

Flash Duel

Quick Reference Sheet

Version 5.8



Grave

Reversal	Martial Mastery	Knowing the Opponent
Opponent plays an ability from a dark square	Start of your turn or you're attacked	Opponent retreats from your dashing strike
Counter that ability. (Prevent it from happening.)	Discard a pair. If you do, retrieve a card from the discard pile to your hand.	That opponent reveals their hand.

Jaina

Flame Arrow	Smoldering Embers	Charged Shot
Start of your turn	Start of your turn	Start of your turn
Hit an opponent 6 spaces away. (In a 1v1 game, you win the round.)	Retrieve a 5 from the discard pile.	Reveal a card from your hand. Push an opponent back that many spaces.

Midori

Rising Mountain	Dragon Form	Master of Twos
Opponent dashing strikes you	Start of your turn	Any time you could play a 2
You may block triples with a pair. If you're in Dragon Form, you may also block pairs with a single.	Gain Dragon Form. Your attacks count as one card stronger (a single counts as a pair, etc). Keep Dragon Form until you retreat, move backward, or the round ends.	Play this as if it were a 2. (No discard required.)

Setsuki

Esper Dash	Speed of the Fox	Ninpo Flash
You move	You're recovering from a retreat	Opponent blocks your attack
You may dashing strike.	You may move this turn.	You may move.

Rook

Windmill Crusher	Thunderclap	Rock Armor
You attack with 1(s)	You dashing strike using 1(s) to strike	Opponent dashing strikes you
Your 1 attack is unblockable.	Opponent cannot retreat from your dashing strike.	You can block with a higher number card than the strike. (You can also block pairs, triples, etc. with a higher pair, triple, etc.)

DeGrey

Pilebunker	Spectral Pull	Spectral Push
You retreat from a dashing strike	Start of your turn	Start of your turn
If you're 4 spaces from that opponent after retreating, you may immediately attack (with 4s).	Pull an opponent from a light space toward you one space.	Push an opponent from a dark space away from you one space.

Valerie

Sudden Inspiration	Green Eye's Epiphany	Blue Eye's Epiphany
Start of your turn	Any time you could play a 4	Any time you could play a 3
Draw a card and retrieve a 3 or 4 from the discard pile. If you don't attack or dashing strike this turn, you must recover on your next turn.	You may treat a 3 in your hand as a 4 this turn.	You may treat a 4 in your hand as a 3 this turn.

Geiger

Echoes from the Past	Rewind Time	Fast Forward Time
Start of your turn	Start of your turn from a light space	You move backward (<i>not "retreat"</i>)
Retrieve 2 cards from the discard pile. You can't attack this turn. (You can still dashing strike.)	Shuffle the discard pile into the draw deck.	Take an extra turn after this one.

Lum

Poker Flourish	Roll the Dice	Raise the Stakes
Start of your turn	Before your combat action	Start of your turn
Draw a card. You may reveal a 5-card straight (a 1, 2, 3, 4, and 5). If you do, take an extra turn after this one.	Draw two cards and reveal them. Use at least one in your combat action, if possible. Discard the unused card(s). (You can use them to attack, dashing strike, move, push, block, or retreat.)	Your opponent(s) may immediately forfeit the round. If they don't, draw a card and the winner of this round wins two rounds.

Argagarg

Pacifism	Slippery Fish	Bubble Shield
Always in effect (while you're alive)	Opponent dashing strikes you	You're attacked
You win the round if it reaches timeout. (If you tie with an opponent's Pacifism, you each get a win token.)	Move to an adjacent, unoccupied space. If you do, you avoid the strike, but you must recover next turn.	Discard a pair to retreat one space, then skip your next turn. (You don't have to recover after that.)

Quince

Political Prowess	Two Truths	Flagstone Tax
Start of your turn	Start of your turn, at least 5 cards in hand	You move backward (not "retreat")
Choose one: <ul style="list-style-type: none">• Set aside a card from your hand face down.• Return a set-aside card to your hand. (Set-aside cards persist across rounds.)	Exchange a pair from your hand with a pair of 2s or 4s from the discard pile.	An opponent of your choice may give you a pair of 1s, 3s, or 5s. If they don't, they must recover on their next turn.

Onimaru

Clockwork Soldier	Decisive Strike	The Art of War
Start of your turn from a light space	You dashing strike	Opponent dashing strikes you
Put a token on the opponent's Start space. At the start of each of your following turns, advance it two spaces forward. It can't go past opponents and they can't go behind it. (It can't push opponents but can occupy their space.)	If your strike used only one card, instead treat it as a pair.	Look at that opponent's hand. They refill their hand only to 3 cards this turn.

