

Melithys - Resolutions

BlackOps Training

Once per mission, you may cancel 1 attack action from a non-boss enemy targeting you.

Devil's Contract

At the start of a mission, lose 1 and gain 1 temporary dominating token.

Moral Fibre

Once per mission, you may heal an adjacent ally for 1. The ally also gains 1 and 1.

Lost in the Abyss

At the start of a mission, you are dealt 1 and.

Basic Interact

+1

+1

Push an adjacent enemy 3 away from you.

+1

Basic Move

+2

+1

Heal yourself for 1.

Push an adjacent character 2 away from you.

Vibro Battle Axe

+1

-1

Adrenaline Rush

+1

Move an ally 2.

Leviathan Blade

+1

Gain 2.

Unstoppable Advance

Your next action this turn has "+1"

" +1"

Gain 1.

Your next action this turn has "+1"

Shrapnel Grenades

-1

Move an ally 2.

Memnon - Resolutions

Aggressive Hallucinations

When you draw a 2 and card, roll 1 (ignore and) and move [1] towards the nearest enemy.

Defensive Hallucinations

When you draw a 3 and card, roll 1 (ignore and) and move [1] away from the nearest enemy.

Aspect of the Guardian

After an ally places a card, you may move 1 towards them.

Optimized Circuits

After placing a card, gain 1.

Basic Interact

" +1"

+1

Gain 2.

An ally gains 2.

Basic Move

+2

+1

Gain 2.

An ally gains 2.

Rush

Deal 2 to an adjacent enemy.

+2

-1

Move an ally 2.

Hacking Device

+1

Gain 2.

K90 Rifle

-1

-1

CQ Nano-Blaster

+1 enemy

+1

Enhanced Power Core

Push an adjacent enemy 3 away from you.

Gain 2.