The Spider and the Mockingbird - Cards

You may remove 1 Activation Token from 1 friendly Combat Unit (it may activate again this Round).
If you did, place 1 Activation token on another friendly Combat Unit without an Activation token (it may not activate this Round).

1

Score 1 Victory Point.

2

Draw 1 Tactics card.
Restore 1 Wound to 1 friendly Unit.
Place 1 Condition token on 1 enemy Combat Unit.

3

Target 1 friendly unit.
It gains the Order: Resilience and Iron Resolve abilities until the end of the Round.

1

Target 1 friendly unit.
Remove all condition tokens from this unit and restore up to 2 wounds for each of its destroyed ranks.

2

Restore up to 5 Wounds to 1 friendly Unit.
Your opponent may then restore up to 2 Wounds to 1 of their friendly Units.

3

Search your Tactics Deck for 1 card and add it to your hand.
Shuffle your Tactics deck.
Place 1 Condition token on 1 enemy unit.

1

Target 1 friendly Combat Unit.
Remove all order tokens from it. It may use its Orders again this Round.

2

Draw 1 Tactics Card from each Player's Tactics deck.
When the card is played, it goes to its owner's discard pile.

3

Target 1 enemy Combat Unit.
It becomes Panicked and Vulnerable.
Draw 2 Random cards from Objectives 6-10.
Target 1 friendly Combat Unit and attach those cards to that unit until the end of the Round.

1

1 friendly Combat Unit may perform 1 Melee Attack Action using its lowest Attack die, and then perform a 3" Retreat Action.

2

1 friendly Combat Unit may perform a 6" Charge Action.
Instead of making an Attack, the Defender suffers 2 Hits +1 Hit for each rank in this unit.

3

Up to 2 friendly Combat Units may pivot and shift 3".

1

1 friendly Combat Unit may perform 1 March Action.

2

Target 1 friendly unit.
It gains the Swift Strike and Order: Swift Retreat abilities until the end of the Round.

3

Print at 100% - 41 x 46 mm - Sleeve size = Mini US (trim to height)