

Zombie Hulk			Capt. John Varan			Zaeus		
	60	 Life 3		80	 Life 5		130	 Life 4
	Undead	Move 5		Human	Move 5		Primadon	Move 5
	Uncommon Hero	Range 1		Unique Hero	Range 6		Unique Hero	Range 1
	Savage	Attack 4		Soldier	Attack 3		Scientist	Attack 4
	Terrifying	Defense 3		Fearless	Defense 3		Inspiring	Defense 4
<i>Ulgar</i>	Large 6		<i>Jandar</i>	Medium 5		<i>Vydar</i>	Medium 5	

Horde Shriek
After revealing an order marker and before taking a turn with this Zombie Hulk, if this Zombie Hulk is not engaged, you may first take a turn with another Undead Savage Hero or Squad that you control.

Paralyzing Fear
Figures attacked by any Undead subtract one from their defense dice for every Zombie Hulk they are engaged to.

Zombie Rises Again
If an Undead Savage that you control destroys an opponent's large or huge figure, replace that figure immediately, if possible, with one of your own previously destroyed Zombie Hulks, and remove all markers other than order markers on that card. Undead are not affected by Zombie Rises Again.

Purple Heart
When a Human you control who follows Jandar and is adjacent to Capt. John Varan receives one or more wounds from an attacking figure who is not adjacent, you may instead place all of those wound markers on this Army Card.

Battle Valor Special Attack
Range 5. Attack 2.
Instead of moving and attacking normally, Capt. John Varan may use Battle Valor Special Attack. When using Battle Valor Special Attack, Capt. John Varan may move up to 3 spaces before attacking. When moving and attacking with Battle Valor Special Attack, Capt. John Varan may move and attack one additional time for each wound marker on this Army Card.

Gorillinator Attack Bonding
After revealing an order marker on Zaeus, you may take a turn with a squad of Gorillinators you control before taking a turn with Zaeus. The Gorillinators cannot move during this turn.

Rail Gun Special Attack
Range 7. Attack 4.
When Zaeus attacks an opponent's figure that is not adjacent with his Rail Gun Special Attack, you must choose a figure adjacent to the targeted figure, if possible. If Zaeus inflicts more wounds than needed to destroy the targeted figure, all excess wounds count as unblockable hits on the chosen figure.

Zogross Hardscale		
	120	 Life 5
	Lizardfolk	Move 6
	Unique Hero	Range 1
	Warlord	Attack 3
	Fearsome	Defense 5
<i>Ullar</i>	Medium 5	

Omegacron		
	180	 Life 4
	Soulborg	Move 5
	Unique Hero	Range 7
	Commander	Attack 3
	Precise	Defense 6
<i>Jandar</i>	Large 7	

Haduc		
	100	 Life 6
	Elf	Move 5
	Unique Hero	Range 7
	Wizard	Attack 3
	Valiant	Defense 2
<i>Ullar</i>	Medium 5	

Tribal Protection
An opponent's figure that is engaged to one or more Warriors or Protectors you control who follow Ullar may not attack Zogross Hardscale.

Opportunity Strike 15
If an opponent's figure that is engaged with Zogross Hardscale targets any other figure you control with a normal attack, roll the 20-sided die. If you roll a 15 or higher, no dice are rolled for this attack, no defense dice are rolled, and the attacking figure receives one wound.

Double Attack
When Omegacron attacks, he may attack one additional time.

Omicron Mobilization
Instead of moving with Omegacron, you may move up to 3 other Soulborg figures you control who follow Jandar up to 5 spaces each.

Directed Fire
Instead of attacking with Omegacron this turn, you may choose up to 3 unengaged Soulborg Squad figures you control who follow Jandar. Take a single turn with the chosen figures, during which the chosen figures may only attack. Omegacron must also have line of sight to any figure attacked using Directed Fire.

Aegis of the Crimson Sigil
When Haduc, or any Elf Wizard you control adjacent to Haduc, rolls defense dice, add one automatic shield to whatever is rolled for each revealed order marker on Haduc's Army Card.

Elven Supremacy
Any time you roll the 20-sided die for an Elf Army Card, you may add 1 to your die roll.

Marro Gnids		
	50	 Life 1
	Marro	Move 7
	Common Squad	Range 1
	Parasites	Attack 2
	Relentless	Defense 2
<i>Ulgar</i>	Small 3	

Nicholas Esenwein		
	140	 Life 5
	Undead	Move 7
	Unique Hero	Range 1
	Duke	Attack 4
	Dominating	Defense 4
<i>Valkrill</i>	Medium 4	

Preyblood Thrall		
	30	 Life 1
	Undead	Move 5
	Common Hero	Range 1
	Thrall	Attack 3
	Ravenous	Defense 3
<i>Valkrill</i>	Medium 5	

Cling
If a Marro Gnid inflicts one or more wounds on an opponent's Unique Hero, you may place that Marro Gnid on the affected figure's card. Subtract 1 from that Hero's Move and Defense values for each Marro Gnid on the figure's card. A maximum of 3 Marro Gnids can be placed on any Hero's card.

Scale 1
When moving up or down levels of terrain, Marro Gnids may add 1 to their height.

Bloodborn Rising
Each time Nicholas Esenwein destroys a figure, you may remove a wound marker from this Army Card. If the destroyed figure was small or medium, and not Undead, replace that figure immediately, if possible, with one of your own previously destroyed Thralls. Nicholas Esenwein may not use Bloodborn Rising on destructible objects.

Overextend Attack
After taking a turn with Nicholas Esenwein, you may place a wound marker on Nicholas Esenwein and take another turn with him. You may only use this power once during a round.

Flying
When counting spaces for Nicholas Esenwein's movement, ignore elevations. Nicholas Esenwein may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Nicholas Esenwein starts to fly, if he is engaged he will take any leaving engagement attacks.

Mindless Pack
After revealing an order marker on this card, roll the 20-sided die.

- If you roll a 1-5, you may take a turn with 1 Thrall you control.
- If you roll a 6-15, you may take a turn with up to 2 Thralls you control.
- If you roll a 16 or higher, you may take a turn with up to 3 Thralls you control.

Blood Hunger
Before moving a Preyblood Thrall, you may choose an opponent's figure. Add 1 to the Preyblood Thrall's Move and Attack values for each wound marker on the chosen figure's Army card to a maximum of +3 for each. To use Blood Hunger, the Preyblood Thrall must end its move adjacent to the chosen figure and must attack that figure if possible. If the Preyblood Thrall does not inflict at least one wound on the chosen figure, destroy the Preyblood Thrall.

Van Nessing

	105	 Life 5
	Hybrid	 Move 5
	Unique Hero	Range 1
	Hunter	Attack 4
	Devout	Defense 4
<i>Aquila</i>	Medium 5	

Silver Bolts Special Attack

Range 5. Attack 3.

