

Cut the black frame off the white hero cards.

FIRE BARREL

1 Use when you become leader. Adds +1 to fame multiplier for this trick.

BIG WILL

TIRELESS

You have no stamina limits and no busts. (Lead as many times as you want.)

ATZUT

SILVER BARREL

1 Use when playing a card. If the current lead suit is "Shooting," you win with a Good Strike regardless of the card you played. (May not use Support.)

MobiusRing

THE HOUND

Your range for a Good Strike is raised by 1, making it ± 2 .
3p: 5-9 / 4p: 10-14 / 5p: 14-18

CAT & HOUND GAME

RAYNE

1 Use when you win a trick. This trick does not affect your stamina limit. It does not raise or lower your Fame.

DAME!

SWORD KEEPER

During setup, gain an additional Support Card.

ATZUT

REGINA RAY V

1 Use when playing a card. If the current lead suit is "Energy," you win with a Good Strike regardless of the card you played. (May not use Support.)

haverma 高き者の歌

SHADOW BLADE

1 Use when playing a card. If the current lead suit is "Fighting," you win with a Good Strike regardless of the card you played. (May not use Support.)

DARK REVENGER

DOMINAGE

The base value for gaining Fame on a Good Strike becomes 0.

BIG WILL

SEVEN CROWNS

If the lead suit is "Energy," resistance is increased by +3.

MobiusRing

DOCTOR SPIRAL

The stamina limit is reduced by 1.

ATZUT

THE CAT

After losing Fame upon winning a trick, an additional amount equal to the current Fame Multiplier will be lost.

CAT & HOUND GAME

SURTH

If the lead suit is "Fighting," resistance is increased by +3.

haverma 高き者の歌

GRAND HATAMOTO

If the lead suit is "Shooting," resistance is increased by +3.

DARK REVENGER

SID (SEALED DRAGON)

During setup, reduce the number of support cards dealt by one.

ATZUT

DOOM WITCH

Each player who fails to win in each trick loses 1 Fame.

DAME!