

AFT SHIELDING



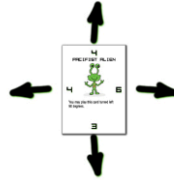
Play under your character on the board or with your character as you play it this turn. This character's bottom number is +1.

+ 1

SQUARE TACTICS

GAMES by Owen Strombeck

CONCEDE GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth less points than the space it currently occupies.

SQUARE TACTICS

GAMES by Owen Strombeck

EMERGENCY MANEUVERS



If your character on the board is about to lose while defending, move that character into an open adjacent (not diagonal) space.

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+ 1 FORE SHIELDING



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GAIN GROUND



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HOT SWAP



At the beginning of your turn, return one of your characters on the board to your hand and place a different character from your hand into the same space.

SQUARE TACTICS

GAMES by Owen Strombeck

JUMP



At the beginning of your turn, move your character on the board to an open space diagonally adjacent to its current position.

SQUARE TACTICS

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REACTION



If a space adjacent (not diagonal) to one of your characters on the board was just cleared, move your character into that space.

SQUARE TACTICS

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PORT SHIELDING

+ 1



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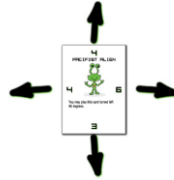
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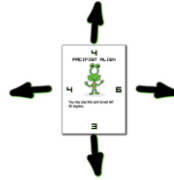
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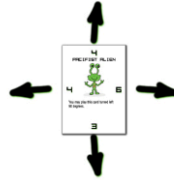
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PUSH

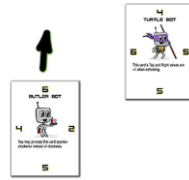


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SACRIFICE



If your character on the board is about to lose while defending, give your opponent a character from your hand (your choice) to put in their captured pile instead of your character on the board. Your opponent skips your character on the board while processing this turn.

SQUARE TACTICS

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SECOND CHANCE



At the beginning of your turn, process one of your character on the board. Then continue your turn with the normal play, process, and draw steps.

SQUARE TACTICS

GAMES by Owen Strombeck

STARBOARD SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's right number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck

TRADE



Give an opponent one character (your choice) from your hand and they must give you one character (their choice) from their hand.

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TURNAROUND

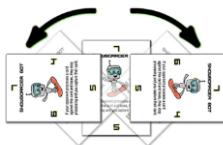


At the beginning or end of your turn, rotate one of your characters on the board 180 degrees.

SQUARE TACTICS

GAMES by Owen Strombeck

TWIST



At the beginning or end of your turn, rotate one of your characters on the board 90 degrees (clockwise or counter-clockwise, your choice).

SQUARE TACTICS

GAMES by Owen Strombeck

-1 WOUNDED



Play on an opponent's character just after it captures your character (before they continue processing). Each of this character's numbers are -1.

SQUARE TACTICS

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ZOMBIE



Instead of playing a character from hand this turn, play a character from your captured pile as if it was yours. Place this card beneath it while it is on the board to help remember that it counts as your character.

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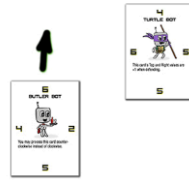


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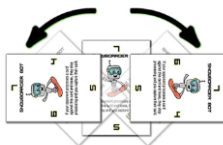


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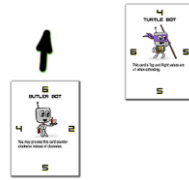


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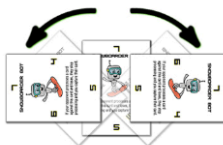


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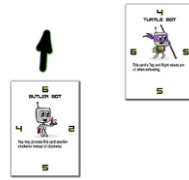


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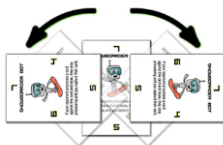


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