When a Lycanthrope or Hybrid figure receives one or more wounds from Silver Bolts Special Attack, that figure receives one additional wound.

Divine Mission

When revealing an order marker on Van Nessing's Army Card, after taking Van Nessing's turn, you may reveal an "X" order marker that is on Van Nessing's Army Card and take another turn with Van Nessing. During this additional turn, Van Nessing adds 2 to his normal attack against Undead figures.

Holy Relic

When the 20-sided die is rolled for a special power on an opponent's Undead Army Card and at least one of the figures from that Army Card is within 3 clear sight spaces of Van Nessing, subtract 3 from the die roll.

Kira Jax

	30	 Life 3
	Mariedian	 Move 5
	Unique Hero	Range 7
	Scout	Attack 3
	Tricky	Defense 2
<i>Aquila</i>	Medium 5	

Exploit Weakness

At any point before, during, or after movement, you may choose one opponent's figure within 6 clear sight spaces of Kira Jax. All of the special powers on the chosen figure's card (or cards if your opponent has more than one Common Army Card for that figure) are negated until the end of Kira Jax's turn. Kira Jax can only use Exploit Weakness once per turn.

Varkaanan Blade Dancers

	80	 Life 1
	Wolves	 Move 6
	Common Squad	Range 1
	Blade Dancers	Attack 4
	Relentless	Defense 3
<i>Aquila</i>	Medium 6	

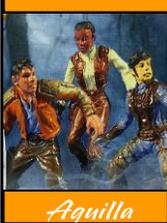
Varkaanan Blade Defense

A Varkaanan Blade Dancer rolls one additional defense die for each opponent's figure she is engaged to.

Defensive Vault

After a Varkaanan Blade Dancer rolls defense dice against a normal attack from an adjacent opponent's figure, if she is still adjacent to the attacking figure, you may place that Varkaanan Blade Dancer on any other space adjacent to the attacking figure, if possible. A Varkaanan Blade Dancer does not take any leaving engagement attacks when using Defensive Vault.

M-43 Resistance Fighters

	65	 Life 1
	Mariedian	 Move 5
	Common Squad	Range 6
	Fighters	Attack 2
	Resolute	Defense 3
<i>Aquila</i>	Medium 5	

Priority Targeting

An engaged M-43 Resistance Fighter may target and attack non-adjacent figures unless that M-43 Resistance Fighter is engaged with a hero figure.

Guerrilla Tactics

After taking a turn with the M-43 Resistance Fighters, for each M-43 Resistance Fighter you control that attacked an opponent's figure this turn, you may move any Mariedian figure you control that did not attack this turn up to 3 spaces. A Mariedian figure may only be moved by Guerrilla Tactics once per turn.

Zettian Infantry

	65	 Life 1
	Soulborg	 Move 4
	Common Squad	Range 4
	Guards	Attack 2
	Loyal	Defense 3
<i>Utgar</i>	Medium 4	

Utgar Soulborg Bonding

Before taking a turn with Zettian Infantry, you may take a turn with any Soulborg Hero you control who follows Utgar.

Circuitry Replacement

If a friendly Soulborg Hero who follows Utgar receives one or more wounds from a special power that is not an attack, you may destroy a guard in the Zettian Infantry you control that is adjacent to that Hero to ignore any wounds that Hero just received.

Tyrian the Kyrie Warrior

	110	 Life 4
	Kyrie	 Move 7
	Unique Hero	Range 5
	Warrior	Attack 3
	Tricky	Defense 2
<i>Jandar</i>	Medium 6	

Double Attack

When Tyrian attacks, he may attack one additional time.

Flying

When counting spaces for Tyrian's movement, ignore elevations. Tyrian may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Tyrian starts to fly, if he is engaged he will take any leaving engagement attacks.

Priscus

	100	 Life 5
	Human	 Move 5
	Unique Hero	Range 1
	Gladiator	Attack 3
	Rebellious	Defense 4
<i>Einar</i>	Medium 5	

Grapple Special Attack

Range 1. Attack 3.

A small or medium figure attacked with Grapple Special Attack rolls one less defense die.

Taste of Freedom

If all of your order markers are on Gladiators, and at least one order marker is on Priscus, all friendly Gladiators adjacent to Priscus add 1 die to their normal attack.

Ulfrid Hornwrangler

	100	 Life 5
	Dwarf	 Move 5
	Unique Hero	Range 1
	Warrior	Attack 3
	Valiant	Defense 3
<i>Jandar</i>	Medium 4	

Grim Determination Special Attack

Range 1. Attack 4.

If Grim Determination Special Attack does not destroy a figure, Ulfrid Hornwrangler receives a wound and must attack that figure again with his Grim Determination Special Attack, if possible.

Shield of Valor

When defending with Ulfrid Hornwrangler, each shield rolled counts for one additional block.

Vulcanmech Incendiborgs

	180	 Life 1
	Soulborg	 Move 4
	Unique Squad	Range 6
	Marauders	Attack 3
	Relentless	Defense 4
<i>Valkrill</i>	Large 6	

Redundant Systems

Start the game with 3 Redundant Systems markers on this card. After a Vulcanmech Incendiborg receives one or more wounds, you may remove 1 Redundant Systems marker from this card to ignore all wounds.

Flamethrower Special Attack

Range Special. Attack 4.

A Vulcanmech Incendiborg that does not attack normally may use Flamethrower Special Attack. Choose 2 spaces in a straight line from the attacking Vulcanmech Incendiborg. All figures on those spaces that are in line of sight are affected by Flamethrower Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

Command Courier

	35	 Life 1
	Human	 Move 6
	Common Hero	Range 5
	Courier	Attack 2
	Tricky	Defense 3
<i>Vydar</i>	Medium 5	

Command Dispatch

After taking a turn with a Command Courier, if that Command Courier did not attack, you may choose an adjacent small or medium Unique Hero you control that follows Vydar and take a turn with that Hero.

Fleet Footed

If a Command Courier is attacked with a normal attack by an opponent's figure and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-10, roll defense dice normally. If you roll an 11 or higher, that Command Courier takes no damage and instead may move up to 4 spaces. A figure moving with Fleet Footed never takes any leaving engagement attacks. A Command Courier can use Fleet Footed only if he ends his move not adjacent to any enemy figures.

Havech Eradicators

	90	 Life 1
	Marro	 Move 6
	Common Squad	Range 5
	Cyborg	Attack 4
	Merciless	Defense 4
<i>Valkrill</i>	Medium 5	

Plasma Surge

After attacking a non-adjacent figure with a Havech Eradicator you control, you must roll the 20-sided die. If you roll a 1-6, destroy that Havech Eradicator. If you roll a 7-17, that Havech Eradicator is safe. If you roll an 18-20, you may attack again with that Havech Eradicator.

Mechanical Components

Marro Hive cannot rebirth Havech Eradicators with its Marro Rebirth special power.

