Battle Books Checklist

Marvel Battle Books missing

Spider-Man

Thing

Colossus

Storm

Vampirella

Witchblade

Darkchylde

Deadpool

Fairchild

Shi (Judgment Night)

Wolverine (Judgment Night)

Daredevil

Dr. Doom

Sabretooth

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- Fantasy Cards

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| CARD# | NAME | COST | LEVEL | Original Red Magic Spell Effect |
| 1 | Double Vision | 4 | Major | For the next 3 turns, if opponent scores on caster, flip a coin:  Heads you Score, Tails you Miss. |
|   |   | 7 | Great | For the entire game, if opponent scores on caster, flip a coin:  Heads you Score, Tails you Miss. |
| 2 | Sleep | 1 per current BP | Major | One opponent has been put to sleep for the rest of the game.  (Does not affect Undead) |
|   |   | 1 per total current BP | Great | Two of more opponent's have been put to sleep for the rest of the game.  (Does not affect Undead) |
| 3 | Fireball | 1-3 | Minor | Opponent takes 1-3 damage & does only Jump or Shield Block next turn.  (Double to Trolls, zero to Fire breathers) |
|   |   | 4-10 | Major | Opponent takes 4-10 damage & does only Jump or Shield Block next turn.  (Double to Trolls, zero to Fire breathers) |
|   |   | 11-20 | Great | Opponent takes 11-20 damage & does only Jump or Shield Block next turn.  (Double to Trolls, zero to Fire breathers) |
| 4 | Stun | 3 | Minor | Opponent do no Orange or Yellow for the next 3 turns, Do only Brown at Extended Range. |
|   |   | 7 | Major | Opponent does no Orange or Yellow until the game ends, Do only Brown at Extended Range. |
| 5 | Panic | 4 | Major | Opponent does only Green or Yellow until at Extended Range. |
| 6 | Dazzle | 2 | Minor | Opponent do only Green, Yellow or Brown & subtract 2 from any Score for the next 2 turns. |
| 7 | Fumble | 3 | Major | Score 1, Opponent does only Kick, Yellow or Green (except Wild Swing), until weapon has been retrieved.  Do only Brown at Extended Range. |
| 8 | Shape Change Self | 1 per 2 BP(round up)of new character | Great | Caster changes his character for the rest of the game.  Caster keeps original Body Points & Damage.  Give opponent new character's book.  "No restrictions next turn." |
| 9 | Block Magic | 2 | Minor | For the next 3 turns, opponents spells are reduced by 1 level.  If new lower level doesn't exist spell is canceled. |
|   |   | 4 | Major | For the next 3 turns, opponents spells are reduced by 2 level.  If new lower level doesn't exist spell is canceled. |
|   |   | 7 | Great | For the next 3 turns, opponents spells are canceled. |
| 10 | Levitate | 5 | Major | Score 2, Opponent misses next 3 turns & falls to page 1.  Caster & Allies go to page 41. |
|   |   | 7 | Great | Score 5, Opponent misses next 3 turns & falls to page 1.  Caster & Allies go to page 41. |
| 11 | Shrink | 5 | Major | Opponent's Height is reduced by 1 for the rest of the game, unless presently height 1. |
| 12 | Hypnotize | 1 | Minor | Opponent may only do the color caster chooses.  (Except Green or Yellow.) |
|   |   | 3 | Major | Opponent may only do the color caster chooses.  (Treat Green & Yellow as one color.) |
|   |   | 5 | Great | Opponent may only do the color caster chooses. |
| 13 | Vampire Fly | 5 | Major | Starting this turn opponent takes 1 damage each turn until doing a successful Duck or Extended Range Dodge. |
| 14 | Reverse Spell | 2 | Minor | Opponent suffers effects of any spell opponent casts this turn. |
| 15 | Block Weapons | 2 | Minor | Opponent's reduces all weapon's score by 1 until end of game. |
|   |   | 5 | Major | Opponent's reduces all weapon's score by 3 until end of game. |
|   |   | 9 | Great | Opponent's reduces all weapon's score by 7 until end of game. |
| 16 | Extra Strength | 3 | Minor | Caster gets +2 to all damage modifiers next turn. |
|   |   | 6 | Major | Caster gets +2 to all damage modifiers for the next 3 turns. |
|   |   | 12 | Great | Caster gets +2 to all damage modifiers for the rest of the game. |
| 17 | Grow | 4 | Major | Caster's height is increased by 1 for the next 3 turns. |
|   |   | 8 | Great | Caster's height is increased by 1 for the rest of the game. |
