

MAIL

-1



Does not reduce **Thrust**.
Only discarded in a
Recovery.

Counts against Hand Limit

SHIELD



Block one attack/round.
Extra block damages
shield.

SHIELD



Block one attack/round.
Extra block damages
shield.

CHOP

+2



Requires **Weapon**. Can
not be used with **Spear**.

KICK

2



Does not add to **Weapon**.
Can be used without
Weapon. Cannot be
added to **Special Attack**.

PUNCH

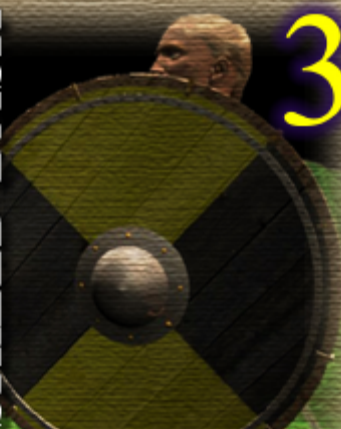
1



Does not add to **Weapon**.
Can be used without
Weapon. Cannot be
added to **Special Attack**.

SHIELD BASH

3



Does not add to **Weapon**. Can
be used without **Weapon**.
Cannot be added to **Special
Attack**. Cannot be **Disarmed**.

SLASH

+1



Requires **Weapon**.

THRUST

+1



Requires **Weapon**. Can
not be used with **Axe** or
Two Handed Axe. Not
reduced by **Mail**.

BLOCK

Requires **Shield**.

BLOCK

Requires **Shield**.

DISARM

Requires **Shield or Weapon**. Disarms **One Handed Weapons**. Not against **Shield Bash**.

DODGE

Not against **Spear**.

DODGE

Not against **Spear**.

PARRY

Requires **Weapon**. Not against **Charge**.

PARRY

Requires **Weapon**. Not against **Charge**.

SPECIAL-ATTACK

Requires **Weapon**. May use **Special Attack**. Not usable with **Punch, Kick or Shield Bash**.

SPECIAL-ATTACK

Requires **Weapon**. May use **Special Attack**. Not usable with **Punch, Kick or Shield Bash**.

SPECIAL-ATTACK



Requires **Weapon**. May use **Special Attack**. Not usable with **Punch, Kick** or **Shield Bash**.

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Requires **Weapon**. May use **Special Attack**. Not usable with **Punch, Kick** or **Shield Bash**.

SPECIAL-ATTACK



Requires **Weapon**. May use **Special Attack**. Not usable with **Punch, Kick** or **Shield Bash**.

TRIP



Cancels any card at any time including **defence cards**, **default attacks**, **shield block** and other **Trip cards**. Free **Default/Basic attack**.

SWORD



Special Attacks: **Charge**, **Flurry of Blows**, **Disembowelling**.

SWORD



Special Attacks: **Charge**, **Flurry of Blows**, **Disembowelling**.