Deathstrike Thrall

	30	 Life 1
	Undead	 Move 6
	Common Hero	Range 1
	Thrall	Attack 3
	Merciless	Defense 3
<i>Valkrill</i>	Medium 5	

Mindless Pack

After revealing an order marker on this card, roll the 20-sided die.

- If you roll a 1-5, you may take a turn with 1 Thrall you control.
- If you roll a 6-15, you may take a turn with up to 2 Thralls you control.
- If you roll a 16 or higher, you may take a turn with up to 3 Thralls you control.

Return to the Grave Special Attack

Range 1. Attack 6.
After attacking with Return to the Grave Special Attack, destroy the attacking Deathstrike Thrall.

Skeletons of Annellintia

	105	 Life 1
	Undead	 Move 4
	Common Squad	Range 1
	Warriors	Attack 3
	Terrifying	Defense 3
<i>Ulgar</i>	Medium 5	

Necromancy

When a Skeleton of Annellintia you control is destroyed, roll the 20-sided die. If you roll an 11 or higher, place that Skeleton of Annellintia on the army card of any Unique Lord, Lady, Duke or Duchess you control.

Reanimation

After revealing an order marker on this Army Card, before taking a turn with the Skeletons of Annellintia, you may remove one previously destroyed Skeleton of Annellintia from the Army Card of one Unique Hero you control and place it on any empty space adjacent to that Hero.

Undead Legion

After taking a turn with the Skeletons of Annellintia, you may move two unengaged Skeletons of Annellintia you control who did not move or attack this turn up to 4 spaces each.

Skull Demon

	65	 Life 3
	Demon	 Move 5
	Uncommon Hero	Range 1
	Champion	Attack 4
	Relentless	Defense 4
<i>Valkrill</i>	Large 6	

Frightening Presence

Common figures attacking this Skull Demon with a normal attack subtract 1 from their attack dice.

Valkrill Attack Aura 1

All friendly figures adjacent to this Skull Demon with a range of 1 who follow Valkrill add 1 die to their normal attack.

Elaria the Pale

	60	 Life 4
	Elf	 Move 6
	Unique Hero	Range 4
	Rogue	Attack 3
	Tricky	Defense 3
<i>Ulgar</i>	Medium 5	

Slippery 6

If an opponent's Squad figure moves adjacent to Elaria the Pale and onto a space where that Squad figure can end its movement, you may roll the 20-sided die. If you roll a 6 or higher, Elaria the Pale may immediately move up to 4 spaces. Elaria the Pale will not take any leaving engagement attacks when moving with Slippery. Elaria the Pale can use this power only if she ends her Slippery move not adjacent to any enemy figures. You may not roll for Slippery more than once during any turn.

Queen of Thieves

After rolling the 20-sided die for the Army Card of any figure you control with the Tricky personality within 6 clear sight spaces of Elaria the Pale, you may add 1 to your die roll. Queen of Thieves does not affect Elaria the Pale.

Arashara Goshiri

	200	 Life 5
	Human	 Move 5
	Unique Hero	Range 1
	Warlord	Attack 4
	Disciplined	Defense 3
<i>Einar</i>	Medium 5	

Shifting Sands

After moving and before attacking, choose two small or medium figures on land spaces within 4 clear sight spaces of Arashara Goshiri and within 4 spaces of each other. Roll the 20-sided die. If you roll a 10 or higher, you may switch the two chosen figures. Figures moved by Shifting Sands never take leaving engagement attacks. Arashara Goshiri may be moved by Shifting Sands.

Martial La Hire

	70	 Life 5
	Human	 Move 5
	Unique Hero	Range 1
	Fighter	Attack 4
	Reckless	Defense 4
<i>Einar</i>	Medium 5	

Reckless Second Swing

When Martial La Hire wounds a figure with his normal attack, he must attack one additional time, if possible.

Myrddin

	90	 Life 6
	Human	 Move 5
	Unique Hero	Range 1
	Wizard	Attack 3
	Valiant	Defense 2
<i>Aquilla</i>	Medium 5	

Call Lightning Special Attack

Range 6. Attack 3.
Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by Call Lightning Special Attack. Myrddin only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Myrddin can be affected by his own Call Lightning Special Attack. Figures under overhangs cannot be targeted with Call Lightning Special Attack.

Mystic Sacrifice

After rolling the 20-sided die for the Army Card of a Small, Medium, or Large Unique Hero you control within 4 clear sight spaces of Myrddin, you may place 1 or 2 wound markers on Myrddin's Army Card. Add 1 to your 20-sided die roll for each wound marker you placed, even if this was enough wounds to destroy Myrddin.

Cxurg'gyath

	140	
	Mind Flayer	
	Unique Hero	
	Overlord	
	Terrifying	
<i>Utgar</i>	Medium 5	

Psionic Explosion Special Attack
Range 4. Attack 3.
 Choose a figure to attack. Each opponent's figure adjacent to the chosen figure is also affected by the Psionic Explosion Special Attack. Cxurg'gyath does not need clear line of sight to attack with Psionic Explosion Special Attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately.

Enslave Enhancement
 Add 1 to your die roll when you roll for the Enslave power on any Army Card.

Lurk in Shadows
 If Cxurg'gyath is on a shadow space, opponents' figures must be adjacent to attack him with a normal attack.

Beakface Sneaks

	30	
	Raptorian	
	Common Squad	
	Rogues	
	Skittish	
<i>Einar</i>	Medium 4	

Flocking
 After taking a turn with the Beakface Sneaks, if at least one Beakface Sneak attacked an opponent's figure, you may move up to two Raptorians you control that did not move or attack this turn up to 6 spaces each.

Evasive 3
 When a Beakface Sneak rolls defense dice against an attacking figure who is not adjacent, add 3 defense dice to the defending Sneak.

Glide
 Beakface Sneaks never roll for falling damage.

Quahon

	190	
	Dragon	
	Unique Hero	
	Predator	
	Precise	
<i>Aquila</i>	Huge 11	

Lightning Breath Special Attack
Range 4+ Special. Attack 4.
 Choose a figure to attack. You may also choose a second figure within 3 clear sight spaces of the targeted figure and a third figure within 2 clear sight spaces of the second figure to be affected by Lightning Breath Special Attack. Roll attack dice once for all figures. Each figure rolls defense dice separately. Lightning Breath Special Attack does not affect destructible objects.

Flying
 When counting spaces for Quahon's movement, ignore elevations. Quahon may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Quahon is engaged when she starts to fly, she will take any leaving engagement attacks.

Racheim

	140	
	Chimera	
	Unique Hero	
	Marauder	
	Ferocious	
<i>Valkrill</i>	Large 6	

Frost Breath Special Attack
Range 6. Attack 4.
 Figures with the Lava Resistant special power roll 2 less defense dice when attacked by Racheim's Frost Breath Special Attack.

