

Xalia top 4 and Jastin bottom 4 - upgrade action cards

1 Tethyan Dagger



0

Deal 1 to an enemy within 3 .

You may then spend 1 to move as many as the of your attack (1-3).

Weapon (ancient)

2 Nacre Vambraces



3

When you lose a put 1 token on this card (limit: 4).

When this leaves your track, gain either 1 or 1 or 1 per token on this card (can be mixed).

Gear

2 The Attack of a Ronin



1

Move [3] . If you end your action adjacent to an enemy, gain 2 or -1 to the next weapon you play this turn.

If you are the only player adjacent to this enemy, move an ally 2 .

Ability

3 The Mind of a Ronin



2

Heal yourself for 1 .

✗ You cannot gain (including this card), but all cards you draw are -2 .

When this leaves your track, gain 1 and remove this card for the rest of the mission.

Ability (once per mission)

2 LP-s Plasma Blaster



1

Deal [2] to an enemy within 2 . You may spend 2 to gain +1 and +1 .

If you have 1 or more cards on your track, this costs -2 .

Weapon

2 Adrenaline Surge



2

Right before your free rest action, gain 1 and 1 .

When this leaves your track, deal 4 to an adjacent enemy.

Ability

3 ABESC Upgraded Armor



0

Gain 2 and place 2 tokens here. ✗ These tokens act as regular and are used before your own .

When this leaves your track, gain 2 and 2 . Tokens are not saved.

Gear

4 Point Defense Drone



3

Enemies who attack you from within 4 will be dealt 1 before their attack (cancel their attack, if they are eliminated).

When this leaves your track, gain +1 or "+2" to your next action this turn.

Gear