

Team Conflict Cards

Win At All Costs

+4A

Take a Strike

All Out Effort

+3A/-1D

Calculated Risk

+3A

Take Extra Hit if Draw

Targeted Effort

+2A

1 Hit to enemy if Draw

Recover

+1D

-1 Strike or recover trait

Prepare

-1A/+2D

+1A Next Round

Total Defense

-1A/+3D

Observe

+1A/+1D

Scout one opposing roll next round before choosing actions

Take One For The Team (basic)

+3D

Personal Minor Concession. Keep this card.

Secondary Goal (basic)

+1A or +1D

Make a skill roll

Reckless Effort (basic)

+3A
Take a Hit.

Block (basic)

+2D

Progress (basic)

+2A

Advance Bonus

+1A

Advance Penalty

-1A

Defense Bonus

+1D

Versatile Bonus

+1

Bonus After The Roll

+1

Strike

1 Strike

Defense Penalty

-1D