Triple Attack
 When Racheim attacks with a normal attack, he may attack two additional times.

Flying
 When counting spaces for Racheim's movement, ignore elevations. Racheim may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Racheim starts to fly, if he is engaged he will take any leaving engagement attacks.

Deathcommander Mark 3

	130	
	Soulborg	
	Unique Hero	
	Deathcommander	
	Precise	
<i>Utgar</i>	Large 6	

Heavy Support Command Beacon
 When revealing an order marker on Deathcommander Mark 3's card, after taking his turn, if Deathcommander Mark 3 is engaged, you may immediately take a turn with another Unique or Large Soulborg Hero or Squad you control that follows Utgar.

Marked For Destruction
 When a Soulborg figure that you control who follows Utgar attacks a figure engaged with Deathcommander Mark 3 with a normal attack, before defense dice are rolled, you may re-roll one attack die that did not show a skull. Marked for Destruction can only be used once for each attack. Marked for Destruction does not affect Deathcommander Mark 3.

Explosive Rounds Special Attack
Range 5. Attack 3.
 Choose a figure to attack. You may also choose one other figure adjacent to the targeted figure to be affected by Explosive Rounds Special Attack. Roll attack dice once for both figures. Each figure rolls defense dice separately. When Deathcommander Mark 3 attacks with his Explosive Rounds Special Attack, he may attack one additional time.

Mok

	220	
	Giant	
	Unique Hero	
	Warhulk	
	Fearsome	
<i>Aquila</i>	Huge 11	

Dwarven Gunners
 Instead of attacking with a Dwarf Squad figure you control that is unengaged and adjacent to Mok, you may remove that figure from the battlefield and place it on this card. There can be a maximum of two Dwarf figures on this card.

Gunner Casualties
 If there is at least one Dwarf figure on Mok's card when Mok receives one or more wounds from an attack by a non-adjacent figure, you must roll the 20-sided die. If you roll a 15 or higher, remove one Dwarf figure from Mok's card and ignore any wounds.

Gunner Special Attack
Range 5. Attack 3.
 After attacking normally, Mok may attack with Gunner Special Attack once for each Dwarf figure on this card. While engaged, Mok may target and attack non-adjacent figures with Gunner Special Attack. Mok cannot attack the same figure twice with Gunner Special Attack.

Morgoloth

	140	
	Demon	
	Unique Hero	
	Darklord	
	Terrifying	
<i>Valkrill</i>	Large 7	

Double Attack
 When Morgoloth attacks, he may attack one additional time.

Swarming Vermin
 Friendly small figures who follow Utgar or Valkrill are never attacked when leaving engagement with a figure within 5 clear sight spaces of Morgoloth.

Demon Leadership
 All Demons you control, except Morgoloth, move one additional space.

Hoplitron

	35	
	Soulborg	
	Common Hero	
	Champion	
	Disciplined	
<i>Vydar</i>	Large 6	

Shield Push 13
 After moving and before attacking with a Hoplitron, you may choose one small or medium figure adjacent to that Hoplitron. Roll the 20-sided die. If you roll a 13 or higher, move the chosen figure up to 1 space. Figures moved by Shield Push never take any leaving engagement attacks. A non-flying figure moved lower by Shield Push can receive any falling damage that may apply.

Melee Soulborg Bonding
 After revealing an Order Marker on a Hoplitron Army Card, before taking that Hoplitron's turn, you may take a turn with one other Soulborg Hero you control with a Range of 1.

Cathar Spearmen

	75	
	Human	
	Common Squad	
	Soldiers	
	Devout	
<i>Einar</i>	Medium 5	

Reach
 If an opponent's figure is within 2 spaces of a Cathar Spearman, and its base is no more than 3 levels above that Cathar Spearman's height or 3 levels below that Cathar Spearman's base, that Cathar Spearman may add 1 to his Range when attacking that figure.

Braced Spear 16
 If an opponent's figure moves adjacent to a previously unengaged Cathar Spearman, roll the 20-sided die. If you roll a 16 or higher, the opponent's figure receives one wound.

Impale
 When attacking a non-adjacent figure, a Cathar Spearman receives an additional attack die.

Eilan Sidhe

	40	 Life 1
	Sidhe	Move 4
	Common Squad	Range 1
	Sentinels	Attack 3
	Tricky	Defense 3
<i>Ullar</i>	Medium 5	

Through The Green

Before taking a turn with the Eilan Sidhe, all Eilan Sidhe you control adjacent to a tree or bush may use Through the Green. To use Through the Green, place the Eilan Sidhe on any unoccupied space adjacent to any tree or bush within 4 clear sight spaces of that Eilan Sidhe. If an Eilan Sidhe is engaged when it uses Through the Green, it will not take any leaving engagement attacks.

Horde Attack

You may attack with any 2 Eilan Sidhe you control, even Eilan Sidhe that did not move this turn.

Nature's Protection

When an Eilan Sidhe rolls defense dice while adjacent to a tree or bush, one shield will block all damage.

Dreadgul Raiders

	65	 Life 1
	Human	Move 5
	Common Squad	Range 1
	Raiders	Attack 3
	Wild	Defense 3
<i>Einar</i>	Medium 5	

Wild Strategic Bonding

Before taking a turn with the Dreadgul Raiders, you may first take a turn with any wild Human or Giant Hero you control. If you do not take a turn with any Human or Giant Hero you control, add 1 to the Attack value of this card.

Berserker Charge

After moving and before attacking, roll the 20-sided die. If you roll a 15 or higher, you may move the same Dreadgul Raiders again.

Tomb Skeletons

	40	 Life 1
	Undead	Move 4
	Common Squad	Range 1
	Guards	Attack 3
	Mindless	Defense 2
<i>Valkrill</i>	Medium 4	

Flanking

When attacking with a Tomb Skeleton you control, if the defending figure is engaged with at least 1 other figure you control, it subtracts 1 from its defense.

Skeletal Form

When rolling defense dice against an attack from a figure with a Range number of 4 or more that is not a Cleric or Wizard, a Tomb Skeleton adds 1 die.

Nhah Scirh Cultists

	80	 Life 1
	Icarian	Move 6
	Common Squad	Range 1
	Cultists	Attack 3
	Tormenting	Defense 3
<i>Valkrill</i>	Medium 5	

Fanatical Advance

A Nhah Scirh Cultist is never attacked when leaving an engagement with a Squad figure.

Dragonkind Enmity

A Nhah Scirh Cultist rolls an additional attack die when attacking a Dragon.

Iron Resolve

When rolling defense dice against a special attack, a Nhah Scirh Cultist always adds 1 automatic shield to whatever is rolled.

Microcorp Troopers

	80	 Life 1
	Human	Move 5
	Common Squad	Range 6
	Troopers	Attack 2
	Disciplined	Defense 2
<i>Vydar</i>	Medium 5	

Heavy Weapon Special Attack

Range 6 Attack 4.

