

Reek and Picadors v1.0

By Scott Hagarty

This deck was made for the arena beast Reek. It was designed in conjunction with the other arena beast deck Acklay and Nexu, and is meant to be played together in team games and masterplay. Reek is a brute deck which will require the player to chip away at his opponent. Reek's movement and power attacks allow him to overwhelm his opponent, so in a stand-off fight of trading attacks, Reek will usually come out on top. As always, print the cards directly on card stock, then turn the sheets over and print the card backs on the reverse side. Cut out the cards and enjoy!



Attack
5



Reek

HEAD BUTT

Play when Reek is attacking.

The opponent controlling the defending character loses an action on their next turn.

Attack
5



Reek

HEAD BUTT

Play when Reek is attacking.

The opponent controlling the defending character loses an action on their next turn.

Attack
5



Reek

HEAD BUTT

Play when Reek is attacking.

The opponent controlling the defending character loses an action on their next turn.

Attack
2*



Reek

PICADOR COAXING

Play when Reek is attacking.

*Add 3 to the attack value for each Picador still in play.

Attack
2*



Reek

PICADOR COAXING

Play when Reek is attacking.

*Add 3 to the attack value for each Picador still in play.

Attack
9*



Reek

CHARGING ATTACK

Play when Reek is attacking.

*This card must be played face-up. You may move Reek up to 4 spaces prior to attacking.

Defend
3



Reek

TOUGH HIDE

Play when Reek is defending.

Draw a card.

Defend
3



Reek

TOUGH HIDE

Play when Reek is defending.

Draw a card.

Defend
3




Reek

TOUGH HIDE

Play when Reek is defending.

Draw a card.

SPECIAL




Reek

TRAMPLE

Play anytime on your turn.

Move Reek up to 3 spaces. If Reek ends movement adjacent to any characters, they each receive 3 damage.

SPECIAL




Reek

TRAMPLE

Play anytime on your turn.

Move Reek up to 3 spaces. If Reek ends movement adjacent to any characters, they each receive 3 damage.

SPECIAL



Reek

TRAMPLE

Play anytime on your turn.

Move Reek up to 3 spaces. If Reek ends movement adjacent to any characters, they each receive 3 damage.

Attack

5

Defend

1



Attack

4

Defend

1




Attack

4

Defend

1



Attack

4

Defend

2



Attack

4

Defend

2



Attack

3

Defend

2