BBB

Rocket Punch	Steam Vent	Reboot
Instead of your turn's main action	Start of your turn	Start of your turn
Discard a pair of 5s. If you do, hit an opponent 7 or 8 spaces away. (In a 1v1 game, you win the round.)	Push an opponent from a dark space away from you one space. That opponent can't dashing strike on their next turn.	Put your hand cards into the deck, shuffle it, then draw that many cards.

Troq

Cornered Prey	Giant Growth	Unchained Beast
You dashing strike	Start of your turn, at least 5 cards in hand	Start of your turn from a light space
If the opponent has fewer than 3 spaces to retreat, they can't retreat or block your dashing strike.	Exchange 3 cards from your hand with 3 higher cards from the discard pile. (Example: exchange 1, 2, 3 from your hand with 2, 4, 4 from the discard pile.)	Move forward 2 spaces while all opponents back up 3 spaces. (The movement is simultaneous, but backing up doesn't count as "move" or "retreat.")

Menelker

Bonecracker	Into Oblivion	Deathstrike
Start of your turn	Start of your turn	You attack
Choose an opponent and a number between 1 and 5. That opponent discards a card of that number or reveals their hand if they can't.	Choose one of an opponent's unplayed ability cards at random and destroy it (turn it face down).	Opponents on dark spaces can't block your attack.

Persephone

Dominance	Beckon	Savor the Lash
After your turn's main action	After your turn's main action	Opponent blocks your attack
If the next opponent starts their turn on a dark space, they draw and reveal a card then move with it. They can't play abilities or their main action that turn.	Pick 1, 2, or 3. At the start of the next opponent's turn, move them forward that many spaces unless they're recovering. (This doesn't replace their turn's main action.)	Return a card to your hand that you attacked with.

Gloria

Radiant Healing	Ray of Hope	Sanctuary
Start of your turn	You retreat from a dashing strike	Opponent attacks or dashing strikes you
All players draw a card, then you may discard a card.	On your next turn, you don't have to recover, but you can't attack or dashing strike.	Draw a card and retrieve a 1 from the discard pile.

Gwen

Shadow Plague	Shadowswarm	Relentless Strikes
Always in effect (while you're alive)	You dashing strike	Opponent blocks your dashing strike
Whenever your turn ends, refill your hand to 6 cards. You lose the round if it reaches timeout.	Discard a card to make your dashing strike unblockable.	You may attack them.

Vendetta

Stunlock	Surgical Strike	Acrobatics
Opponent retreats from your dashing strike	You attack with only one card	Opponent dashing strikes you
That opponent discards a card and skips their next turn. (They don't have to recover after that.)	Choose a number (1 to 5). Your attack can only be blocked with a pair of that number.	Retreat 3, 4, or 5 spaces (No discard required). On your next turn, you don't have to recover, but you can't dashing strike.

Zane

Landmine	Shoulder Ram	Maximum Anarchy
Start of your turn	Instead of your turn's main action	Start of your turn from a dark space
Put a token on an unoccupied light space. If any players exactly land on it or are pushed past it, they get hit. Their teammate can revive them by landing on that space. (Remove the token at end of round or when it hits.)	Draw a card and reveal it. Move forward that many spaces +2 and push opponents along with you if you'd move into them. (The card stays in your hand.)	Turn the discard pile face down. Players discard their hands to it, shuffle it, and draw from it as many cards as they had before. Turn the remaining discard pile face up.

Deathstrike Dragon

Deep Breath	Instead of your turn's main action	Attack this turn as if you played a 1, 2, 3, 4, and 5 simultaneously.
Bonecrusher	Start of your turn	Mortals on dark spaces discard two cards.
Perfect Counter	A mortal plays an ability	Counter that ability. <i>(Prevent it from happening.)</i>
Dragon's Will	You move	All mortals must retreat. <i>(They discard a card, retreat that many spaces, and recover next turn.)</i>
Punish Insolence	A mortal dashing blocks	Take another turn after this one.
Black Diamond Hide	A mortal dashing strikes	You can block with a card that's 1 higher number than the strike. <i>(You can also block pairs, triples, etc. with a pair, triple, etc. of 1 higher number.)</i>
Necrotic Boost	You defeat a mortal	Flip all your other ability cards face up to replenish them.
Tempest	You get hit but aren't yet defeated	Choose a mortal. All other mortals teleport to their Start space.