| 18 | Slow | 3 | Minor | Opponent does no Fake or Yellow (extended range, no Dodge or Sideswing) for the next 2 turns. |
|   |   | 5 | Major | Opponent does no Fake or Yellow (extended range, no Dodge or Sideswing) for the next 3 turns. |
| 19 | Blur | 3 | Minor | Opponent subtracts 2 from all damage modifiers for the next 2 turns. |
|   |   | 5 | Major | Opponent subtracts 2 from all damage modifiers for the next 4 turns. |
| 20 | Hand of Belo | 3 | Minor | Opponent takes 1 damage & do only Green, Jump Away, Block & Close or Jump Back next turn. |
|   |   | 5 | Major | Opponent takes 3 damage & do only Green, Jump Away, Block & Close or Jump Back next turn. |
|   |   | 7 | Great | Opponent takes 5 damage & do only Green, Jump Away, Block & Close or Jump Back next turn. |
| 21 | Lasso | 2 | Minor | Opponent does no Red, Orange or Brown for the next 2 turns. |
|   |   | 4 | Major | Opponent does no Red, Orange or Brown for the next 5 turns. |
| 22 | Retrieve Weapon | 4 | Minor | Caster may pick up any one-handed weapon but can only use a sword.  Caster may hold only one weapon in addition to his own.  Caster may throw weapon out of combat range at any time by doing a successful Jump.  |
| 23 | Sunburst | 2 | Minor | Opponent do only Jumps next turn & subtracts 2 from Red & Orange scores next turns. |
|   |   | 4 | Major | Opponent do only Jumps next turn & subtracts 2 from Red & Orange scores for the next 3 turns. |
|   |   | 6 | Great | Opponent do only Jumps next turn & subtracts 2 from Red & Orange scores for the next 5 turns. |
| 24 | Weak Knees | 1 | Minor | Opponent does no Dodge, Jump Up, Kick or Charge next turn. |
|   |   | 3 | Major | Opponent does no Dodge, Jump Up, Kick or Charge for the next 3 turns. |
|   |   | 5 | Great | Opponent does no Dodge, Jump Up, Kick or Charge for the next 5 turns. |
| 25 | Crushing Walls | 8 | Major | Opponent do no Side Swings or Dodge & take 1 damage each turn until you successfully Jump Back or Jump Away. |
| 26 | Lightning Bolt | 1-3 | Minor | Opponent takes 1-3 damage (double if wearing chain or plate mail) & do only Jumps next turn. |
|   |   | 4-6 | Major | Opponent takes 4-6 damage (double if wearing chain or plate mail) & do only Jumps next turn. |
|   |   | 7+ | Great | Opponent takes 7+ damage (double if wearing chain or plate mail) & do only Jumps next turn. |
| 27 | Insanity | 4 | Major | Opponent do no Shield Blocks, Protected Attacks, Jumps, Black or White (Hill Troll do only Rage) for the next 3 Turns. |
|   |   | 6 | Great | Opponent do no Shield Blocks, Protected Attacks, Jumps, Black or White (Hill Troll do only Rage) for the next 5 Turns. |
| 28 | Strength | 2 | Minor | Caster adds +1 to all modifiers next turn. |
|   |   | 4 | Major | Caster adds +1 to all modifiers for the next 3 turns. |
|   |   | 8 | Great | Caster adds +1 to all modifiers for the rest of the game. |
| 29 | Trip | 2 | Minor | Opponent do only Jumps next turn. |
|   |   | 5 | Major | Opponent takes 1 damage & do only Jumps for the next 3 turns. |
| 30 | Teleport | 3 | Minor | Either (1) Opponent do only Yellow & caster no restrictions next turn, or (2) Opponent do only Brown & caster do only Extended Range next turn.  (Caster's choice) |
| 31 | Magic Clone | 5 points for a3 BP clone | Major | Opponent must combat a clone of the caster before attacking caster again.  Clone has no magic.  Caster do no spells or combat untill clone is reduced to zero or less body points.  After clone is defeated start combat again on p.57.  If caster is attacked by another character while this spell is in effect, the clone disappears. |
|   |   |  2 points +1 perBP of clone | Great | Opponent must combat a clone of the caster before attacking caster again.  Clone has no magic.  Caster do no spells or combat untill clone is reduced to zero or less body points.  After clone is defeated start combat again on p.57.  If caster is attacked by another character while this spell is in effect, the clone disappears. |
| 32 | Protection fromWeapons | 4 | Minor | Opponent's reduces all weapon's score by 1 until end of game. |
|   |   | 8 | Major | Opponent's reduces all weapon's score by 3 until end of game. |
|   |   | 12 | Great | Opponent's reduces all weapon's score by 7 until end of game. |

