

BATTLECARDS!

Free
Ability Index



Ability Index

(A.I. 1,1) Pop Smoke

If activated reduce incoming damage by 1 to this card. This ability does not affect adjacent cards. This ability can be used to stop damage before this card is attacked or to prevent damage after an attack. This ability can be used as a Reaction

(A.I. 1,2) Frag Out

This ability deals 1 damage to the Target card and 1 damage to the adjacent cards.

(A.I. 1,3) Medi/Repair Pack

This can add 4 health points to the card or its adjacent cards when they are wounded. It can not exceed the maximum health points, this ability is to increase health points once points have been reduced. This ability can be used as a Reaction

(A.I. 1,4) Target Destroy

This will destroy 1 enemy card but then you discard this card. This ability can NOT target the base nor support cards. If destroyed when used then give no points to your opponent; if killed by an enemy give points to them.

(A.I. 1,5) Laser Designator

This will deal 5 damage to any enemy card on the board, the base, or Support card. (If an opening is available).

(A.I. 1,6) Danger Close

This will destroy one enemy card of your choice. If the card is not across from this card, player must flip a token. If token lands on "player said" side, then your card across from enemys card is hit and loses half of its maximum health. If token lands on the other side, then your card is killed and opponent receives full points. If you chose the card directly across from your card, then no token is used.

(A.I. 1,7) Swarm Shield

This can stop half of the incoming damage on an adjacent card but this card is destroyed (enemy gets only half of this cards points) This ability can be used as a Reaction

(A.I. 1,8) Heavy Body Armour

This allows you to stop all damage to this card from 1 attack can only be used once per game. This ability can be used as a Reaction

(A.I. 1,9) Smart Mine

This ability allows you to place a mine in front of one of your cards. If an enemy attacks this card then the enemy card takes 5 damage no matter the enemy's position on the board. This damage can NOT be buffed, and will end at the end of current Combat Phase.



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(A.I. 2,1) Ammo Box

This ability gives an adjacent card 1 extra action for this round or gives the card with this ability an extra action the next round. This ability can stack twice.

(A.I. 2,2) Auto Loader

This ability lets the card lose an action on this turn, but next turn gain 2 actions. (can not be stacked twice)

(A.I. 2,3) Suppressing Fire

This can only affect 1 enemy card and reduces that card's damage by 2. This ability lasts until the end of the current Combat Phase.

(A.I. 2,4) Trophy System

This ability can be used once per game and stop all damage from a Blue weapon. This ability can be used as a Reaction

(A.I. 2,5) X-1 Stim

This allows an adjacent card to gain 1 health point. (permanent boost) This ability can be used once per game. A card may not be stimulated more than once. This ability can be used as a Reaction

(A.I. 2,6) Enemy Spotted

This gives an adjacent card the ability to inflict 1 more damage until the end of the current Combat Phase.

(A.I. 2,7) S.T.S.(Superior Trophy System)

This Can stop one attack from Blue weapon for this or an adjacent card. This can be used twice if this card is given another action per combat phase. This ability can be used as a Reaction

(A.I. 2,8) Flak Missile

This deals 4 damage to opponents blue card and 1 to their adjacent cards, unless the adjacent cards are blue then it deals 3 damage.

(A.I. 2,9) Sense of Smell

This ability will give an adjacent card a 5 card range.

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(A.I. 3,1) **Conscript Move!**

This ability give all Conscripts on the board the Fast Attack Ability.

(A.I. 3,2) **Fire Again!**

This gives 2 cards with the Expendable Trait 1 action.

(A.I. 3,3) **Fast Attack**

This ability allows you to move this card to a new card slot on the board. If this take the place of another card, then the cards switch positions. This ability can be used as a Reaction

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