Up to one Microcorp Trooper that was activated but did not move or attack normally this turn may attack with Heavy Weapon Special Attack.

Hard Targets

Figures attacking a Microcorp Trooper never have height advantage.

Snow and Ice Enhanced Movement

Slippery Ice and Heavy Snow only count as 1 space when moving.

Augamo

	155	 Life 4
	Golem	Move 5
	Unique Hero	Range 1
	Construct	Attack 6
	Relentless	Defense 6
<i>Vydar</i>	Huge 8	

Ramming 6

When a small or medium figure rolls defense dice and is not destroyed by a normal or special attack from Augamo, immediately roll the 20-sided die. If you roll a 6 or higher, you may Ram the figure. The player who controls the Rammied figure must place that figure, if possible, on an empty space within two spaces of its current location, within clear sight of Augamo but not adjacent to him. The space must be on the same level as or lower than its current location. A Rammied figure never takes any leaving engagement attacks. A non-flying figure moved lower by Ramming can receive any falling damage that may apply.

Headlong Charge Special Attack

Range 1. Attack 4.

Instead of moving and attacking normally with Augamo, you may move Augamo up to 4 spaces. Augamo may attack up to 2 times with Headlong Charge Special Attack at any point before, during or after this move as long as Augamo is on a space where he could end his movement.

Stony Resistance 3

Augamo rolls 3 additional defense dice when defending against a special attack.

Count Raymond

	90	 Life 5
	Human	Move 5
	Unique Hero	Range 1
	Count	Attack 4
	Inspiring	Defense 4
<i>Einar</i>	Medium 4	

Devout Leadership

All figures you control with a devout personality move one additional space.

Maneuver 9

When Count Raymond, or any friendly human figure who follows Einar within 5 clear sight spaces of Count Raymond, receives one or more wounds from a leaving engagement attack, immediately roll the 20-sided die. If you roll a 9 or higher, ignore any wounds from that leaving engagement attack.

Kursus

	55	 Life 3
	Primadon	Move 5
	Unique Hero	Range 1
	Soldier	Attack 3
	Bold	Defense 3
<i>Vydar</i>	Medium 5	

Sonic Fists Special Attack

Range 4. Attack 5.

Choose a non-adjacent figure to attack that is not a destructible object and whose base is not higher or lower than 15 levels from Kursus's base. Any figures adjacent to the chosen figure are also affected by Sonic Fists Special Attack. Kursus only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. After attacking, immediately place Kursus on a space one of the destroyed figures occupied, if possible. If Kursus did not destroy a figure or cannot be placed, destroy Kursus.

Bound

Instead of his normal move, Kursus may use Bound. Bound has a move of 4. When counting spaces for Bound, ignore elevations. Kursus may bound over water without stopping, pass over figures without becoming engaged, and over obstacles such as ruins. Kursus may not bound more than 15 levels up or down in a single bound. If Kursus is engaged when he starts to bound, he will receive any leaving engagement attacks.

Tomoe Gozen

	110	 Life 4
	Human	Move 5
	Unique Hero	Range 1
	Samurai	Attack 4
	Disciplined	Defense 4
<i>Einar</i>	Medium 4	

Samurai Life Debt

After revealing an Order Marker on a Unique Samurai Squad you control that has at least one previously destroyed Samurai on its Army Card, before taking that squad's turn, you may first take a turn with Tomoe Gozen.

Defensive Formation

If Tomoe Gozen is adjacent to at least one other Samurai you control, add 1 die to the Defense of Tomoe Gozen and all Samurai you control adjacent to Tomoe Gozen.

Counter Strike

When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against other Samurai.

Siiv		
	40	 Life 2
	Tuatark	 Move 7
	Unique Hero	Range 1
	Assassin	Attack 3
	Tricky	Defense 4
<i>Valkrill</i>	Medium 5	

Quick Stab Special Attack
Range 1. Attack 2.
 Small and medium figures may not roll defense dice when attacked by Quick Stab Special Attack.

Disengage
 Siiv is never attacked when leaving an engagement.

Brimstone		
	150	 Life 5
	Dragon	 Move 6
	Unique Hero	Range 1
	Young	Attack 4
	Menacing	Defense 4
<i>Valkrill</i>	Large 6	

Growing Heat
 After taking a turn with Brimstone, you must place a Growing Heat Marker on this card, up to a maximum of 4 Growing Heat Markers.

Heat Blast Special Attack
Range 2. Attack Special.
 Heat Blast Special Attack affects all figures within 2 clear sight spaces of Brimstone. Roll one attack die for each Growing Heat Marker on this Army Card. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Heat Blast Special Attack does not affect Brimstone or figures with the Lava Resistant special power. After attacking with Heat Blast Special Attack, remove all Growing Heat Markers from this Army Card.

Flying
 When counting spaces for Brimstone's movement, ignore elevations. Brimstone may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Brimstone starts to fly, if he is engaged he will take any leaving engagement attacks.

Kantono Daishi		
	120	 Life 4
	Human	 Move 6
	Unique Hero	Range 1
	Jonin	Attack 2
	Disciplined	Defense 5
<i>Vydar</i>	Medium 4	

DISHONORABLE LEADERSHIP
 When revealing an Order Marker on Kantono Daishi, after taking Kantono Daishi's turn, if Kantono Daishi is unengaged, you may take a turn with one of the following that you control:
 • 1 Ninja Squad, or
 • up to 2 Ninja Heroes
 Any figure in the above list that is taking a turn with Dishonorable Leadership must be within clear sight of Kantono Daishi before moving.

PHANTOM WALK
 Kantono Daishi can move through all figures and is never attacked when leaving an engagement.

COUNTERSTRIKE
 When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against Samurai.

Varkaanen Swiftfangs		
	80	 Life 1
	Wolves	 Move 6
	Unique Squad	Range 1
	Hunters	Attack 3
	Ferocious	Defense 3
<i>Aquilla</i>	Large 6	

WOLF PACK
 After revealing an Order Marker on the Varkaanen Swiftfangs' card, before taking that turn with the Swiftfangs, you may choose one other Unique Wolf Army Card you control and take a turn with it. You may not attack with more figures from the chosen Army Card than the number of destroyed Varkaanen Swiftfangs on this card.

FIRST STRIKE
 When Order Marker 1 is revealed on the Varkaanen Swiftfangs, add 2 to their Move number and 1 extra attack die for that turn.

Varkaanen Quickblades		
	100	 Life 1
	Wolves	 Move 5
	Unique Squad	Range 1
	Hunters	Attack 3
	Bold	Defense 4
<i>Aquilla</i>	Large 6	

WOLF PACK
 After revealing an Order Marker on the Varkaanen Quickblades' card, before taking that turn with the Quickblades, you may choose one other Unique Wolf Army Card you control and take a turn with it. You may not attack with more figures from the chosen Army Card than the number of destroyed Varkaanen Quickblades on this card.

