COMBO

- ▶ Dash Knight
- ▶ Shoot Rook 2

Graviton Sledge

1 Nova Flux Skill

0 Graviton Sledge

▼ Discard up to 3 cards, then draw that many cards plus 1

COMBO

- ▶ Move your Graviton Sphere "Jump Queen 2"

Graviton Sledge

X Pulsar Strike Skill

0 Graviton Sledge

▲ [X is the difference between your Momentum and any other foe's Momentum]

▼ +1 Power for each **▶** you paid for this card's Cost

COMBO

- ▶ Slash Queen 2

Graviton Sledge

Graviton Sphere

You start the game with the Graviton Sphere token. At the beginning of the match, place the Graviton Sphere token anywhere within Bishop 1 of you. The Graviton Sphere is considered an obstacle. Additionally, it can't leave the space it's in by another player's effect.

When you take Initiative, you may pay 1 **▶** to move your Graviton Sphere "Jump Queen 1."

When any foe plays a Skill card while adjacent to your Graviton Sphere, each maneuver on that Skill gets -1 Range, to a minimum of 1.

© 2016 Dinogami Games, Inc Graviton Sledge

+2 Graviton Sledge

0 Graviton Sphere

Illus. Cynthia F. G. © 2016 Dinogami Games, Inc

+0

The Graviton Sledge is comprised of an extremely dense mineral called Thunderchrome, harvested from the core of a crashed meteorite. Its manufacturing process has long been a trade secret of the Chonokhat Clan.



5 Black Hole Disintegration Skill



COMBO

- ▶ You may cancel this and end your turn to gain 4 ♣
- ▶ Slash Queen 1

7 Gravton Sledge

3 Dark Matter Barricade Skill



HAND

▲ **Command [Counter]:** Jump your Gravton Sphere to any space within Rook 3 of its space

COMBO

- ▶ Jump Knight
- ▶ Shoot Rook 3
- ▶ Move your Gravton Sphere "Jump Queen 1"

3 Gravton Sledge

3 Dark Matter Collision Skill



HAND

▲ **Command [Counter]:** Jump your Gravton Sphere to any space within Bishop 3 of its space

COMBO

- ▶ Jump Knight
- ▶ Slash Bishop 4
- ▶ Move your Gravton Sphere "Jump Queen 1"

3 Gravton Sledge

4 Gravimetric Blast Skill



COMBO

- ▶ Jump Bishop 3
- ▶ Slash Rook 4
- ▶ Jump to a space adjacent to your Gravton Sphere

4 Gravton Sledge

4 Gravimetric Outburst Skill



COMBO

- ▶ Slash Queen 4
- ▶ Jump to a space adjacent to your Gravton Sphere

3 Gravton Sledge

2 Gravity Well Skill



COMBO

- ▶ Deal 1 Direct damage to each foe adjacent to your Gravton Sphere
- ▶ Deal 1 Direct damage to each adjacent foe

0 Gravton Sledge

0 Inversion Field Skill



HAND

▲ **Command [Counter]:** The active duelist loses 2 ♣ if they are adjacent to your Gravton Sphere

▲ **Command [Counter]:** Gain 2 ♣ if you are adjacent to your Gravton Sphere

0 Gravton Sledge

1 Meteor Blast Skill



DROP

▼ You may Slash through your Gravton Sphere this Frame; +1 Power if you do

COMBO

- ▶ Slash Bishop 4

1 Gravton Sledge

5 Survivor's Spoils Skill

COMBO

- ▶ Slash Bishop 2
- ▶ Gain 1 Health if you dealt damage this Frame
- ▶ Gain 1 Health if you entered Zorba's space this Frame

5 Ganzorig

0 Talons of the North Skill

COMBO

- ▶ Slash Knight; Hit: Deal 1 Direct damage to each foe within Queen 1 of Zorba

1 Ganzorig

3 Updraft Skill

HAND

- ▶ **Command [Counter]:** Gain 2 ♠, or gain 3 ♠ if Zorba is within Queen 1 of the active duelist

COMBO

- ▶ Slash Bishop 3
- ▶ Gain 2 ♣

2 Ganzorig

Zorba

You start the game with the Zorba token. At the beginning of the match, place the Zorba token on the space immediately to your right.

Each of your Skill cards has the additional Drop Effect: "Move Zorba Dash Queen 0-X; X is this card's Armor value."

While Zorba is adjacent to any foe or on the same space as any foe, your "Shoot" Attacks get +2 Range.

Additionally, while Zorba is on the same space as a foe, your "Shoot" Attacks may hit that foe ignoring Path and Range.

© 2016 Dinogami Games, Inc. Ganzorig

Ganzorig
The Eye of the Eagle

Illus. Cynthia F. G. © 2016 Dinogami Games, Inc.

Zorba

Ganzorig ne'Shono Zam hails from the Khir Steppes, a land which recognizes no kings and no flags. His hunting eagle, Zorba, embodies the spirit of independence honed in those rugged lands.

