

SPECIAL TROOPS

A	Ace	Troop 1 w/berserk or action 11
P	Page	10 w/join battle
Q	Queen	10 w/determined attack & diagonal mv/att
K	King	10 w/stalwart defense & diagonal mv/att
N	Knight	10 move 2 spaces w/leap over ability

DESTINY CARDS

2-10c	Counters / Fortifications	Play on your own side like a deployment. Cannot be maneuvered or launch attacks. Can defend and serve in supply chain. Can be occupied by a troop card.
1-3d	Demons / Influences	Play off the grid to add +1 to any card with an attached sin when it engages in battle. Remains in effect throughout the game.
4-10s	Sins	Attach to a troop card already on the grid. The face value is added to the face value of the existing card, up to a maximum of 10. If the card is defeated in battle, the sin and the card it is attached to are both discarded.
11-13g	Graces / Influences	Play off the grid to add +1 to any card without an attached sin when it engages in battle. Remains in effect throughout the game.
4m	Portal	Play to make an additional maneuver by teleporting any friendly troop card from its square to any other open square on the grid.
5m	Goblin Market	Play to steal a random card from your opponent's hand. That card now becomes part of your hand.
6m	Rizar's Pole	Attach as an item to a troop card already on the grid. Rizar's Pole grants this card +1 when defending.

DESTINY CARDS

7m	Mog's Sword	Attach as an item to a troop card already on the grid. Mog's Sword grants the troop card +1 when attacking.
8m	Malhak's Tome	Attach as an item to a troop card already on the grid. Malhak's Tome grants the troop card +1 when attacking or defending.
9m	Dungeon Plague	Play to curse the opposing army. Your opponent cannot draw a deployment card or maneuver on their next turn.
10m	Dark Star	Play to curse the opposing army. Your opponent cannot maneuver or attack on their next run.
11c	Hell Gate	Play on your own side like a fortification. Hell Gate can launch attacks against adjacent cards, although it does not move if it wins the battle. It can be occupied, just like other fortifications. It can defend and serve in a supply chain.
11s	Abomination	Play like a deployment, with a required supply line to your opponent's side. Abomination must remain in enemy territory, but can move and attack like a troop card.
11h	Full Armor	Play on your own side like a deployment, on the back rank or with the requisite supply line. Full Armor must remain on your side, but can move and attack like a troop card.
11d	Diabolical Machine	Play on opponent's side like a deployment, with the requisite supply line. Diabolical Machine must remain in enemy territory, but can otherwise move and attack like a troop card.
Ao	Ace of Shields	Play this card to nullify any declared attack before action cards are drawn. A temporary truce is forced, the battle is called off, and the opponent cannot declare another attack that turn.