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| # | Name | Cost | Level | Gimmick Effect |
|   | Blinding Powder | 3 |   | Either (1) Escape, (2) Both players go to page 57, or (3) Ninja will go to page 21 & opponent will go to page 23.  Follow the restrictions on your new ending page. |
|   | Caltrops | 6 |   | Opponent takes 1 damage each turn until successful Dodge or Jump Away. If Opponent is knocked down before then, opponent takes 4 damage. Opponent takes no damage if not on the ground (i.e. flying). |
|   | Itching Powder | 6 |   | Opponent reduces all scores by 1 for rest of battle, starting after next two turns. |
|   | Kusari - Fundo | 5 |   | Opponent does only Jumps for next three turns. |
|   | Poison Blade | 7 |   | If on score page of zero or more, opponent takes 1 damage each turn for rest of battle. |
|   | Shuriken | 4 |   | If Ninja is on a score page of zero or more, Ninja will go to page 19 and add +3 to score. |
|   | Sleeping Powder | 9 |   | If on a score page of zero or more, opponent will roll a die after each turn until the game is over.  On a roll of a 1, opponent has fallen asleep at the end of the next turn. Falling asleep ends the game. |
|   | Smoke Bomb | 3 |   | Escape or both players go to page 57. |

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| Card# | Name | Cost | Level | Rune Sword Card Effect |
|   | Elven Gauntlet | 2magicper use |   | Wearer may Dislodge opponents weapon when opponent is seen on a Parry page.  Wearer must spend magic points with each use. |
|   | Enchanted SwordSelenbrand |   |   | Cannot be Dislodged.  "Weapon Dislodged" results are now "No restrictions next turn."  Can be Dislodged by Magic Spells & Items at twice the normal magic expenditure. |
|   | Ironwood Shield |   |   | Add +1 to Shield Blocks & ignore "Shield Smashed" results.(Except those caused by magic). |
|   | Medallion of Ten'garel | 1magicper use |   | Add +2 Magic Resistance. Wearer must spend magic points with each use. |
|   | Runesword Sjonbrand |   |   | User can do special Runesword maneuvers but can NOT do a Fake immediately after special maneuver. Other Users:  Add +1 to Red & Orange but do no fakes. |
|   | Silver Wand |   |   | Reduce spell cost by 2 & flying creatures take double damage.  Holders restrictions:  Use only one-handed weapons & do no Protected Attacks. |
|   | Stones of Amber |   |   | Add +3 Fire & Magic Resistance.  Holder restrictions:  Use only one-handed weapons & do no Orange or Protected Attacks. |

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| Card# | Name | Cost | Level | Red Magic Rune Sword Card Effect |
| 33 | Blinding Flash | 2 | Minor | Opponent do only Green Yellow or Brown next turn & subtract 3 from all modifiers for the next 3 turns. |
| 34 | Wall of Flame | 2-3 | Minor | Score 2-3 damage (double if opponent is Reptile or Dragon) & opponent do only Jumps or Brown next turn. |
|   |   | 4-8 | Major | Score 4-8 damage (double if opponent is Reptile or Dragon) & opponent do only Jumps or Brown next turn. |
|   |   | 9+ | Great | Score 9+ damage (double if opponent is Reptile or Dragon) & opponent do only Jumps or Brown next turn. |
| 35 | Enlarge | 7 | Major | Increase opponents Height by 1  for 30 min. or until the end of the battle. |
|   |   | 12 | Great | Increase opponents Height by 2  for 60 min. or until the end of the battle. |
| 36 | Magic Blast | 3 | Minor | Caster turn to page 41 and Score 3 points of damage. |
|   |   | 6 | Major | Caster turn to page 41 and Score 7 points of damage. |
|   |   | 9 | Great | Caster turn to page 41 and Score 12 points of damage. |

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| Card# | Name | Cost | Level | Yellow Magic Rune Sword Card Effect |
| 1 | Entangle | 4 | Minor | Score 2 damage when cast.  Tell opponent: "Do only Jumps or Brown until spell ends."(Flip a coin once at the end of each turn until results are heads then read new restrictions from book.) |
| 2 | Summon SmallCreatures | 2 | Minor | Opponent cause 1/2 damage (round fractions down) for the next 3 turns. |
|   |   | 5 | Major | Opponent cause 1/2 damage (round fractions down) for the next 7 turns. |
| 3 | Burst of Speed | 3 | Minor | Add +1 to the casters "Attack" category for the next 4 turns. |
|   |   | 6 | Major | Add +1 to the casters "Attack" category for the next 30 min. or the end of the battle. |

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| Card# | Name | Cost | Level | Tactic Rune Sword Card Effect |
| 1 | Heroic Surge | 2 |   | Restricted to only Green or Yellow, may do Orange also & add +2 if you score. |
| 2 | Blind Swing | 2 |   | Restricted to only Yellow, may do any Side Swing & add +1 if you score. |
| 3 | Heidlin's Step | 1 |   | Restricted from doing Red, now you may do Red also. |
| 4 | Side Step | 1 |   | Done a successful Dodge turn to page 21 & opponent turn to page 23. |
| 5 | Tallen's Block | 1 |   | Taking damage from opponents weapon, tell opponent to ignore Score page & turn to any parry page.  Tell opponent: "Do no Orange next turn." |
| 6 | Robert's Smash | 2 |   | Done a Successful Red or Orange maneuver without being scored on, goto to page 7 "Dazed" instead. |
| 7 | Niko's Attack | 1 |   | See opponent on page 13, Read him restrictions from page 41 but Score damage from page 13. |
| 8 | Valtan Pounce | 2 |   | Done a successful Jump Up last turn & Scoring this turn, show this card now & double the damage after adding all other modifiers. |
| 9 |   |   |   |   |
| 10 |   |   |   |   |
| 11 |   |   |   |   |
| 12 |   |   |   |   |
| 13 | Trollish Rage | 2 |   | If your a Troll or Goblin & have been reduced to 1/2 or less body points, or have been Dazed, Score double damage for the next 3 turns & ignore restrictions.  Opponent double all modifiers. |
| 14 | Troll War Cry | 1 |   | If your a Troll & successfully Jump Up or Charged, all opponents reduce all scores by 3 for the next 3 turns. |
| 15 | Sweeping Kick | 2 |   | Done a successful Kick maneuver, read opponent score from page 41 & restrictions from page 27. |
| 16 | Dodge & Swing | 2 |   | Can do a Dodge next turn, Tell opponent your maneuver was 8 but you look up page 28.  I someone ends at Extended Range they are now at Close Range & has no restrictions next turn. |
| 17 | Heroic Swing | 1 |   | You scored on your opponent this turn with a Wild Swing or Orange without being scored on, opponent do only Brown & you do only Extended Range. |

