

RECOVERY

A turn of **Recovery** to do one of the following -

- * regain 1 **Health**
- * find an **undamaged shield**
- * go through the discard pile and choose a **Weapon** to take **into your hand**
- * go through the discard pile and choose an **Armour** to take **into your hand**
- * **discard Armour** that you are wearing.

You must **discard down to 6** cards if this takes you over the limit.

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DAMAGED SHIELD



Block one attack/round.
Extra block destroys shield.

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