16



2 Divebomb Skill



COMBO

- ▶ Jump to the center space
- ▶ Shoot Bishop 0
- ▶ Shoot Bishop 1

2 Ganzorig

3 Behind the Blind Skill



COMBO

- ▶ Dash Knight
- ▶ Shoot Rook 0
- ▶ Slash Rook 3

2 Ganzorig

2 Decoy Strike Skill



COMBO

- ▶ Shoot Rook 0
- ▶ Slash Rook 3
- ▶ Dash Bishop 2

2 Ganzorig

3 Executioner's Shot Skill



DROP

▼ If a foe is within Knight Range, you may move them "Dash Queen 0-1"

COMBO

- ▶ Shoot Bishop 3
- ▶ Jump to the center space

3 Ganzorig

1 Predator's Bond Skill



COMBO

- ▶ Dash Queen 0-1
- ▶ Slash Queen 1; Miss: Gain 1 Health if you are within Queen 1 of Zorba

2 Ganzorig

3 Lookout's Shot Skill



DROP

▼ If a foe is within Knight Range, you may move them "Dash Queen 0-1"

COMBO

- ▶ Shoot Rook 3
- ▶ Jump Bishop 2

3 Ganzorig

1 Pinion Shield Skill



HAND

▲ **Command [Counter]:**
The Countered Skill gets -1 Power, or -2 Power if Zorba is within Queen 1 of the active duelist

COMBO

- ▶ Shoot Bishop 3
- ▶ Jump Rook 2

1 Ganzorig

3 Raptor's Recall Skill



COMBO

- ▶ Slash Queen 4
- ▶ If you entered Zorba's space this Frame, return this to your hand

2 Ganzorig

3 Cry of the Kill Skill

When you spend Crosshair tokens this Frame, gain an equal amount of

COMBO

- ▶ Dash Knight
- ▶ Slash Queen 3

3 Hunter's Halberd

4 Dangerous Game Skill

Shoot Rook 3; Hit: Gain 3

COMBO

- ▶ Shoot Rook 3; Hit: Gain 3

3 Hunter's Halberd

2 Eyes of the Hunter Skill

Gain 1 Crosshair token for each point of damage any foe Blocks this Frame

COMBO

- ▶ Slash Queen 1
- ▶ Slash Rook 4

2 Hunter's Halberd

Deadeye

You have 6 Crosshair tokens, but you start the game with none of them on your Weapon card. When you play a Skill card, you choose to either "Focus" or "Calibrate." If you "Focus," add 1 Crosshair token to your Weapon card. If you "Calibrate," you may spend Crosshair tokens from your Weapon card to activate any of the following effects:

1 Token: Your "Slash" Attacks become "Shoot" Attacks this Frame

2 Tokens: Your "Shoot" Attacks get +1 Power and gain "Hit: The target loses 1 and you gain 1 this Frame

3 Tokens: Your "Shoot" Attacks get **Armor Piercing 2** this Frame

© 2016 Dinogami Games, Inc. Hunter's Halberd

+3 Hunter's Halberd

2

2

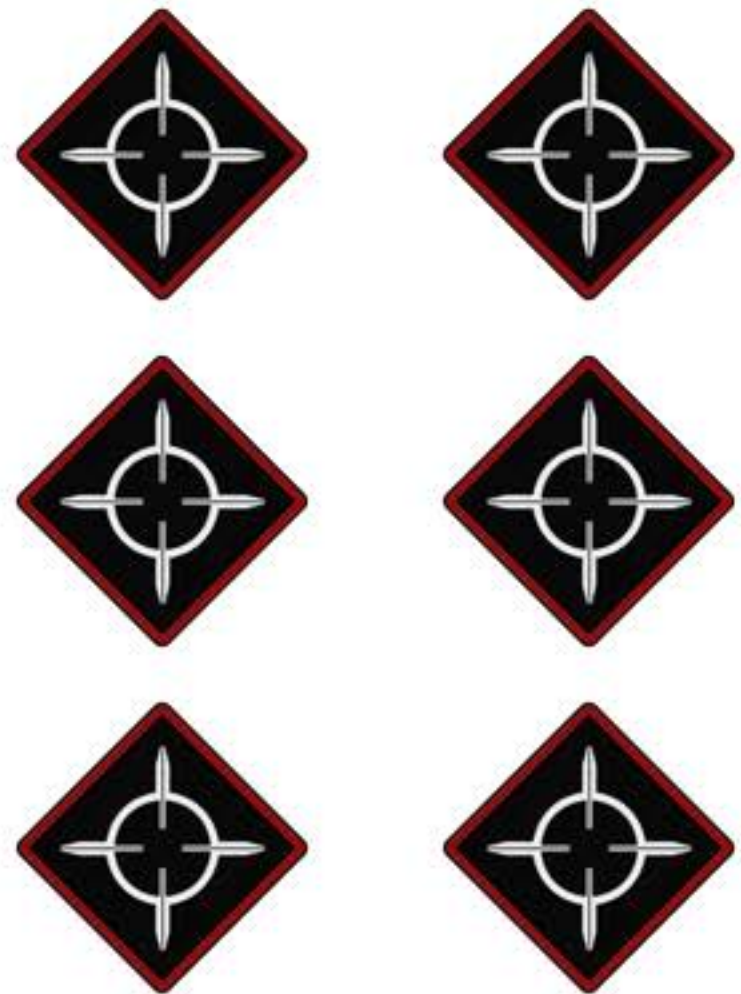
0

Illus. Cynthia F. G. © 2016 Dinogami Games, Inc.