VAULT
 After moving and before attacking, any or all unengaged Varkaanen Quickblades may Vault. Choose an opponent's figure within 2 clear sight spaces and place that Quickblade on any unoccupied space adjacent to the chosen figure. A Quickblade may not vault more than 7 levels up or down in a single vault.

LIGHTNING SLASH SPECIAL ATTACK
Range 1. Attack 3.
 A Varkaanen Quickblade that did not attack normally may use Lightning Slash Special Attack. Defending figures that were not adjacent to this Varkaanen Quickblade at the start of its turn subtract 1 from their defense dice for each skull rolled with Lightning Slash Special Attack.

Varkaanen Darkclaws		
	120	 Life 1
	Wolves	 Move 6
	Unique Squad	Range 1
	Hunters	Attack 4
	Fearsome	Defense 4
<i>Aquilla</i>	Large 6	

WOLF PACK
 After revealing an Order Marker on the Varkaanen Darkclaws' card, before taking that turn with the Darkclaws, you may choose one other Unique Wolf Army Card you control and take a turn with it. You may not attack with more figures from the chosen Army Card than the number of destroyed Varkaanen Darkclaws on this card.

DUAL STRIKE
 When a Varkaanen Darkclaw attacks, he may attack one additional time. A Varkaanen Darkclaw cannot attack the same figure more than once per turn.

SHADOW MASTERS
 A Varkaanen Darkclaw rolls 1 additional defense die while on a shadow space and 1 additional attack die when attacking a figure that is not a destructible object on at least one shadow space.

Varkaanen Greyspears		
	110	 Life 1
	Wolves	 Move 5
	Unique Squad	Range 4
	Hunters	Attack 3
	Ferocious	Defense 3
<i>Aquilla</i>	Large 6	

WOLF PACK
 After revealing an Order Marker on the Varkaanen Greyspears' card, before taking that turn with the Greyspears, you may choose one other Unique Wolf Army Card you control and take a turn with it. You may not attack with more figures from the chosen Army Card than the number of destroyed Varkaanen Greyspears on this card.

TRACKING
 While moving, the Varkaanen Greyspears may add 2 to their Move number. If they do, the Varkaanen Greyspears cannot attack this turn.

B-11 Resistance Corps		
	110	 Life 1
	Mariedian	 Move 5
	Unique Squad	Range 6
	Fighters	Attack 2
	Disciplined	Defense 2
<i>Aquilla</i>	Medium 5	

TO THE LAST MAN
 Add 1 to the B-11 Resistance Corps' Attack and Defense values for each previously destroyed B-11 Resistance Corps fighter on this Army Card. A B-11 Resistance Corps fighter may not attack other friendly B-11 Resistance Corps fighters.

Grigor & Rogirg		
	170	 Life 8
	Ettin	 Move 5
	Unique Hero	Range 1
	Beast	Attack 5
	Divided	Defense 4
<i>Utgar</i>	Huge 9	

SPLIT DECISION
 At the start of Grigor & Rogirg's turn, if there are 3 or fewer wound markers on this Army Card, you must roll the 20-sided die. If you roll a 6 or lower, Grigor & Rogirg cannot attack if they move this turn.

TWO HEADS ARE BETTER THAN ONE
 After attacking with Grigor & Rogirg, if there are 3 or fewer wound markers on this Army Card, they may attack one additional time.

Sir Orrick		
	50	 Life 3
	Human	 Move 4
	Unique Hero	 Range 1
	Champion	 Attack 3
	Valiant	 Defense 4
<i>Jandar</i>	Medium 5	

A BROTHER'S CALL
Sir Orrick may add 1 to his Move number for each engaged Human you control who follows Jandar other than Sir Orrick, up to a maximum of +3 for A Brother's Call.

A COWARD'S REWARD
Sir Orrick rolls one additional die against each figure leaving an engagement with him.

Quorik Warwitch		
	110	 Life 6
	Raptorian	 Move 6
	Unique Hero	 Range 1
	Warwitch	 Attack 4
	Tormenting	 Defense 2
<i>Einar</i>	Medium 5	

ORB OF PAIN SPECIAL ATTACK
Range 4. Attack 1, 2 or 3.
Quorik Warwitch starts each turn with 6 attack dice. Choose any non-adjacent figure within range and attack by rolling 1, 2 or 3 attack dice. Quorik Warwitch may keep making special attacks with 1, 2 or 3 attack dice until she has rolled all 6 attack dice. Quorik Warwitch may target the same or different figures with each attack.

FLUTTER
If Quorik Warwitch is attacked by an adjacent opponent's figure and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-9, roll defense dice normally. If you roll a 10 or higher, Quorik Warwitch takes no damage and may immediately move up to 2 spaces. If Quorik Warwitch is engaged when she starts to flutter, she will not take any leaving engagement attacks.

FLYING
When counting spaces for Quorik Warwitch's movement, ignore elevations. Quorik Warwitch may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Quorik Warwitch starts to fly, if she is engaged she will take any leaving engagement attacks.

Manauvi		
	110	 Life 5
	Wolf	 Move 5
	Unique Hero	 Range 1
	Champion	 Attack 5
	Reckless	 Defense 3
<i>Aquilla</i>	Large 7	

CHARGING ASSAULT
Manauvi may add 3 to his Move number as long as he is unengaged prior to moving. Manauvi must be able to move adjacent to an opponent's figure in order to use Charging Assault.

BATTLE FRENZY
After attacking with Manauvi, roll the 20-sided die. If you roll a 16 or higher, you may attack again with Manauvi.

WARRIOR'S CHARGING SPIRIT
When Manauvi is destroyed, place this figure on a Unique Army Card with a Range of 1. Manauvi's Spirit adds 2 to the Move number of that card.

Bahadur		
	120	 Life 5
	Wolf	 Move 6
	Unique Hero	 Range 1
	Champion	 Attack 6
	Ferocious	 Defense 4
<i>Aquilla</i>	Large 6	

EASY PREY
Small Squad figures attacked by Bahadur subtract 2 from their defense dice. Medium Squad figures attacked by Bahadur subtract 1 from their defense dice.

WARRIOR'S MELEE ATTACK SPIRIT
When Bahadur is destroyed, place this figure on any Unique Army Card with a Range of 1. Bahadur's Spirit adds 1 to the normal Attack number on that card.

Arktos		
	95	 Life 5
	Wolf	 Move 6
	Unique Hero	 Range 6
	Hunter	 Attack 4
	Fearsome	 Defense 3
<i>Aquilla</i>	Large 6	

HUNTER ATTACK ENHANCEMENT
All friendly Hunters adjacent to Arktos receive an additional attack die.

