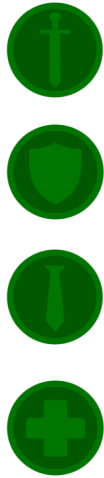


Ability Guide



Player Focus Abilities

Aggressor	After both you and your opponent have revealed your active Boosts, you can activate an additional one of your Boosts.
Protector	Once per game, if one of your Combatants would be injured, you can negate the Injury.
Recruiter	You may choose all your Combatants before your opponent. Choose normally if both of you chose Recruiter.
Supporter	You may see which Combatant your opponent chose before choosing your own. Reveal your Combatant normally if both of you chose Supporter.

Combatant Abilities



Assassin	If the Assassin ties, the other Combatant dies.
Bombardier	If the Bombardier dies, the other Combatant suffers an Injury.
Courier	If the Courier wins, your opponent must choose their Combatant first next round.
Escapist	The Escapist dies when they tie and cannot die via Injury.
Guardian	If a friendly Combatant is Injured, the Guardian can sustain an extra Injury before dying.
Hunter	If the other Combatant is Injured, the Hunter's active Boosts count as one greater than the activated amount.
Infiltrator	Negate the ability of the other Combatant.
Leader	If the Leader has three active Boosts, they can remove an Injury counter from a Combatant.
Mastermind	If the Mastermind ties, increase your Boosts by 3.
Medic	If the Medic wins, remove an Injury counter from a Combatant.
Pugilist	If the Pugilist is Injured, their active Boosts count as one greater than the activated amount.
Researcher	If the Researcher kills another Combatant, they can use the ability of the Combatant for the rest of the game.
Saboteur	If the Saboteur loses, remove one of your opponent's Boost counters from the game.
Survivor	If the Survivor loses, recover half their active Boosts (rounding up).
Thief	If the Thief wins, take one of your opponent's Boost counters.