

# [ SQUIRE STRATAGEMS ]

## BLAZE GRENADE

ROLL DUR/FIN RANGE 5x5 : 6

[[EACH HIT]] = 1 DMG  
< Apply [[Burning]] >

BLAZE  
element

— X ALTERNATE X —

## CRYO BALLS

ROLL DUR/FIN RANGE 3T : 6

[[EACH HIT]] = 1 DMG  
< Apply [[Freezing]] >

CRYO  
element

RECHARGE 1 USE 8 USES /3

## ACID CHARGE

ROLL DUR/FIN RANGE Side

[[EACH HIT]] = 1 DMG  
[[EACH TRIPLE]] = +1 Direct DMG  
< Apply [[Corroding]] >

ACID  
element

— ! INTERVENTION ! —

## SHOCK MINE

ROLL N/A RANGE 8

< Apply [[Charged]] >  
< Deal 4 Direct DMG >

SHOCK  
element

RECHARGE 1 USE 6 USES /1

## BLAZE RUSH

ROLL DUR/FIN RANGE Speed + 2

< Move to Target >  
[[EACH HIT]] = 1 DMG  
[[EACH DOUBLE]] = +1 DMG

BLAZE  
element

— V CHANCE V —

## DIVING IN

ROLL N/A RANGE N/A

{ IF : You Boosted this Phase }  
< Add +1 Dice for each Boost taken >  
< MAX +6 Dice >

N/A  
element

RECHARGE 1 USE 8 USES /2

## BLAZE CLEAVE

ROLL DUR/FIN RANGE Side : 3

[[EACH HIT]] = 1 DMG  
[[FIRST QUAD]] = +5 Direct DMG  
< Apply [[Burning]] >

BLAZE  
element

— X ALTERNATE X —

## MASS QUAKE

ROLL DUR/FIN RANGE LINE : 6

[[EACH HIT]] = 1 DMG  
< Apply [[Stuck]] >

MASS  
element

RECHARGE 1 USE 8 USES /2

## HONED GAS

ROLL DUR/FIN RANGE All-Side

[[EACH HIT]] = 1 DMG  
[[FIRST TRIPLE]] = Push 2  
< Apply [[Dazed]] >

HONED  
element

— ! INTERVENTION ! —

## SHIELDS UP

ROLL DUR/FIN RANGE Self/Side

{ IF: You or an Ally Will take DMG }  
< Incoming ATK now Targets you >  
[[EACH HIT]] = Negate 1 DMG  
[[FIRST TRIPLE]] = Push 2

N/A  
element

RECHARGE 1 USE 6 USES /3

## TIPS AND TRICKS

- Try to Attack (ATK) with an Element that matches the Status [Effect] you've put on enemies. You'll get +2 Dice in the Detonation!
- Sometimes Damaging yourself by using an Overheat can save you from taking more Damage (DMG)! Consider Overheating for the SYN you may need to remove an [Effect] before the [Effect] does more DMG to you.
- You only get to use 1 Intervention per Turn Cycle (Allied and Enemy Phase Combined) so consider carefully if you want to deal more DMG with Shock Mine or save it in case you need to use Shields Up to negate DMG.
- Just out of Range? Need to get out of the way of an Enemy Charge ATK? Remember you can use 1 SYN to Boost 1 Space at any time!

## RULES REMINDERS

- Only the Bottom Ability of an Intervention Stratagem is an Intervention that can be done at any time! The Top Ability still costs an Action.
- The Bottom Ability of a Chance Stratagem only occurs if the Top Ability is used and the Chance's conditions are met.
- While Shields Up can help you Negate DMG, it can never Negate Direct DMG. So if you're [Burning] better pull it off fast!
- Spending Synergy is instant and can be done at any time. However, if you're locked into an Enemy Clash Action you can't Boost away!
- Your Squire MEC's Frame has the Grounded Upgrade! Meaning if you have an [Effect] Applied to you, you gain 2 SYN instantly!
- Remember to count all the Evens you Roll and announce it to the Table so that your Allies can gain Synergy!