Deadeye

Martial training is not enough to master the Hunter's Halberd. It demands patience and a keen eye for opportunity that can only be learned in the wild.

-1



5 Gift of Survival Skill

5 DROP

▼ If you are adjacent to a wall, each foe adjacent to another wall is in Range of this Skill's "Shoot" Attacks

COMBO

- ▶ Dash Rook 0-1 if any foe has more Health than you
- ▶ Shoot Queen 0
- ▶ Shoot Rook 3

4 Hunter's Halberd

0 Gift of Instinct Skill

0 DROP

▼ If you are adjacent to a wall, each foe adjacent to another wall is in Range of this Skill's "Shoot" Attacks

COMBO

- ▶ Dash Rook 0-1 if any foe has more cards in hand than you
- ▶ Shoot Bishop 0
- ▶ Slash Rook 4

1 Hunter's Halberd

4 Game Trail Skill

4 DROP

▼ If you spend 2 or more Crosshair tokens this Frame, you may put a Dodge card from outside the game into your hand

COMBO

- ▶ Slash Rook 3; Hit: Jump to a corner space

4 Hunter's Halberd

3 First Blood Skill

3 DROP

▼ Gain 1 Crosshair token for each point of damage any foe Blocks this Frame

COMBO

- ▶ Slash Bishop 4; Hit: Deal 2 Direct damage to any foe; Miss: Deal 1 Direct damage to any foe

2 Hunter's Halberd

1 Word of Warning Skill

1 DROP

▼ When you spend Crosshair tokens this Frame, gain an equal amount of

COMBO

- ▶ Dash Queen 0-1
- ▶ Slash Rook 4

1 Hunter's Halberd

1 Tracker's Insight Skill

1 DROP

▼ When you spend Crosshair tokens this Frame, gain an equal amount of

COMBO

- ▶ Shoot Rook 4; Hit: Draw 2 Cards

1 Hunter's Halberd

2 To the Bone Skill

2 DROP

▼ When you spend Crosshair tokens this Frame, gain an equal amount of

COMBO

- ▶ Shoot Rook 3; Hit: The target reveals their hand and discards a card of your choice

2 Hunter's Halberd

1 Silent Approach Skill

1 DROP

▼ If you spend 2 or more Crosshair tokens this Frame, you may put a Dodge card from outside the game into your hand

COMBO

- ▶ Jump to any foe's space
- ▶ Slash Queen 4

1 Hunter's Halberd

5 **Atonement** Skill



▼ [Avaset]: Each time you hit this Frame, you and each ally gain 1 

COMBO

- ▶ Dash Rook 0-1
- ▶ Slash Knight
- ▶ Slash Bishop 2

3 Avaset

4 **Bound by Duty** Skill



▼ [Volker]: +2 Power

COMBO

- ▶ Dash Bishop 0-1
- ▶ Slash Queen 2
- ▶ [Avaset]: You may move any duelist "Dash Queen 0-1"

3 Avaset

1 **Convergence** Skill




COMBO

- ▶ Deal 1 Direct damage to each foe
- ▶ You and each ally gain 1 Health

1 Avaset

Lifeweave [Volker]

You have two forms: Avaset and Volker. You start the game with Avaset's form active. When your turn ends, you switch forms. When you play a Skill while in Volker's form, set its base Power to 1. You can't Block while in Volker's form and each time you're dealt damage, reduce that damage to 1.

While you are performing a Skill's Combo Chain, you may pay 2  to interrupt to switch forms.

When you play a card that has the [Volker] or [Avaset] keywords in a Line or Segment, you only activate its effects if you are in the appropriate form. Otherwise, ignore that Line or Segment.

© 2018 Dinogami Games, Inc Avaset/Volker

Avaset
Voice of the Fading Light **13**



Illus: Kiki Moch Rizki © 2016 Dinogami Games, Inc

Lifeweave [Volker]

Avaset is a Lost Hours Acolyte, one of the knights of the Order of the Fading Light. Like all Acolytes, Avaset is bonded to the spirit of a long-dead champion of the Order.

15

Volker
The Spirit of Vengeance **13**



Illus: Kiki Moch Rizki © 2016 Dinogami Games, Inc

Lifeweave [Volker]

Centuries ago, Volker was the Grand Palatine of the Order of the Fading Light. After countless years of wandering the Dark Eternity, he has found Avaset a rock to which he can tether his vengeful rage.