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| Card # | Name | Cost | Red Magic Spell Card Effects |
| 52 | Khalyde's Surge | 4 | Restore +4 body, add +3 to any attack next turn. |
| 53 | Aeraqitaq | 3 | Opponent takes 2 damage now and each turn until opponent reaches extended range. |
| 54 | Tang of Thang | 5 | Opponent takes 1 damage each time opponent is seen parrying. |
| 59 | Dalclion's Touch | 3 | Opponent does no Orange or yellow for next 3 turns. |
| 65 | Muscida Buzz | 3 | Opponent takes 1 damage point now and each turn until opponent does a successful Dodge. |
| 67 | Denizen's Shield | 3 | Caster reduces by 1 all opponent's Scores against castor for the rest of match. |
| 71 | Frendli Fiori | 6 | Opponent takes 7 damage (14 if Troll), does only Jumps, Shield Blocks, or Brown next turn. |
| 72 | Khalyde's Kick | 4 | Opponent takes 3 damage (6 if undead), and does only Green next turn. |
| 81 | Khalyde's Poke | 4 | Opponent takes 2 damage and does only Red for next 3 turns. |
| 91 | Zepee's Jump | 3 | Caster adds +2 to all Extended Range modifiers & opponent does only Brown next turn. |
|  92 | Zepee's Rebound | 3 | Opponent takes damage equal to the greatest modifier in opponent's character sheet & does only Jumps next turn.  (At Extended Range do only Brown.) |
|  93 | Firebrand |  3 | Casters damage modifier will be doubled next time caster scores on opponent. |
|  94 | Zodlik's Curse |  3 | Opponent takes 1 point of damage when doing Orange maneuvers for the rest of the match. |
|  95 | Sandon's Grip |  4 | Caster adds +2 to all modifiers for the next 3 turns. |
|  96 | Vesig's Bolt |  5 | Opponents shield has been magically broken.  Opponent takes 1 point of damage & do no Blocks or Protected attacks for the rest of the battle. |
|  97 | Lightning Bolt |  4 | Opponent takes 5 points of damage (8 if wearing metal armor) & do only Jumps next turn.  (At Extended Range do only Brown.) |
|  98 | Magic Drain |  4 |   |
|  99 | Teleport |  3 |   |
|  206 | Nearsighted |  3 | Do only Brown at Extended Range for the rest of the match. |
|  212 | Randomizer |  4 | Opponent's spell cards are shuffled & cast unseen when doing magic. |

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| Card # | Name | Cost | Yellow Magic Spell Card Effects |
| 121 | Sunbeam | 3 | For next 3 turns, Opponent's Red and Orange modifiers are reduced by 2. |
| 122 | Molin's Surge | 5 | Caster restores 6 damage and adds 2 to his damage modifiers next turn. |
| 123 | Shoulder Spasms | 4 | Opponent reduces Orange modifiers by 3 until they do 2 Orange moves. |
| 124 | Fog of Anora | 4 | Opponent's positive damage modifiers are reduced to zero for the next 3 turns. |
| 125 | Sphere of Aigue | 4 | Opponent's Red and Orange modifiers are reduced by 1 for rest of the match. |
| 126 | Leg Spasms | 4 | Opponent reduces Orange and Blue modifiers by 2 until they do 2 successive Jumps. |
| 127 | Butterfingers | 4 | Caster goes to page 27 to complete turn. |
| 128 | Weak Knees | 2 | Opponent does no Dodge, Jump Up, or Charge for the next 3 turns. |
| 129 | Dalclion's Blur | 2 | Opponent reduces all their modifiers by 2 for next 3 turns. |
| 131 | Glenna's Healing | 2 | Caster restores 5 Body points. |
| 132 | Valki's Vermin | 4 | Opponent does 1/2 damage (round down) and may use no magic or tactic cards for next 3 turns. |
| 133 | Valki's Surge | 2 | Restore 3 body, add 1 to score next turn. |
| 134 | Glenna's Touch | 1 | Restore 2 body. |
| 135 | Magic Egg | 7 | Opponent reduces all weapon Scores by 2 for rest of the match. |
| 136 | Valki's Dance | 3 | Opponent's weapon is out of reach until they do 2 successive jumps. |
| 137 | Fire Swamp | 6 | Opponent takes 1 damage when doing Blue for rest of the match. |
| 138 | Brambles | 2 | Opponent does no Blue or Dodge until successful Jump Up. |
| 139 | Druid's Helm | 3 | Caster reduces all head wounds (page 7 Scores) by 2 for rest of the match. |
| 319 | Celestial Shield | 3 | Opponent subtract 2 from all your Red & Orange damage modifiers for the next 3 turns. |
| 320 |   | 5 | The next time you end on a Score page, I will take no damage. |
| 321 | Rage of Angels | 7 | Caster will add +3 to all damage modifiers until caster ends its turn on a Score page. |
| 322 | Angelic Smile | 3 | Opponent does no maneuvers with a damage modifier greater than 0 for the next 3 turns. |
| 323 | Avenger | 5 | Casters damage modifier next time the caster scores will be equal to the damage most recently scored on the caster successfully by the opponent. |
| 324 | Guardian Spirit | 3 | Opponent reduces all damage modifiers by 1 until opponent reaches Extended Range. |
| 327 | Fog of Bonechor | 6 | Opponent may not score on caster from Extended Range for the rest of the game. |

