

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

2-10t	Major Arcana / 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.
0t	The Fool	Play during deployment to deploy a card one square beyond a supply chain. Play during maneuvers to move a card one extra square.
1t	The Magician	Play to redraw any failed action card. The failed card is discarded and the new card becomes the action card for the battle.
11t	Strength	Play prior to drawing an action card to add +1 to the value of whatever action card is drawn.
12t	Temperance	Play at the conclusion of a battle to negate the effects. The losing side is not vanquished. The winning side remains in place.
13t	Death	Play to curse opposing army. Your opponent cannot draw a deployment card or maneuver on their next turn.
14t	The Hanged Man	Play prior to drawing an action card to reverse the win conditions for a battle. Whoever has the lowest total value after drawing an action card wins.
15t	The Devil	Play to curse opposing army. Your opponent cannot maneuver or attack on their next turn.

DESTINY CARDS

16t	The Tower	Play to draw one random card from your opponent's hand. Your opponent then draws one random card from your hand.
17t	The Star	Play to deploy two cards during escalation or draw and deploy one card during the endgame.
18t	The Moon	Play before maneuvers to maneuver twice this turn. Move the same or different cards.
19t	The Sun	Play before attack to attack twice this turn. Attack with the same card or different cards.
20t	Judgement	Play to look at the top three cards of your deck. For each card, you may leave it or move it to the bottom of the deck.
21t	The World	Play as an action card with a value of 10 instead of drawing an action card from your deck.
3-7e	Extra Arcana	Play as an action card with face value instead of drawing an action card from your deck.
1e	Death's Door	Play at the conclusion of a losing battle to destroy both cards involved.
2e	Alchemist Fire	Play in addition to an action card to grant +2 to your action card or +8 versus The Dragon.
8e	Holy Water	Play in addition to an action card to grant +2 to your action card or +8 versus The Lich.
9e	The Lich	Play like a deployment as a horde of undead. The Lich can attack twice per turn and need not use a press card to continue an attack.
10e	The Dragon	Play like a deployment to unleash a dragon. The Dragon can move up to three squares per turn, even flying over occupied squares, as long as it lands on an unoccupied square. The Dragon can attack twice per turn and need not use a press card to continue an attack.