

BATTLECARDS!

Free
Trait Index



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(T.I. 1,1) Expendable

When a card has this trait and dies, no points are gained by your opponent.

(T.I. 1,2) Flame Weapon

At the end of the combat phase, deal 1 damage to all cards affected by this weapon. Then flip a fire token, if it lands on the flame side, deal 1 damage to all affected cards. Keep flipping the coin at the start and end of every phase until no fire side is shown, or until the end of the next Combat Phase.

(T.I. 1,3) Explode

Upon death, flip a token and if it lands on Explode then the card Explodes. This will deal 3 damage to players adjacent cards and the opponents card opposite of this card. If your cards are killed when the card explodes then your opponent gains half of the cards points. If an enemy card opposite to the exploded card dies then player with the exploded card gets full points for the enemy's cards. Bases can NOT be harmed from this card.

(T.I. 1,4) Open Top

A card with this Trait gains 5 Card Range but is vulnerable to the SpottingScope Trait. (T.I. 2,3)

(T.I. 1,5) FastFiring

This trait is an enhancer and gives the ability to attack twice with (weapon name).

(T.I. 1,6) Marksman

This trait gives that card a 5 card range.

(T.I. 1,7) Aura Of Command

This trait gives all conscripts on board the ability to do 1 extra damage , and reduces incoming damage by 1 to adjacent conscript cards. When this card dies all conscripts instantly lose their buff.

(T.I. 1,8) Fight to the Death

This trait allows Adjacent Penal Squads upon death to fight once more; even if they were used that turn. This ability instantly disappears when the card with this trait dies. If there are 2 or more cards with this trait on the board then this trait is given full board range.

(T.I. 1,9) Out Of Sight, Out of Mind

This trait gives the card the ability to only be attacked by the card straight across from this card but excludes ExplosiveSwarm card.

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(T.I. 2,1) Time For Health

When a card with this trait is placed, all but this card gets plus 1 health permanent boost. This can only be used once per game, unless you have other cards with this trait..

(T.I. 2,2) Camo Cloak/Hard to Hit/Light Armour

This trait will reduce all incoming damage by 1

(T.I. 2,3) Spotting Scope

This trait will treat cards with the Open Top Trait(T.I. 1,4) as a green card no matter the color. The card with this trait gets whole board range.

(T.I. 2,4) D.D.N. (Drone Defence Network)

If there are 3 or more cards of your cards on the field at the same time with this trait, they all increase their attack damage by 2.

(T.I. 2,5) Countless Numbers

If there are 3 cards on the field with this trait then those 3 cards inflict an extra 1 damage. If there are 4 cards with this trait on the board, then you also decrease incoming damage by 1. This trait can stack with Aura of Command.

(T.I. 2,6) Flame Spread

After damage to the attacked card from Flame Weapon, then deal 1 damage to adjacent cards of the target car. (this can damage the base) (Cards hit by Flame Spread can not be affected by Flame Weapon) {Ti,1,2}

(T.I. 2,7) AP Rounds (Armour Piercing)

This trait allows the cards weapons to become a blue weapon when shooting at a red card. No matter the cards weapons color, the weapon now deals maximum damage to red cards.

(T.I. 2,8) Flame Rounds

This will give any weapon the Flame Weapon Trait.

(T.I. 2,9) Tracer Rounds

This allows the Cards Weapons to Become a Green Weapon when applicable. No matter the cards weapons color, the weapon now deals maximum damage to blue cards.

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(T.I. 3,1)

Medium Armour

This trait reduces all incoming damage by 2.

(T.I. 3,1)

Heavy Armour

This trait reduces all incoming damage by 3.

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