

BALMUNG



5

5 4 5



!!

Heal yourself of 1.

2

Dark Blade



1-2



After the Resolution step of this Attack, inflict 1 to yourself and inflict 1 to your Target.

» If you have at least 2 during the Declaration step of this Action, you can switch any blue cube to orange cube.

1

Dark Berserker



0-3

→ Inflict 2 to an Ally within Range 0-3. Until the end of the Round, you may add blue cube to your Rolls.



Vengeance

When any Ally other than yourself goes to the Infirmary, you may impose the ~~Hidden~~ Hidden State and +2 State to yourself if you are in the HexaDome.

BALMUNG

© 2021 Corvus Belli SL

NERVOSA



3

6 3 5



!!

Place yourself on a Free Space within Range ●1-3.

3

Impious Fire



2-5

!!

Impose the 🔥 *Burning State* to your Target.

2

Nightmare



1-5

If your Target is 🔥 *Burning*, add 🟡 to your Roll.

!

Flip one 🔥 *Burning State* token on your Target.

→ Place yourself Adjacent to your Target.



Soul Reaper

Ignore the Effects of Smoke. You can target any 🎭 *Hidden Character*.

You may target any Character or Obstacle affected by the 🔥 *Burning State* even with no Line of Sight.

NERVOSA


© 2021 Corvus Belli SL

PURGATORY



During the Actions Step of **Balmung's** Activation.

Gain 2 Action Points.

You may heal yourself of any .

At the end of your States Step, place yourself in the Infirmary. Your opponent **cannot** earn a Frag token due to this Effect.


Remove this Tactic from the game.

BALMUNG

CURSED BLOOD



At the beginning of the Actions Step of **Balmung's** Activation.

Select an Enemy within Range
●1-3. Inflict the same amount of  as you have to the selected Enemy.

BALMUNG

"DARE WITH ME!"



When an Ally is sent to the Infirmary, except **Balmung**.

Place Allied Balmung on the space that your Ally occupied, even if he is in the Bench.

BALMUNG

PUNISHMENT



During the Declaration of an Ally's Attack.



Until the end of the Resolution step of this Attack, your Target **cannot** activate Switches, apply the Effects of their Automatic Skills, nor play any Tactic.

BALMUNG

BE WITNESSES



During the Actions Step of **Nervosa**'s Activation.

Select an Adjacent Enemy Character and roll  . If you get at least one ★ the selected Character is sent to the Infirmary.
Place yourself in the Infirmary.

NERVOSA

NOW I SEE YOU



During the Actions Step of **Nervosa's** Activation.

Impose the 🔥 *Burning* State to a
Target within Range 1-3.

You may *Place* yourself
Adjacent to them.

NERVOSA

PROTECTIVE FLAME



When an Enemy declares an Attack against **Nervosa**.

Your Defense for this Attack is:
and you can activate this Switch:



Impose the Burning State to your Target.

NERVOSA

WILL-O'-THE-WISP



During the Actions Step of **Nervosa's** Activation.

Remove any amount of 🔥 *Burning* State tokens from any number of Characters within Range 🔴0-6.

For each removed 🔥 *Burning* State token you may *Displace* yourself once.

NERVOSA





PRINCEIA



6



PRINCEIA