

### Change of Focus

Action

Target other card in your Hand is discarded: draw 2 cards.

Quantum Rift Adventure Card Game Universal

### Sooner or Later

Action

Target card in your Discard is returned to your Hand. Shuffle Sooner or Later into your Deck.

Quantum Rift Adventure Card Game Universal

### Hardy Resolve

Action

CHOOSE either:  
 - Target friendly unit is revived and readied.  
 - Draw a card and ready 1 Quanta dice.

Quantum Rift Adventure Card Game Universal

### Hyvryx Predator

Unit - Hyvryx

4 3

While attacking a unit with  $D < 4$ , Hyvryx Predator has +1 bonus for  $D$  rolls.  
 THREAT: Engage exhausted unit.

Quantum Rift Adventure Card Game Hyvryx

### Hyvryx Scout

Unit - Hyvryx

3 2

Whenever an opposing unit or gear is deployed, add 1  $\diamond$  to any active Scouting encounter.  
 REGROUP: If this unit is damaged, discard it.

Quantum Rift Adventure Card Game Hyvryx

### Tactical Advantage

Action

Target attacking unit has +2  $\blacktriangle$  and +1  $\blacklozenge$  this Combat Phase.  
 RIFT: Target attacking unit has +1  $\blacklozenge$  this Combat Phase.

Quantum Rift Adventure Card Game Universal

### Mercy Kill

Action

Each enemy unit that was defeated this turn is destroyed.  
 RIFT: When Mercy Kill is used to defeat a unit, that unit is destroyed.

Quantum Rift Adventure Card Game Universal

### Fearful Escape

Action

All damaged enemy units are discarded. All enemy units disengage.  
 RIFT: When Fearful Escape is used to defeat a unit, that unit is discarded.

Quantum Rift Adventure Card Game Universal

### Brief Distraction

Action

Target enemy unit is exhausted and has -2  $\blacktriangle$  until end of turn.  
 RIFT: Target enemy unit is exhausted.

Quantum Rift Adventure Card Game Universal