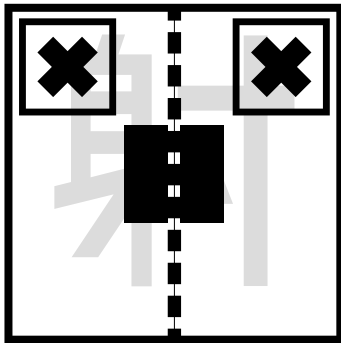
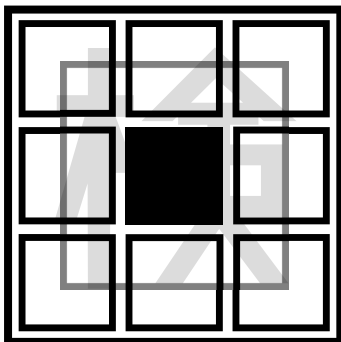


ARCHER 射手  
SCAN 查檢  
ALLIES 方味



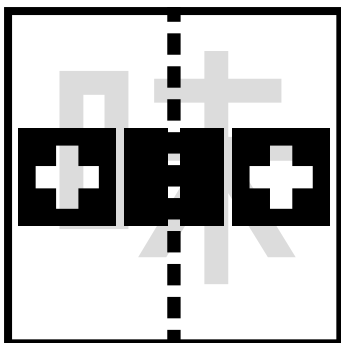
**ARCHER**

You may remove a card diagonally in front of this card.



**SCAN**

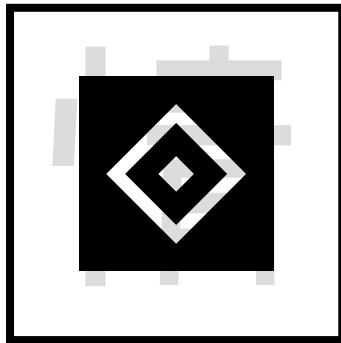
You may turn any cards next to this card (orthogonally and diagonally) face up without resolving their effects.



**ALLIES**

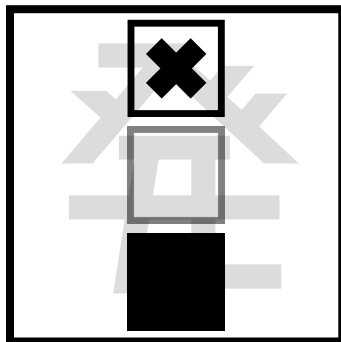
You may remove a card either to the left or to the right of this card, then place a face down card in its space.

INTEL 報情  
CATAPULT 發射  
STRIKER 打



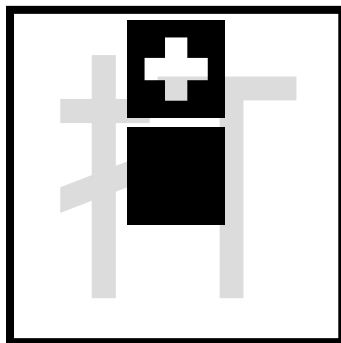
**INTEL**

You may look at and change the order of either deck, then draw a card from your deck.



**CATAPULT**

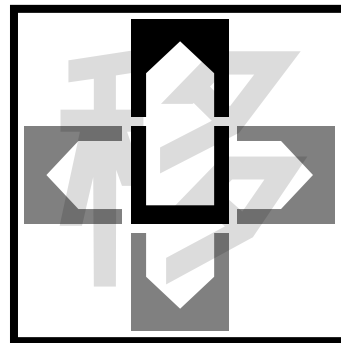
You may remove a card two spaces in front of this card.



**STRIKE**

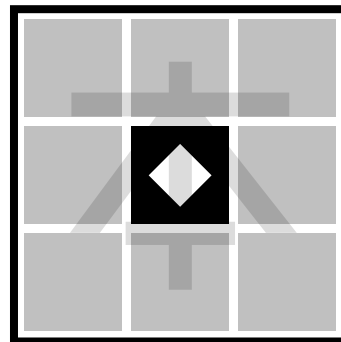
You may remove a card in front of this card, then place a face down card in its space.

MOVE 移  
CITADEL 城  
DOOM 去逝



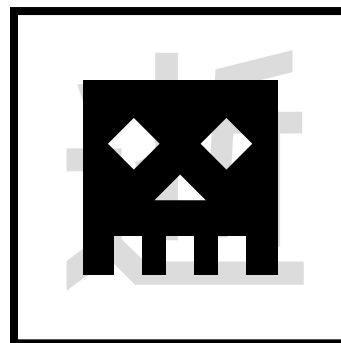
**MOVE**

You may move this card to an orthogonally adjacent empty space.



**CITADEL**

SPECIAL RULE: Citadel is worth 3 points if you have a card in the middle of the board.



**DOOM**

SPECIAL RULE: If this card is in your hand or deck at the end of the game you get -2 points.