

Card Values	
Card Type	Value
Ace, 2, 3	+0
4, 5, 6	+1
7, 8, 9	+2
10, Jack, Queen	+3
King	+4

Combat Stances				
Stance	Strike	Defense	Speed	Move Cost
Aggressive	+2	-1	+0	Speed
Defensive	-1	+2	+0	Speed

Event	Malus/Effect
Brine	Suffer 2+Defense in defense malus if stop on tile
Flame	2 mal in all stats when enter/stop Lasts 2 turns
Slime	Triple move cost to exit Removed after 2 creatures move over
Smog	When move smog to smog, roll d6, 1 or 2 means you are disoriented and move to random adjacent tile. May only target creatures within smog if within smog. End of round, roll d8, smog cluster moves this direction, caster may reroll this.
Thorns	Defend attack -1 Caster's Strike, then suffer 1 speed, 1 defense malus. Must repeat for every tile moving. Caster is immune. Disappear when caster dies
Prone	1 Strike, 1 Defense, 2 Speed Malus
Surprised	2 Defense & 3 Speed Malus

Malus

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Malus

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Malus

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