15

2 Hand of Dawn Skill

▼ If this is the first Skill card you've played this turn, you may switch forms

COMBO

- ▶ Shoot Rook 2
- ▶ [Avaset] Slash Rook 1

2 Avaset

1 Hand of Twilight Skill

▼ If this is the first Skill card you've played this turn, you may switch forms

COMBO

- ▶ Shoot Bishop 3
- ▶ [Volker] Deal 1 Direct damage to each adjacent foe

1 Avaset

2 Mark of the Gnomon Skill

▼ [Volker]: This Skill's "Shoot" Attacks target all possible spaces in Range and get Armor Piercing 1

COMBO

- ▶ Shoot Queen 2
- ▶ Jump Rook 1

2 Avaset

X Oath of Preservation Skill

▲ [You may pay any amount 2 or less for X]

▼ Jump to the center space

COMBO

- ▶ [Avaset] You and each ally gain 2
- ▶ [Volker] Deal X Direct damage to each foe in the center row and/or column

0 Avaset

3 Oath of Vengeance Skill

▼ Jump to the center space

COMBO

- ▶ [Avaset] Slash Queen 3
- ▶ [Volker] Deal 2 Direct damage to each foe adjacent to a wall

2 Avaset

0 Phantom Glare Skill

▲ [Volker] Command [Counter]: Each time you're hit by a foe this Frame, deal 1 Direct damage to that foe

▲ [Avaset] Command [Counter]: Each time you're hit by a foe this Frame, gain 2

0 Avaset

1 Scornshot Skill

COMBO

- ▶ Dash Rook 0-2
- ▶ Shoot Bishop 2

2 Avaset

4 Zero Hour Skill

▼ Jump Queen 1

COMBO

- ▶ Slash Queen 2; Hit: +1 Power
- ▶ Shoot Rook 2; Hit: +1 additional Power

1 Avaset

2 **Condemn** Skill

COMBO

▶ Slash Queen 3; Hit: +1 Power for each Oculus adjacent to the target

1 Lightbinder

3 **Browbeat** Skill

COMBO

▶ Slash Queen 2
▶ Slash Queen 2

2 Lightbinder

2 **Admonition Net** Skill

HAND

▲ **Command [Counter]:**
Jump any number of your Oculi to unoccupied spaces adjacent to any duelist

COMBO

▶ Shoot Rook 3

2 Lightbinder

Eyes of Judgment

You start the game with 3 Oculus tokens. At the beginning of the match, place each Oculus on any unoccupied adjacent space not on the center row.

Each time a foe enters a space with one or more of your Oculi (or vice versa), each Oculus in that space deals 1 Direct damage to that foe.

When you take Initiative, except for the first turn of each round, you may move 1 of your Oculus tokens to an unoccupied space adjacent to any duelist.

© 2016 Dinogami Games, Inc Lightbinder

+0 **Lightbinder**

1
2
1

Illus. Kiki Moch Rizki © 2016 Dinogami Games, Inc

Eyes of Judgment

Lightbinder longswords are powered by Supema, a type of energy channelled directly from the Dark Eternity. The oculi it controls are said to be the eyes of the countless dead from the First War.

+1



3 **Enervating Shot** Skill

▼ When you deal damage this Frame, reduce the target's Momentum by an equal amount

COMBO

- ▶ Dash Bishop 0-1
- ▶ Shoot Rook 3

3 Lightbinder

2 **Enervating Strike** Skill

▼ When you deal damage this Frame, reduce the target's Momentum by an equal amount

COMBO

- ▶ Dash Rook 0-2
- ▶ Slash Queen 2

2 Lightbinder

3 **Lux Barrage** Skill

▼ You and each of your Oculi perform this

COMBO

- ▶ Shoot Bishop 1

1 Lightbinder

2 **Lux Flash** Skill

▼ You and each of your Oculi perform this

COMBO

- ▶ Dash Queen 0-1

0 Lightbinder

2 **Path of Righteousness** Skill

COMBO

- ▶ Shoot Rook 4
- ▶ Jump any number of your Oculi to unoccupied spaces within Rook 4 of you

2 Lightbinder

3 **Path of Virtue** Skill

COMBO

- ▶ Slash Bishop 4
- ▶ Jump any number of your Oculi to unoccupied spaces within Bishop 4 of you

3 Lightbinder

3 **Soulfire Cannon** Skill

COMBO

- ▶ Shoot Knight
- ▶ Move 1 of your Oculi "Dash Rook 0-3"

