

Against All Odds

Play at any time on a friendly Broken unit. This unit ignores the *Broken* keyword until the beginning of the next round. Other units still consider this unit to be *Broken*.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Bold Challenge

Play on a friendly unit at the start of the combat phase. Each enemy unit with a *Character* keyword engaged with this unit must either assign as many attack dice as they legally can to this unit or gain *Cowardly* until the end of the game.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Carpe Diem

Play immediately after the Press the Initiative roll: you may take the First Player Token or give it to your opponent.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Crushing Charge

Play on a friendly unit at the end of the Movement Phase, if the unit Advanced 6” or more and is now engaged. This unit gains the *Critical Hits* keyword until the end of the round.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Barge Through

Play on a friendly unit at the start of their Movement Activation. This unit may ignore friendly units during this activation, but may not end their movement activation overlapping a friendly unit.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Eager for Battle

Play on a friendly unit at the end of the Movement Phase, if the unit Advanced 6” or more and is now engaged. That unit immediately discards D3 Doom Tokens.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Eldritch Redirection

Play on a friendly unit when it is targeted by a spell and after Mercury tokens have been spent. Choose a unit (friendly or enemy) within 8” to be the target of the spell instead.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Familiar

Play on a friendly unit with the *Wizard* keyword before it casts a spell. It may measure range and line of sight from any in-play friendly unit for its next spell only.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Better Part of Valour

Play on a friendly unit at the start of their Movement Activation. This unit may disengage without being punished during this activation.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Hold!

Play at any time on a friendly unbroken unit. This unit increases its Courage by 2 until the end of this round.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Go Down Fighting

Play at any time on a friendly Broken unit. Every enemy unit in base-contact with this unit gains a Doom Token.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Hopelessness

Play on an enemy unit after it gains one or more Doom Tokens from panic: it gains an additional D3 Doom Tokens.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Healing Potion

Play at any time on a friendly unbroken unit. This unit immediately discards D3 Doom Tokens.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Decisive Move

Play on a friendly unbroken unit at the start of the Movement Phase. This unit may take their movement activation now, even if their controller doesn't have the First Player Token.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Heroic Last Stand

Play at any time on a unit that is Broken. This unit gains *Brutal* until the end of this round.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Vial of Mercury

Play at any time. Gain 2 Mercury Tokens.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Tattered Banner

Play when a friendly unit would suffer hits. Halve the number of hits suffered, rounding up.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Relentless

Play on a friendly unit after they gain one or more Doom tokens from a shooting attack. This unit may immediately advance 4”.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Enchanted Shield

Play when a friendly unit would suffer hits. Cancel one hit before Doom Tokens are placed.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Redeploy

Play at any time on a friendly unit: it gains *Swift* [+4] until the end of this round.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Famous Blade

Play at any time on a friendly unit. This unit gains the *Hero* [+2] keyword until the end of this round.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Take Heart

Play on a friendly unbroken unit that is engaged with a *Broken* enemy unit. The friendly unit may discard D6 Doom Tokens.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Moment of Glory

Play on a friendly unit at the start of the Combat Phase: it gains *Elite* until the end of this round.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.

Scroll Of Occult Knowledge

Play on a friendly unit with the *Wizard* keyword before it casts a spell. Its next casting may be of a single spell from any School of Magic.

Discard after use.

At any time, you may discard a Fortune Card to re-roll a single dice.