HUNTER'S AIM SPIRIT
When Arktos is destroyed, place this figure on any Unique Army Card with a Range number of 4 or more. Arktos's Spirit adds 2 to the Range number of that card.

Azurite Warlord		
	145	 Life 8
	Viper	 Move 6
	Unique Hero	 Range 1
	Warlord	 Attack 4
	Rebellious	 Defense 3
<i>Ullar</i>	Medium 6	

FURIOUS WRATH 3
When Azurite Warlord attacks, you may add 3 to his Attack number. If you do, at the end of Azurite Warlord's turn place 1 wound marker on Azurite Warlord's Army Card.

SLITHER
Azurite Warlord does not have to stop his movement when entering water spaces.

Ebon Armor		
	125	 Life 1
	Animata	 Move 5
	Unique Squad	 Range 1
	Constructs	 Attack 4
	Terrifying	 Defense 3
<i>Einar</i>	Medium 5	

Defensive Positioning
While an Ebon Armor is engaged, it has no visible Hit Zone.

Animated Materiel
When an Ebon Armor you control is destroyed, you may place it on a Unique Human Army Card in your army that does not already have an Ebon Armor on it.

Eternal War
For the entire game, when a Unique Human Hero or Squad figure you control is destroyed by a normal or special attack or leaving engagement attack by an opponent's figure, you may replace it with your previously destroyed Ebon Armor from that figure's Army Card, if possible.

Akumaken		
	110	 Life 5
	Human	 Move 6
	Unique Hero	 Range 1
	Ronin	 Attack 3
	Terrifying	 Defense 4
<i>Ulgar</i>	Medium 5	

Demonblade
For every opponent's figure Akumaken destroys, place a Soul Marker on this card. Before attacking with Akumaken, you may remove any number of Soul Markers from this card. For each marker removed, add 1 automatic skull to whatever is rolled. A maximum of 2 Soul Markers can be placed on this card. Akumaken cannot use Demonblade on destructible objects.

Mask of Terror
When a Squad figure adjacent to Akumaken attacks using a normal attack, it subtracts 1 from its attack dice. Figures with the fearless personality are not affected by Mask of Terror.

Counter Strike
When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against Samurai.

Shieldsmiths of Granite Keep		
	80	 Life 1
	Dwarves	 Move 4
	Common Squad	 Range 1
	Sentinels	 Attack 2
	Resolute	 Defense 5
<i>Aquilla</i>	Small 3	

Indomitable
If a Shieldsmith of Granite Keep begins his turn unengaged, add 2 to his Move value this turn. If he begins his turn engaged, add 2 to his Attack value this turn.

Steadfast
Shieldsmiths of Granite Keep cannot be moved by any special power on any opponent's Army Card.

Climb X2
When moving up or down levels of terrain, Shieldsmiths of Granite Keep may double their height.

Gorillitroopers

	105	 Life 1
	Primadons	Move 5
	Common Squad	Range 1
	Troopers	Attack 5
	Dauntless	Defense 3
<i>Vydar</i>	Medium 5	

Primadon Strategic Attack Bonding

Before taking a turn with the Gorillitroopers, you may first take a turn with any Primadon Hero you control. That Primadon Hero may only attack during its turn. If you take a turn with any Primadon Hero you control, the Gorillitroopers cannot use their Autocannons special power this turn.

Autocannons

Before attacking, you may add 4 to the Range number and subtract 2 from the Attack number of this Army Card for the duration of this turn. When using Autocannons, a Gorillitrooper that did not move this turn may attack one additional time.

Tough

When rolling defense dice against a normal attack, Gorillitroopers always add one automatic shield to what is rolled.

8th Infantry Pathfinder

	35	 Life 1
	Human	Move 5
	Common Hero	Range 6
	Soldier	Attack 4
	Disciplined	Defense 3
<i>Jandar</i>	Medium 4	

Marching Orders

When revealing an Order Marker on the Army Card of a Unique Soldier Hero you control that follows Jandar, and after taking that Unique Soldier Hero's turn, you may move each 8th Infantry Pathfinder figure you control up to 5 spaces. A Pathfinder must be able to move adjacent to a Unique Soldier figure you control that follows Jandar in order to use Marching Orders.

Firefight

After revealing an Order Marker on an 8th Infantry Pathfinder, instead of taking a turn with a Pathfinder, you may choose up to three Pathfinders you control. One at a time, take a turn with each Pathfinder. During these turns, the chosen Pathfinders may not move.

Knights of Blackgaard

	120	 Life 1
	Human	Move 5
	Common Squad	Range 1
	Kights	Attack 3
	Relentless	Defense 4
<i>Utgarr</i>	Medium 5	

Blackgaard Surge

If no Knights of Blackgaard you control are engaged, you must subtract 3 from your initiative roll. If at least one Order Marker is on the Knights of Blackgaard, you may add 1 to your initiative roll for each engaged Knight of Blackgaard you control.

Relentless Army Attack Bonus

If every army card you control has a relentless personality, each Knight of Blackgaard receives one additional attack die.

Bloodburst Thrall

	30	 Life 1
	Undead	Move 5
	Common Hero	Range 1
	Thrall	Attack 3
	Terrifying	Defense 4
<i>Valkrill</i>	Medium 5	

Mindless Pack

After revealing an order marker on this card, roll the 20-sided die.

- If you roll a 1-5, you may take a turn with 1 Thrall you control.
- If you roll a 6-15, you may take a turn with up to 2 Thralls you control.
- If you roll a 16 or higher, you may take a turn with up to 3 Thralls you control.

Engorge

When a Bloodburst Thrall attacks, you may add 1 to its Attack number. If you do and the defending figure is destroyed, roll the 20-sided die. If you roll a 13 or lower, destroy that Bloodburst Thrall.

Rupture

When a Bloodburst Thrall you control receives one or more wounds from a normal attack by an opponent's figure, you may choose an opponent's figure adjacent to the Bloodburst Thrall and roll the 20-sided die before removing that figure. If you roll a 14 or higher, the chosen figure receives 1 wound.

Crypt Guardian

	60	 Life 4
	Undead	Move 4
	Uncommon Hero	Range 1
	Guard	Attack 3
	Loyal	Defense 3
<i>Vydar</i>	Medium 5	

Curse of the Mummy

When you choose an opponent's figure and roll the 20-sided die for a special power on any Undead Army Card, you may add 2 to the roll if the chosen figure is engaged with this Crypt Guardian.

Royal Escort

When Revealing an Order Marker on this Crypt Guardian, after taking this Crypt Guardian's turn, you may take a turn with one other Guard Hero or Queen Hero you control.

Tough

When rolling defense dice against a normal attack, this Crypt Guardian always add one automatic shield to what is rolled.

