

Adrenaline Surge

Play when attacking or defending for +1 STR die.

Instant

ATK or DEF

Advantageous Position

Play when attacking for 1 extra square of range for any attacks other than a charge.

Instant

Attacking

Bitch Slap

After successfully defending against a DEX based attack play this to inflict counter carnage as if it had been a STR based attack

Instant

Successful Defense

Bitch Slap

After successfully defending against a DEX based attack play this to inflict counter carnage as if it had been a STR based attack

Instant

Successful Defense

Burst of Speed

Play during your action, you may move one square and attack or you may add 1 to the range of any charge.

Instant

Attacking

Burst of Speed

Play during your action, you may move one square and attack or you may add 1 to the range of any charge.

Instant

Attacking

Crazy Feet

After successfully defending against a STR based attack play this to dodge as if it had been a DEX based attack

Instant

Successful Defense

Crazy Feet

After successfully defending against a STR based attack play this to dodge as if it had been a DEX based attack

Instant

Successful Defense

Cunning Move

You outfox your target for a quick bonus

Play before rolling one of your attacks that targets DEX for +1 die

Instant**Attacking****Cunning Move**

You outfox your target for a quick bonus

Play before rolling one of your attacks that targets DEX for +1 die

Instant**Attacking****Didn't think I had it in me**

Sometimes you even surprise yourself

Play to use an attack that is normally 1 die as a 5 dice attack, or an attack that is normally 2 dice as a 4 dice attack

Instant**Attacking****Didn't think I had it in me**

Sometimes you even surprise yourself

Play to use an attack that is normally 1 die as a 5 dice attack, or an attack that is normally 2 dice as a 4 dice attack

Instant**Attacking****Evil Warden Favor**

You're favored by one of the evil wardens.

Play this when a weapon, spell or trap is being placed to choose it's location. You may not place a trap on an occupied square.

Instant**Event Phase****Flasher**

Your opponent is momentarily distracted by a flasher in the stands

Play when attacked, your opponent is -1 die to STR or DEX attacks or -2 dice to ARC attack.

Instant**Defending****Float Like a Butterfly**

Play when attacking or defending for +1 DEX die.

Instant**Defening****Free beer**

A fan in the audience smuggled in a beer and tosses it to you.

Play in addition to movement to get a beer. You chug it down and it gives you +1 blood and leaves you with the empty bottle weapon.

Instant**With Movement**

Good Dodge

Play before rolling for defense for +1 DEX die

Instant

Defending

Good one...

You are thinking of a particularly good joke distracting your attacker.

Play before rolling for defense for +2 ARC die

Instant

He's slippery

Play for +2 dice to escape a hold or impale. Even a trap's hold or impale.

Instant

While Held

He's slippery

Play for +2 dice to escape a hold or impale. Even a trap's hold or impale.

Instant

While Held

How'd you do that?

You figure out how another slasher does one of their moves and can use it on someone.

As long as you meet all the criteria (Standing, 2 arms, etc.) play this card to use the (exactly as written) the last evil deed that was used on you.

Instant

As Action

Human Shield

Grab your opponent and drag them into the middle of your fight.

Play this before dice are rolled to change an attackers target to any adjacent Slasher. That slasher is moved into your square and defends against the attack normally. This can be used on slashers holding you.

Instant

Defending

Human Shield

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Play this before dice are rolled to change an attackers target to any adjacent Slasher. That slasher is moved into your square and defends against the attack normally. This can be used on slashers holding you.

Instant

Defending

Iron Head

It hit your head, thankfully you're not vulnerable there.

After the dice are rolled play this to ignore the massacre damage of a massacre used against you.

Instant

After Defense

Iron Head

It hit your head, thankfully you're not vulnerable there.

After the dice are rolled play this to ignore the massacre damage of a massacre used against you.