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| Card # | Name | Cost | Purple Magic Spell Card Effects |
| 101 | Zodlik's Fist | 5 | Opponent takes 6 damage and does only Jumps or Brown next turn. |
| 102 | Othere's Jar | 4 | Caster turns to page 7 to complete turn. |
| 103 | Phantom Owl | 5 | For the next 3 turns, Opponent takes 2 damage doing Blue, Green, or Brown maneuver. |
| 104 | Ghostly Rider | 5 | Caster turns to page 31 and doubles the Score; Opponent does only Jumps next turn. |
| 105 | Zathra's Drain | 3 | For the next 3 turns, opponent reduces all damage modifiers by 1 and does no Orange. |
| 106 | Starburst | 3 | For the next 2 turns, Opponent does only Green, Yellow, Fakes, or Brown. |
| 107 | Wave of Fire | 4 | Opponent takes 1 damage per turn, or 2 per turn if doing Blue, Duck or Retrieve until doing a successfully dodge. |
| 108 | Mola's Airs | 4 | Opponent does no Fakes, Dodges, or Magic for the next 3 turns. |
| 109 | Peil's Panic | 3 | Opponent does only Green or Yellow until at Extended Range. |
| 111 | Peil's Paranoia | 4 | Opponent does only Blocks, Shielded Attacks, Jumps or Brown for the next 3 turns. |
|  112 | Vesig's Vise | 4 | Opponent takes 1 point of damage & does no Dodges or Side Swings until successful jump. |
|  113 | The Flood |  3 | Opponent does no Duck, Blue, or Retrieve for the next 3 turns. |
|  114 | Pharoah's Serpent |  8 | Opponent takes 1 poison damage per turn for rest of the match and drops weapon. |
|  115 | Arachnos |  3 | Opponent does only Orange, Yellow, Black, or Dodge for the next 2 turns. |
|  116 | Wall of Flame |  3 | Opponent does no Orange, Yellow, Charge, or Dodge for the next 2 turns. |
|  117 | Candle Flesh |  4 | Opponent does no Red or Orange until at Extended Range. |
|  118 | Aelfric's Ale |  2 | Opponent does same color they just did for the next 3 turns. |
|  119 | Aelfric's Steak |  2 | Caster adds 1 to each Score for the next 3 turns. |
|  228 | Creature attack |  3 | Opponent takes 1 damage, if not doing Red, for rest of battle. |
|  229 | Dark Flame |  4 | Opponent reduces all modifiers by 1 until they spend 2 turns at Extended Range. |
| 230 | Spell of Despair | 3 | Opponent does no Orange and reduces Red modifiers by 2 until at Extended Range. |
| 231 | Banshee Scream | 3 | Opponent takes 2 damage and does only Green or Yellow next turn. |
| 232 | Crawlers | 3 | Opponent does only Blue or Yellow until being scored on. |
| 233 | Doppelgangers | 4 | Caster adds +1 to all modifiers for rest of the match. |
| 234 | Weaken Weapon | 5 | Opponent does no moves of the same color two turns in a row for rest of the match. |
| 235 | Fierce Visage | 7 | Caster adds +2 to all modifiers until positive damaged is scored on caster. |
| 236 | Burning Mist | 4 | Opponent uses no Tactics cards for rest of the match. |

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| Card # | Name | Cost | Green Magic Spell Card Effects |
| 41 | Dangling Vines | 2 |   |
| 42 | Bull Briars | 2 |   |
| 43 | Bone Mender | 5 |   |
| 44 | Dry Rot | 3 |   |
| 45 | Rainbow | 3 |   |
| 46 | Hail Storm | 7 |   |
| 47 | Mighty Acorn | 6 |   |
| 48 | Whirling Leaves | 5 |   |
| 49 | The Rattling Bog | 2 |   |
| 191 | Summer Sun | 4 |   |
| 192 | Poison Thorn | 5 |   |
| 193 | Daffodil | 4 |   |
| 194 | Warp Wood | 4 |   |
| 195 | Nip of Life | 7 |   |
| 196 | Dry Moss | 1 |   |
| 197 | Butter Squash | 3 |   |
| 198 | Dead Wood | 5 |   |
| 199 | Stump the Stars | 2 |   |

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| Card # | Name | Cost | Luck Card Effects |
| 10 | Misstep | 2 | Opponent doing Orange, see opponent on page 41. |
| 20 | Tumbling Leaf | 3 |   |
| 30 | Bad Grip | 2 |   |
| 40 | Funnybone | 2 |   |
| 50 | Lunge | 3 | Opponent being scored on, add +2 to damage scored. |
| 55 | Distraction | 6 | On a score page, double my Score. |
| 56 | Thorn in Side | 2 | On page 23, tell opponent: "Do no Orange or Yellow for the next 3 turns." |
| 60 | Retrieve | 3 | No weapon on page 1, retrieve my weapon. |
| 61 | Dull Blade | 3 | Being scored on, ignore damage taken by an edged weapon this turn. |
| 62 | Weak Link | 4 | On a score page, add +3 to my score. |
|  68 | Achilles' Heel | 4 | On page 13 or 47, add +4 to my score. |
|  76 | Wrist Lock |  2 | Being scored on, opponent scores but drops weapon.  Weapon must be retrieved. |
|  77 | Weak Spot |  2 | On a score page, add +1 to my score. |
|  78 | Grain of Sand |  4 | Being scored on, reduce damage taken by 3 points. |
|  90 | Bullseye |  4 |   |
|  170 | Breezy Day |  3 | Being scored on, ignore damage modifiers or bonuses on this attack. |
|  180 | Deep Cut |  4 | Opponent taking Leg Wound, Do only Jumps when Off Balance for the rest of the game. |
|  190 | Deja Vu |  4 | Being scored on, ignore results & replay turn. |
|  205 | Hand Slap |  3 | On page 45, add +4 to your damage modifier. |
|  219 | Banana Peel |  2 |   |
| 220 | Dumb Luck | 3 |   |
| 221 | Twinkle Stars | 6 |   |

