

Buckler

[Shield] [Light]



-~~1~~/1 - /2

You can wield weapons in you off-hand along with the Buckler. Loose the block bonus in phases you attack with the off-hand weapon



0~~1~~/2 /0

Ignore 2 Armor

2

5+

You may attack an enemy in range who is adjacent to your target

Great Sword

[Melee] [Heavy] [Slash]



0~~1~~/2 /0

Ignore 2 Armor

2

5+

You may attack an enemy in range who is adjacent to your target

Longsword

[Melee] [Medium] [Slash]



3~~1~~/1 /0

You may reduce your Critical by any amount for this attack in order to gain the same amount in Accuracy or Damage

1

6+

Deal +X

Short Sword

[Melee] [Light] [Pierce]



3~~1~~/1 /0

Gain +1 when wielded as an off-hand weapon or in combination with a shield

1

5+

Give the enemy a Bleed token

Short Sword

[Melee] [Light] [Pierce]



3~~1~~/1 /0

Gain +1 when wielded as an off-hand weapon or in combination with a shield

1

5+

Give the enemy a Bleed token

Buckler

[Shield] [Light]



-~~1~~/1 - /2

You can wield weapons in you off-hand along with the Buckler. Loose the block bonus in phases you attack with the off-hand weapon

Heavy Shield

[Shield] [Melee] [Heavy] [Impact]



-1~~1~~/1 /3

You can block [Ranged] attacks. Increase Block by 1 if you have [Pierce]

1

6+

Push (X) enemy

Dagger

[Melee] [Light][Pierce]



2~~1~~/0 /0

Gain [Range] and +3 Range. Exhaust weapon. You may do an Interact 1 action to recover

2

5+

Give the enemy a Bleed token

Dagger

[Melee] [Light][Pierce]



2~~1~~/0 /0

Gain [Range] and +3 Range. Exhaust weapon. You may do an Interact 1 action to recover

2

5+

Give the enemy a Bleed token



Bastart Sword

[Melee] [Medium] [Slash]



2~~XX~~/2  /0 

If your off-hand is free, you may treat this weapon as both [Medium] and [Heavy]

1

You may attack an enemy in range who is adjacent to your target

5+

Light Shield

[Shield] [Melee] [Medium] [Impact]



2~~XX~~/0  /2 

You can block [Ranged] attacks

1



If you have not used your main weapon this phase, immediately attack the target with your main weapon at +1~~XX~~

6+

Lantern Shield

[Shield] [Melee] [Light] [Pierce]



1~~XX~~/-1  /1 

Gain +1 Accuracy to your next melee attack against an enemy whose attack you blocked this turn

1



Give the enemy a Bleed token

6+

Lantern Shield

[Shield] [Melee] [Light] [Pierce]



1~~XX~~/-1  /1 

Gain +1 Accuracy to your next melee attack against an enemy whose attack you blocked this turn

1

Give the enemy a Bleed token

6+