Instant**After Defense****Iron Will**

Play before rolling for defense for +1 ARC die

Instant**Defense****Just Missed Me**

Play after a successful defense to get a one square dodge in addition to all other effects of the success. You may move before applying counter carnage

Instant**Successful Defense****Mighty Steel Leg**

You hit very hard

Play before rolling an attack. If the attack succeeds it pushes your target back one square in addition to the normal effects

Instant**Attacking****Mighty Steel Leg**

You hit very hard

Play before rolling an attack. If the attack succeeds it pushes your target back one square in addition to the normal effects

Instant**Attacking****Mop**

Play this instead of any other move to drink the blood in an adjacent unoccupied square. This may be played as your free action.

Instant**(Free) Action****Mop**

Play this instead of any other move to drink the blood in an adjacent unoccupied square. This may be played as your free action.

Instant**(Free) Action****Mulligan**

Play to reroll any one roll you make.

Instant**After any Roll**

Mulligan

Play to reroll any one roll you make.

Instant

After any Roll

Mulligan again

Play to force an opponent to reroll any one roll they make.

Instant

After any Roll

Mulligan again

Play to force an opponent to reroll any one roll they make.

Instant

After any Roll

Reversal

Play instead of attempting to escape from an hold. You are now holding the person that was holding you.

Instant

(Free) Action

Second verse same as the first

Ever get a song stuck in your head?

Play this on any opponent who successfully attacks your ARC. They get the song stuck in their head and are -1 ARC die for 1 full turn.

1 Full Turn

After Defense

Shake it off

Play and spend 5 blood to halve the duration of a stun, immolate, poison or gusher.

Instant

At any time

Shake it off

Play and spend 5 blood to halve the remaining duration of a stun, immolate, poison or gusher.

Instant

At any time

Slick with blood

The floor of the area is slick with blood.

Play this card as your action to make any slasher fall in his square.

Instant

Action

Slick with blood

The floor of the area is slick with blood.

Play this card as your action to make any slasher fall in his square.

Instant**Action****Smuggled Spell**

A fan in the audience smuggled in a spell and tosses it to you.

Play in addition to movement to draw a random spell. If this is a cast immediately spell return it and draw again

Instant**With Movement****Smuggled Weapon**

A fan in the audience smuggled in a weapon and tosses it to you.

Play in addition to movement to receive a random weapon

Instant**With Movement****Smuggled Weapon**

A fan in the audience smuggled in a weapon and tosses it to you.

Play in addition to movement to receive a random weapon

Instant**With Movement****Strong Like Bull**

Play before rolling one of your attacks that targets STR for +1 die

Instant**Attacking****Strong Like Bull**

Play before rolling one of your attacks that targets STR for +1 die

Instant**Attacking****Surprise move**

You may do counter damage regardless of the normal range limits

Instant**After Defense****This is gonna hurt you more than it hurts me**

Play this to attack an opponent you normally couldn't.

You may do one of the flowing: use a yellow evil deed on a green slasher, use a 2 arm attack with 1 arm, or ignore the requirement of While Rising, Standing, 1 arm or held opponent.

Instant**Attacking**

Tougher than you look

Play before rolling for defense for +1 STR die

Instant

Defending

Using a corpse as cover

You're hiding behind a corpse, you big sissy.

Play when attacked and you are in a square with a corpse to make your attacker lose 2 dice from their STR or DEX attack roll.

Instant

Defending

Weapon breaks

Play this card when you are successfully hit with a weapon. The weapon breaks and is removed from play. The damage is counted. If it was a character specific weapon it instead flies out of their hands and is placed with the location dice.

Instant

After Defense

Weapon breaks

Play this card when you are successfully hit with a weapon. The weapon breaks and is removed from play. The damage is counted. If it was a character specific weapon it instead flies out of their hands and is placed with the location dice.

Instant

After Defense

Woop Woop Woop

+1 Movement

Instant

With Movement

Woop Woop Woop

+1 Movement

Instant

With Movement