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| Card # | Name | Cost | Tactic Card Effects |
| 82 | Sleeping Powder | 9 | After a successful Jump Away, tell opponent: "At the end of this turn and each succeeding turn, flip a coin. If tails, you have fallen asleep & the game is over."  (Effects opponents whose current body points are 30 or less.) |
| 83 | Itching Powder | 6 | After a successful Jump Up, tell opponent: "Subtract 1 from all scores for the rest of the game." |
| 84 | Caltrops | 6 | After a successful Duck, tell opponent: "Take 1 point of damage each turn until you do a Dodge or Jump Away without being scored on." |
| 85 | Smoke Bomb | 3 | After a successful Dodge, tell opponent either: "I am escaping." or "Turn to page 23, & do only Yellow next turn." |
| 86 | Kusari - Fundo | 5 | After a successful Duck, tell opponent: "Do only Jumps for the next 3 turns." |
| 87 | Poison Blade | 7 | If scoring damage of zero or more with an edged weapon, tell opponent: "Take 1 point of poison damage each turn for rest of the game. |
| 88 | Shuriken | 4 | After a successful Dodge, turn to page 53, read your opponent the restrictions there, & score the damage shown.  (No modifiers) |
| 89 | Blinding Powder | 3 | After a successful Jump Up, tell opponent either: "I am escaping." or "Turn to page 23, & do only Yellow for the next 3 turns." |
| 181 | Blind Swing | 3 | If your on page 23, you may do a Side Swing also.  Reveal card after announcing your move. |
| 182 | Sideslip | 2 | Tell opponent: "If you see me Duck, go to page 23 instead." |
| 183 | Heroic Swing | 2 | You may ignore "Struck Off Balance" restrictions & do an Orange attack at -1 if you score. |
| 184 | Dodge & Swing | 3 | After a successful Dodge, Score 2 points of damage on your opponent. |
| 185 | Surprise Attack | 2 | If restricted from Red maneuvers, I may do a Red attack and subtract 2 if I score. |
| 186 | Brandt's Disarm | 2 | If on page 21, play this card & go to page 27 instead. |
| 187 | Booga's Taunt | 4 | After a successful Dodge, tell opponent: "Do only Orange next turn." |
| 188 | Back Stab | 3 | If on page 21, Add +2 to your modifier. |
| 189 | Parry & Trip | 3 | If on a parry page, go to page 41 & read the restrictions (p.41 must be "Knocked Down"). |
| 222 | Leap Frog | 4 | After a successful Jump, Score 3 points of damage on your opponent. |
| 223 | Jack's Punch | 1 | If restricted from doing weapon attacks, you may do a Round House Punch using Swing High (p.10) & subtracting 2 if you score. |
| 224 | Leaping Charge | 3 | Tell opponent: "If you see me Charging drop your weapon." |
| 225 | Three Bit Swing | 2 | After a successful swing, you may also do a thrust next turn. |
| 226 | Dramatic Pause | 2 | After a successful Jump Away (on p.1), tell opponent: "Do only Green or Yellow next turn." |
| 227 | Wrist Roll | 1 | If scoring on page 31, redirect your blow to the body & go to page 53. |
| 251 | Invisible Move | 6 | If scoring on the turn after a successful Jump, double the damage scored. |

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| Card # | Name | Cost | Scroll Card Effects |
| 171 | Lector's Letter | 121G | No one can do Jump Away maneuvers unless they drop their weapons. |
| 172 | Panic of Peth | 245G | Each player can only do Green, Yellow or Brown until he has taken positive damage. |
| 173 | Ode to a Swine | 110G | We will both double our damage modifiers until we see each other at Extended Range. |
| 174 | Locus Scripturas | 120G | Everyone discard all their jewelry. |
| 175 | Se Squelchur | 245G | Everyone subtract 3 from Orange attacks. |
| 176 | War & Peace | 100G | All weapons turn into plowshares.  Subtract 4 from all weapon attacks for the rest of the battle. |
| 177 | Flories Pottii | 250G | Characters wearing No Armor Add +2 to their Body Points, those in leather or Greater add - 2 to their Body Points. |
| 178 | Quoto Machu | 230G | Those holding swords add +1 to their modifiers. |
| 179 | Ode to a Duck | 115G | Anyone successfully ducking will receive an additional +2 if they Score on the following turn. |