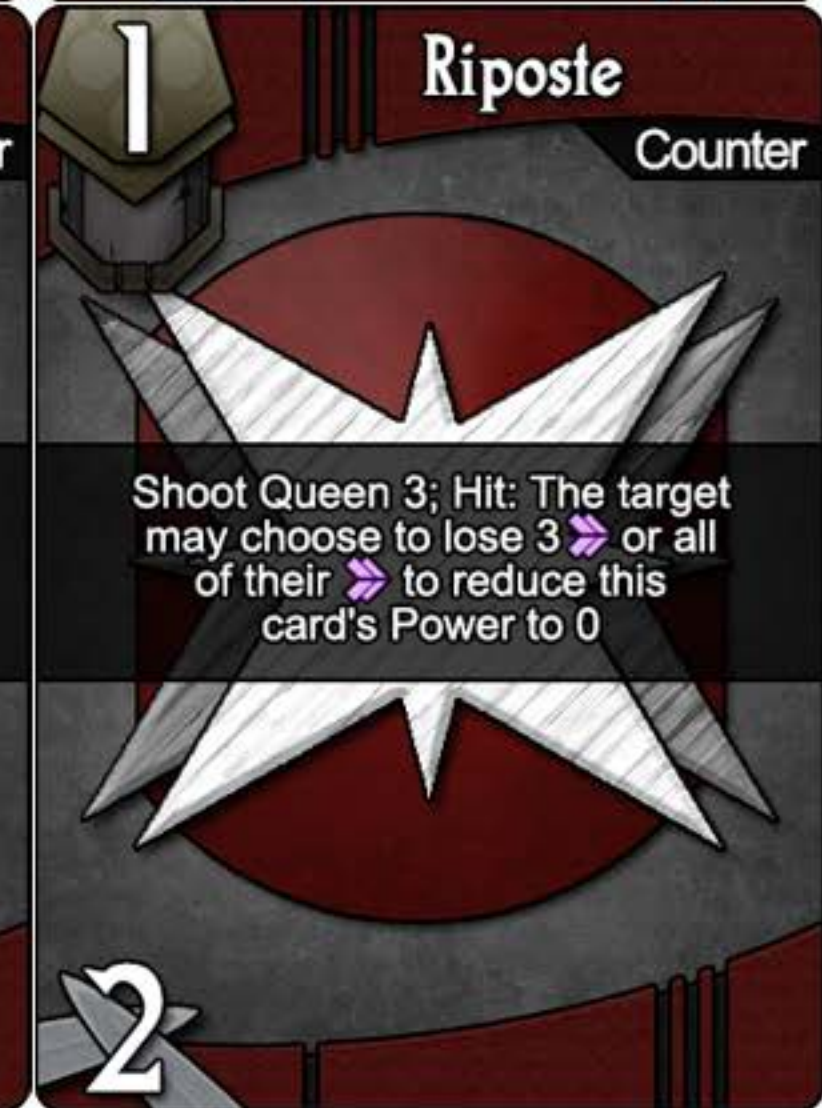
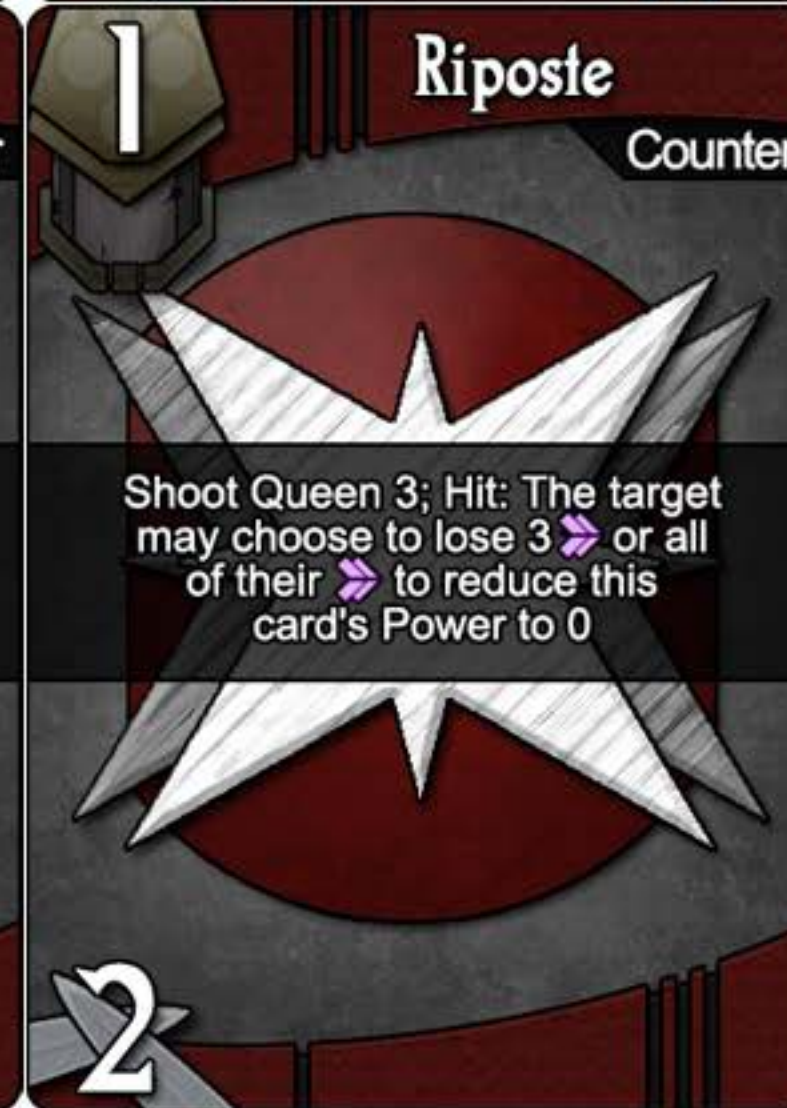
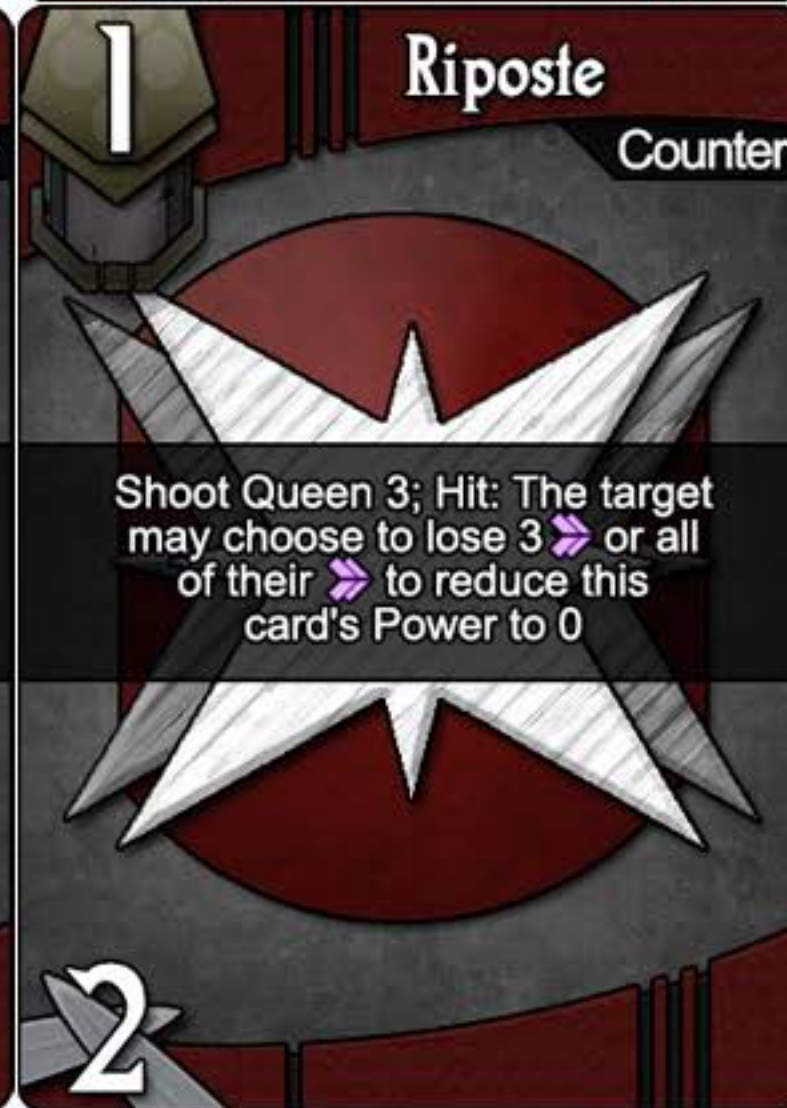
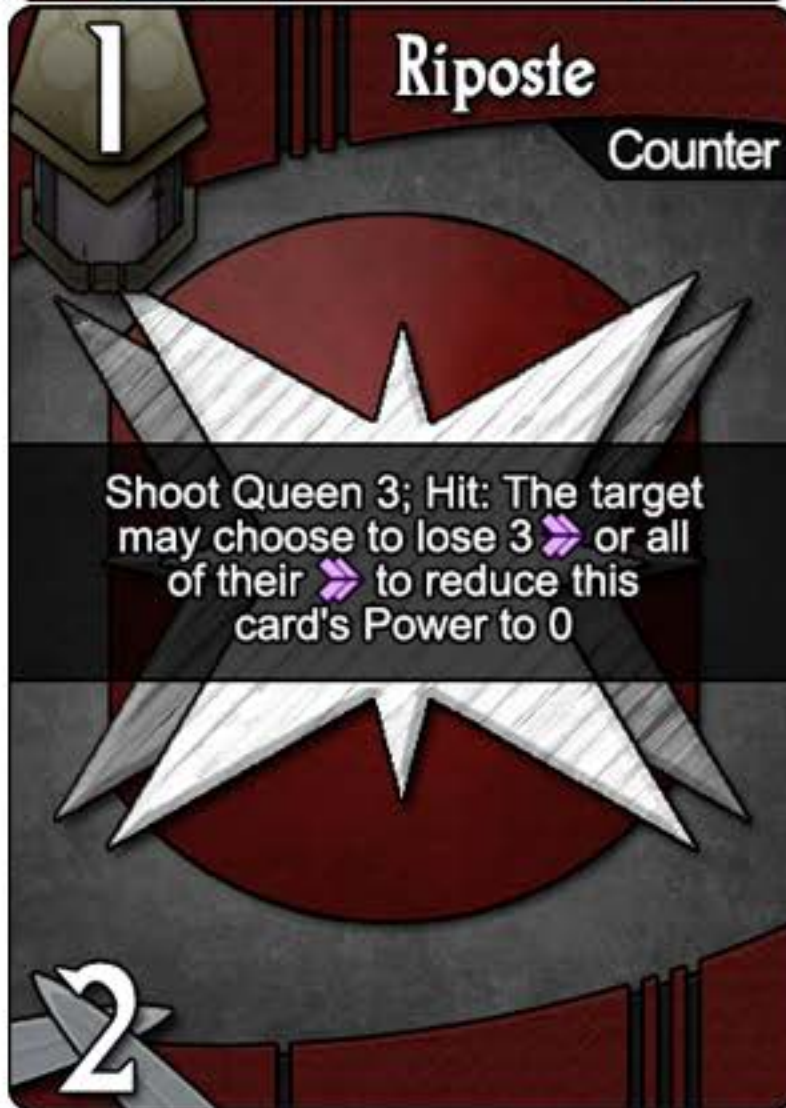
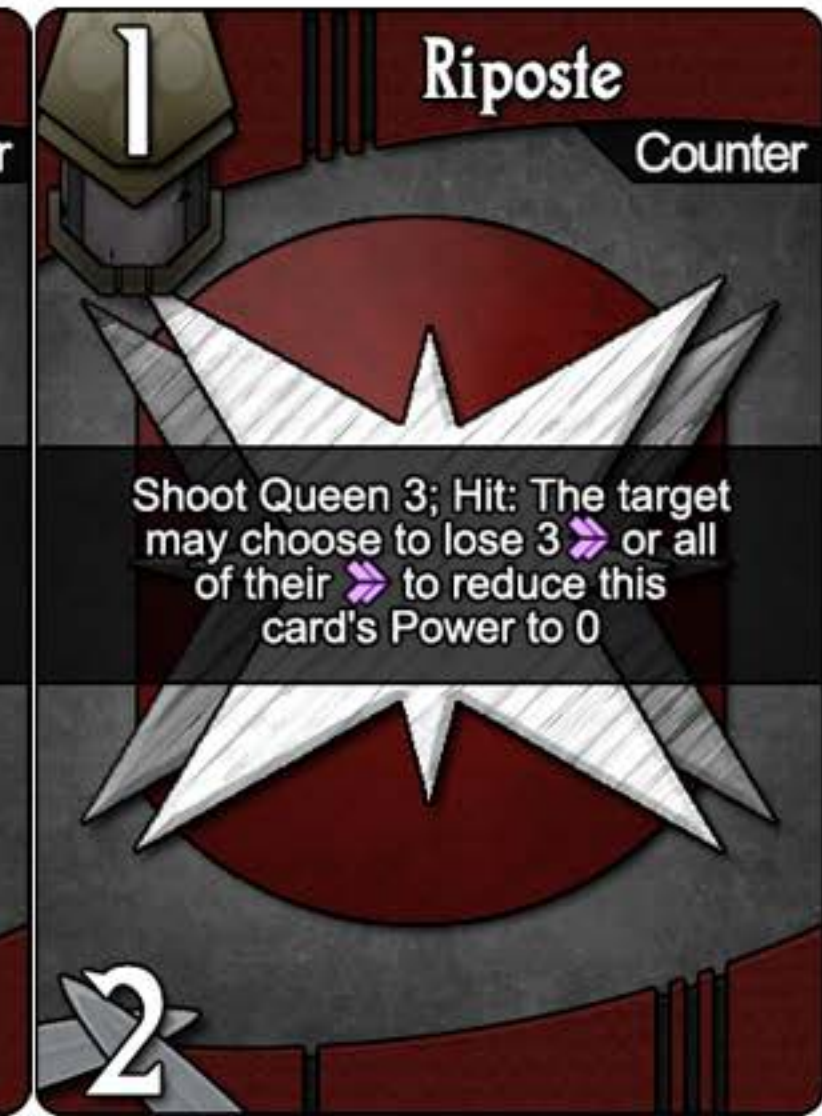
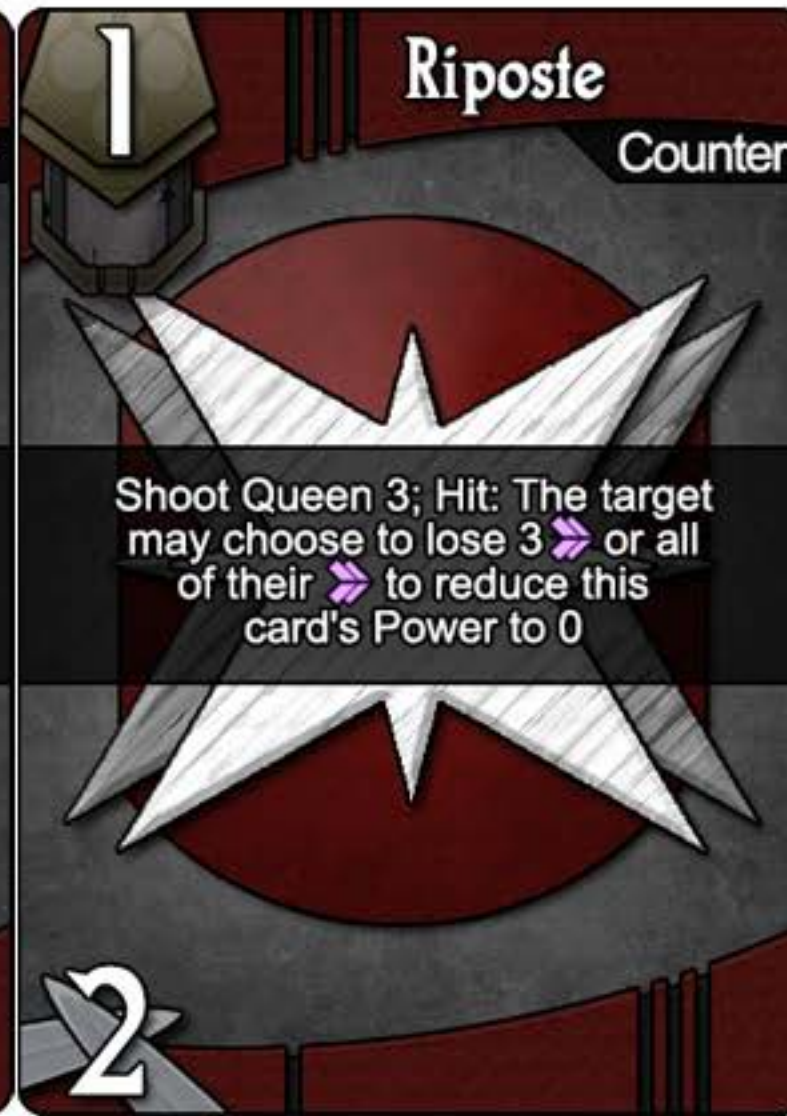
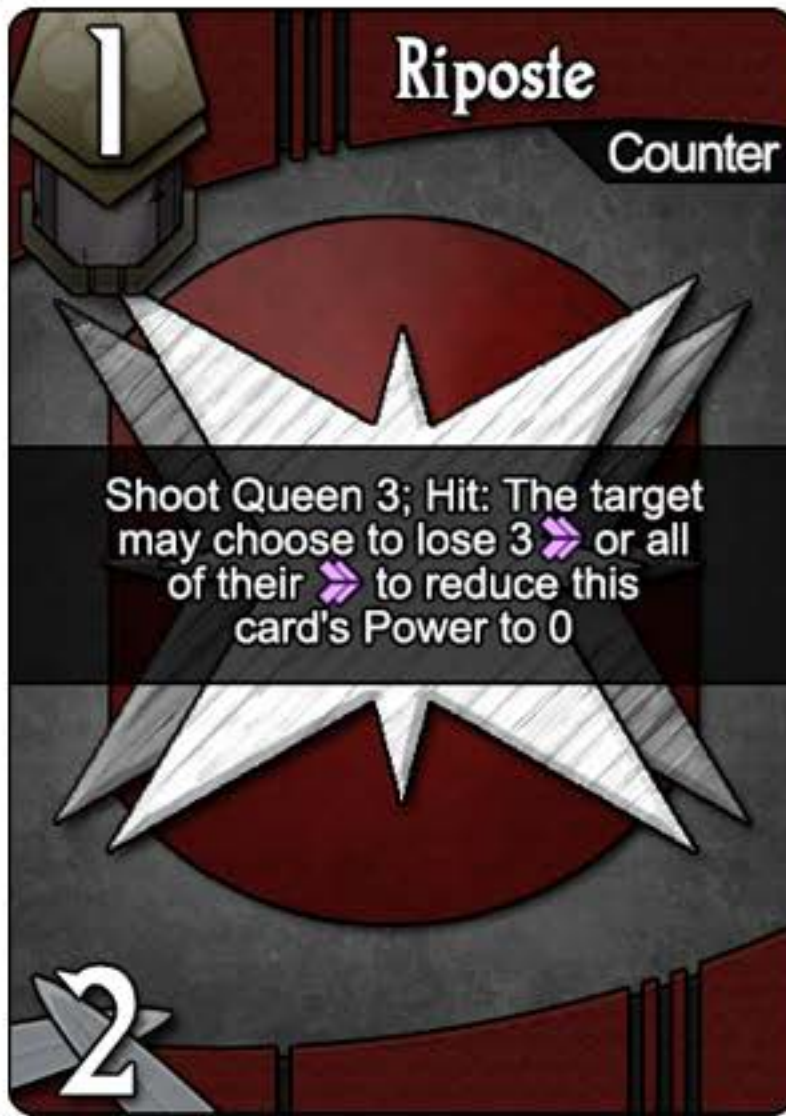
2 Lightbinder

1 **Soulfire Slayer** Skill

COMBO

- ▶ Slash Rook 3
- ▶ Move 1 of your Oculi "Dash Knight"

2 Lightbinder



1 Breaker Counter

At the end of this Frame, gain an amount of ♣ equal to the Health you've lost this Frame

0

1 Breaker Counter

At the end of this Frame, gain an amount of ♣ equal to the Health you've lost this Frame

0

1 Breaker Counter

At the end of this Frame, gain an amount of ♣ equal to the Health you've lost this Frame

0

1 Breaker Counter

At the end of this Frame, gain an amount of ♣ equal to the Health you've lost this Frame

0

1 Breaker Counter

At the end of this Frame, gain an amount of ♣ equal to the Health you've lost this Frame

0

1 Breaker Counter

At the end of this Frame, gain an amount of ♣ equal to the Health you've lost this Frame

0

1 Breaker Counter

At the end of this Frame, gain an amount of ♣ equal to the Health you've lost this Frame

0

1 Breaker Counter

At the end of this Frame, gain an amount of ♣ equal to the Health you've lost this Frame

0