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| Card # | Name | Cost | Campaign Card Effects |
| F-7 | 25th Degree | 50E | CHAMPION OF THE 25TH DEGREE  Wearer of this medal can force opponent to discard 1 random luck or tactic card before combat. |
| 74 | Castlebar Siege | 300E | Add +5 Body Points & +1 to all Red damage modifiers. |
| 161 | Siege of Mohair | 250E |   |
| 162 | Twelve Hills | 350E |   |
| 163 | Baden Hills | 708E |   |
| 164 | Legion de Bravo | 195E |   |
| 165 | Silver Shield | 203E |   |
| 166 | Golden Goose | 364E |   |
| 167 | Bronze Eagle | ? E |   |
| 168 | Silver Wyrm | ? E |   |
| 169 | Nortlund Clan | 180E |   |
| 200 | Liam's Bridge | 300E | Add +6 to your Body Points, (Magic Users or 4 legs only) |
| 214 | Khara Khang's "I" | 50E | Add +1 to your Body Points. |
| 215 | Khazani Cluster | 100E | Add +2 to your Body Points. |

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| Card # | Name | Cost | Armor Card Effects |
| 31 | Glamergloss Shield | 70G |   |
| 32 | Ardilon's Shield | 100G | Add +2 to all Shield Block modifiers. |
| 33 | Amariton's Shield | 60G | Only broken by magic spells.  All other "Shield Broken" results as "No restrictions next turn." |
| 148 | Full Plate Armor | 1310G | Reduce weapon damage by 2 if previously in cloths, or 1 if previously in chain mail of fur. |
| 149 | Tardar Helm | 35G | Subtract 2 from all head wounds. |
| 213 | Castlebar Shield | 60G | Add +1 to Orange Protected or Shielded attacks. |

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| Card # | Sword Name | Cost | Weapon Card Effects |
| 1 | Harkukarcil | 90G | Score double damage against Giants & Trolls. |
| 2 | Wyrmbane | 850G | Add +5 against dragons. |
| 3 | Karcilabran | 75G | Add +5 to Wild Swing modifier. |
| 4 | Aeyavolaine | 160G | Add +2 to Orange modifiers & +3 to Charge modifier.  (Females & Red Magic Users only.) |
| 5 | Itiel | 90G | Add +1 to Fake & Protected Attack modifiers. |
| 6 | Jandel | 80G | Ignore any Height modifier when wielding this sword. |
| 15 | Selenbrand | 90G | Can not be dislodged except by magic.  (Spells & items must cost at least 3 magic points to be effective.) |
| 63 | Mall-Um | 119G | Add +1 to Extended Range sword attacks. |
| 79 | Beauzaux | 45G | Add +2 to Fakes and -2 to Orange for sword attacks. |
| 141 | Aarim Bac | 29G | Add +1 against foes dressed in cloth or fur. |
| 142 | Skiffer | 45G | Add +2 to all Wild Swings. |
| 143 | Gudfrog | 115G | Add +1 to all Blue attacks. |
| 144 | Pirate Cutter | 102G | Add +1 to all Side Swings. |
| 145 | Gunnar's Krieg | 80G | Dwarves add+2 to all sword attacks against Giants & Trolls. |
| 146 | Aelwynd Dril | 111G | Add +1 to Orange & Red sword attacks. |
| 216 | Golden Falchion | 80G | Add +1 to sword attacks against metal armor. |
| 250 | Thruster | 150G | Add +4 to any Extended Range Thrust or Charge damage modifiers. (non-mounted users only) |

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| Card # | Dagger Name | Cost | Weapon Card Effects |
| 27 | Anfaerunden | 60G | Add +3 to all damage to elves with this weapon. |
| 28 | Rosgoth | 60G |   |
| 29 | Geneadel | 40G | Double all positive damage modifiers when scoring with this weapon. |
| 100 | Fremont's Pick | 25G | Add +1 to all Thrust maneuvers. |
| 110 | Poison Dagger | 40G | If scoring positive damage, add +1 for the next 3 turns. |
| 120 | Gruntig | 50G | Add +2 to all Parry results. |
| 130 | Wood Dagger | 30G |   |
| 140 | Nick-O-Leg | 60G |   |

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| Card # | Mace Name | Cost | Waepon Card Effects |
| 12 | Great Mace of Vodruth | 60G | When you see your opponent parrying, read them the score & restrictions from "Off Balance"    (p. 19) instead. |
| 51 | Feredon's Biffer | 47G | Unbreakable mace except by magic. |
| 73 | Tiad's Basher | 55G | Add +1 to all Orange mace attacks. |
| 80 | Bonker di Gismo | 64G | Add +2 to Extended Range mace attacks. |
| 210 | Mace of Mourning | 35G | Add +1 to all mace attacks made on flying creatures. |

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| Card # | Staff Name | Cost | Waepon Card Effects |
| 21 | Quadribane | 150G | Add +2 to all modifiers vs. mounted & 4-legged opponents. |
| 22 | Cygnanus | 90G | Treat all "Knocked Down" results against holder as "Off Balance". |
| 23 | Eisenklodt | 120G | Add +2 to all High attack modifiers with this weapon. |
| 66 | Khan Troll Staff | 200G | Reduces cost of casting spells by 1 point. |

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| Card # | Bow Name | Cost | Waepon Card Effects |
| 24 | Surefire | 90G |   |
| 25 | Quansca | 80G |   |
| 26 | Humongabane | 100G |   |

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| Card # | Axe Name | Cost | Waepon Card Effects |
| 37 | Great Axe of Izor | 180G |   |
| 38 | Hairsplitter | 185G | Add +2 to all modifiers (+4 to undead) for Head wounds with this weapon. |
| 39 | Camatas | 160G | Add +2 to all modifiers for Blue sideswings with this weapon. |
| 57 | Frondrak | 200G | Add +1 to all axe attacks. |
| 147 | Surturaxe | 220G | Add +1 to all axe maneuvers.  Users:  Giants (Height = 5 or greater) |
| 203 | Bando | 120G | Add +2 to all parries when using this weapon. |
| 207 | Tin Man's Axe | 20G | Add +1 to Blue weapon attacks, and -1 to Red weapon attacks. |
| 208 | Painsong | 154G | Add +1 to Down Swing axe attacks. |
| 209 | Khazad Cleaver | 40G | Add +2 to Thrust axe attacks. |

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| Card # | Name | Cost | General Items Card Effects |
| 7 | Holigart's Ring | 150G | Restore 1 Body Point each time you get to p.57.  (Human types except Undead only.) |
| 8 | Telara's Ring | 120G | If both players are on score pages, the wearer scores first.  If opponent is reduced to zero body points or less, wearer is not scored on. |
| 9 | Unicorn's Mane Amulet | 100G | Add +1 to wearers Magic Resistance.  May Not be worn with any other amulet or necklace-type magical item.  Users:  Human types except Undead. |
| 11 | Pokaret's Belt | 50G |   |
| 13 | Evir e'Forest Potion | 35G | Restore 5 body points when you reach Extended Range without being scored on.  (One use only.) |
| 14 | Wardings of Bzag Gauntlet | 65G |   |
| 16 | Ten'garel Medallion | 160G | Add +2 to wearers Magic Resistance.  Opponents spells cost 2 more points than normal. |
| 17 | Elven Gauntlet | 50G | You may Dislodge opponents weapon any time you see him on a parry page.  Spend 2 Magic points at start of game to activate. |
| 18 | Stones of Amber Gem | 500G |   |
| 19 | Bith's Silver Wand | 200G |   |
|  34 | Shelon's Amulet | 160G | Reduce all damage to wearer from Hoof & Claw attacks by 2 points. |
|  35 | Maelyn's Amulet |  150G | Reduce all damage to wearer from Bite attacks by 2 points. |
|  36 | Kramiel's Amulet |  90G | Anytime you are allowed to do Green maneuvers, you can also do Blue maneuvers. |
|  58 | Lora's Brooch |  50G | Restore 2 Body Points when on page 1.  (3 uses per combat.) |
|  64 | Kalouran Ring |  150G | Opponents cannot regenerate during this combat. |
|  69 | Healing Herb Potion |  15G | Restore 5 Body Points on any Extended Range page. |
|  70 | The Joad Stone Amulet |  355G | Add +2 to your Spell Points (any color). |
|  75 | Phisto Kuff Gauntlet |  60G | Add +1 to all Red attacks.  Double with 2 gauntlets.  (Hands required) |
|  150 | Sigil of Chaos Brooch | 250G  | Once per battle, after a successful Dodge, Tell opponent to do any maneuver of a color you specify next turn. |
|  151 | Gamlinn Boots |  95G | Subtract 2 from all leg wounds (Humanoid feet & Height = 4 required.) |
| 152 | Crown of Angle | ?G? | Add +1 to your score when on page 21. |
| 153 | Repowym Ring | 155G | Add +3 to your spell points (Green or Yellow Magic only.) |
| 154 | Magic Prism | 595G | Subtract 2 from your spell ability & include Red Magic also.  (Magic-Users only) |
| 155 | Gossamer Glove | 225G | Any time opponent is on page 27, he should go to page 43 instead(Elves & Human females only). |
| 156 | Thunder Boots | 65G | Add +2 to all Kick maneuvers.  (Humanoid feet & Height = 4 required.) |
| 157 | Feather Cape | 95G | Any time opponent should go to page 41, opponent should go to page 1 instead. |
| 158 | Defendi min Medallion | 55G | Subtract 1 each time damage is taken. (Max of 3 medallions can be worn at once). |
| 159 | Anti-Magic Potion | 157G | Take at Extended Range & halve (round up) spell damage for the rest of the battle.(Useage is non-cumulative). |
| 160 | Cure Poison Potion | 75G |   |
| 201 | Taggett Boots | 40G | Subtract 2 from all leg wounds when worn. |
| 202 | Espere Ring | 65G | Add +3 to your Body Points.  (Double if you also hold Kalouran.  Card # 64) |
| 204 | Death Dust Snuff | 75G | Subtract 4 from your Body Points, but add +1 to all Red & Orange damage modifiers for the rest of the battle. |
| 211 | Tree ring | 5G | Add +1 to Hand to Hand attacks. |
| 217 | Kin Strae's Cloak | 415G | When Knocked Off Balance, disregard your restrictions. (For elves & unarmored humans.) |
| 218 | Better than Gold Dust Powder | 150G | Add Blue, when directed "Do only Green or Yellow." |
| 252 | Ring of Dinn | 650G | Add +5 to any damage modifier while Scoring at Extended Range. |