Emperor Andask

	130	 Life 5
	Kyrie	Move 5
	Unique Hero	Range 5
	Warrior	Attack 3
	Merciless	Defense 3
<i>Valkrill</i>	Medium 5	

Orb of Vengeance Aura

When a figure you control within 4 clear sight spaces of Emperor Andask attacks an adjacent figure with a normal attack, before defense dice are rolled, you may re-roll all attack dice that did not show skulls. Orb of Vengeance Aura does not affect Emperor Andask. Orb of Vengeance Aura may only be used once per turn.

Kyrie Supremacy

Any time you roll the 20-sided die for a Kyrie army card, you may add 1 to your roll.

Flying

When counting spaces for Emperor Andask's movement, ignore elevations. Emperor Andask may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Emperor Andask is engaged when she starts to fly, she will take any leaving engagement attacks.

Calibrax the Kyrie Warrior

	130	 Life 4
	Kyrie	Move 5
	Unique Hero	Range 5
	Warrior	Attack 3
	Merciful	Defense 3
<i>Vydar</i>	Medium 5	

Double Attack

When Calibrax attacks, he may attack one additional time.

Life Transfer Aura

Each time Calibrax destroys an adjacent figure which is not a destructible object, you may choose a wounded Hero figure you control within 3 clear sight spaces of Calibrax. Remove one wound marker from the chosen Hero's Army Card. Calibrax cannot remove wound markers from his own Army Card.

Flying

When counting spaces for Calibrax's movement, ignore elevations. Calibrax may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Calibrax is engaged when she starts to fly, she will take any leaving engagement attacks.

Rygarn

	90	 Life 4
	Tempovar	Move 4
	Unique Hero	Range 6
	Chrono-Mage	Attack 4
	Tricky	Defense 3
<i>Vydar</i>	Medium 6	

Chrono-Key

Once per round, before revealing a numbered Ordered Marker on an Army Card in your army, you may choose this Army Card or an Army Card that has at least one figure you control within 6 spaces of Rygarn. Move that numbered Order Marker to the chosen Army Card and reveal it on that Army Card instead.

Temporal Jump

When Rygarn receives one or more wounds from a normal or special attack by an opponent's figure, you may roll the 20-sided die. If you roll a 15 or higher, choose an empty space within 4 spaces of Rygarn. Place Rygarn on the chosen space to ignore any wounds he just received. If Rygarn is engaged when he uses Temporal Jump, he will not take any leaving engagement attacks.

Major J15

	95	 Life 4
	Soulborg	Move 5
	Unique Hero	Range 1
	Major	Attack 4
	Precise	Defense 5
<i>Vydar</i>	Large 8	

Guided Cannon Special Attack Range 4. Attack 4.

Major J15 may target and attack non-adjacent figures with his Guided Cannon Special Attack while engaged.

Breaching Scythe

When rolling attack dice for a normal attack against large or huge figures or destructible objects, Major J15 always adds 1 automatic skull to whatever is rolled.

Jarek Guy

	100	 Life 5
Mariedian	Move 5	
Unique Hero	Range 1	
Soldier	Attack 5	
Tricky	Defense 3	
<i>Aquila</i>	Medium 5	

Exosuit 15
If Jarek Guy is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-14, roll defense dice normally. If you roll a 15 or higher, ignore all damage that would be inflicted by the attack

Plasma Grenade Special Attack
Range 3. Lob 20. Attack 3.
Choose a figure to attack. No clear line of sight is needed. Any figures adjacent to the chosen figure are also affected by Plasma Grenade Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Jarek Guy can be affected by his own Plasma Grenade Special Attack.

Prince al'Kahora

	80	 Life 5
Human	Move 6	
Unique Hero	Range 1	
Knight	Attack 4	
Loyal	Defense 3	
<i>Jandar</i>	Medium 5	

RAZORPETAL STANCE
If Prince al'Kahora did not move this turn, he may attack one additional time.

STRIKE OF THE PUMA
When attacking with Prince al'Kahora, if the defending figure was not adjacent to Prince al'Kahora at the start of this turn, the defending figure rolls 2 fewer defense dice.

Asterios

	120	 Life 6
Minotaur	Move 6	
Unique Hero	Range 1	
Marauder	Attack 4	
Dauntless	Defense 3	
<i>Einar</i>	Large 6	

FURIOUS CHARGE SPECIAL ATTACK
Range 1. Attack 3.
Instead of moving and attacking normally with Asterios, you may move Asterios up to 5 spaces. Asterios can attack up to 3 times with Furious Charge Special Attack at any point before, during, or after this move as long as Asterios is on a space where he can end his movement. Asterios cannot attack the same figure more than once on a single turn. Asterios will never take any leaving engagement attacks from small or medium Squad figures while using Furious Charge Special Attack.

LEGENDARY CREATURE 3
When rolling defense dice against a normal attack from small or medium Squad figures, Asterios receives 3 additional defense dice.

Red Ants of Aunstrom

	40	 Life 1
Insects	Move 6	
Common Squad	Range 1	
Soldiers	Attack 2	
Relentless	Defense 2	
<i>Einar</i>	Small 2	

HORDE ATTACK
You may attack with any 4 Red Ants of Aunstrom you control, even Ants that did not move this turn.

CUTTING MANDIBLES
Each Red Ant of Aunstrom that did not move this turn may add 1 die to its attack.

CLIMB X3
When moving up or down levels of terrain, Red Ants of Aunstrom may triple their height.

Beorn Boltcutter

	50	 Life 4
Dwarf	Move 5	
Unique Hero	Range 1	
Mechanic	Attack 3	
Stoic	Defense 3	
<i>Utgard</i>	Medium 4	

SABOTAGE
Destructible objects and opponents' Soulborg figures subtract 2 from their defense dice when adjacent to Beorn Boltcutter.

UPGRADE
Start the game with 3 Upgrade Markers on this card. Instead of attacking, you may choose a friendly Unique Soulborg Hero adjacent to Beorn Boltcutter that does not have an Upgrade Marker on its Army Card. Place an Upgrade Marker from this card on the chosen hero's Army Card. For the duration of the game, that Soulborg adds 1 to its Move and Attack numbers as long as that Upgrade Marker is on its Army Card. If that Soulborg defends against a normal attack and no excess shields are rolled, remove the Upgrade Marker from its Army Card.

Garrett Burns

	70	 Life 5
Human	Move 5	
Unique Hero	Range 7	
Outlaw	Attack 3	
Ruthless	Defense 2	
<i>Utgard</i>	Medium 5	

FIGHT THE LAW
When attacking a Lawman, Garrett Burns rolls 1 additional attack die.

QUICK DRAW 13
When Garrett Burns is targeted for a normal attack from an opponent's non-adjacent figure within 7 clear sight spaces of Garrett Burns, you may roll the 20-sided die. If you roll a 13 or higher, the opponent's figure receives 1 wound.

Josie Whistlestop

	70	 Life 5
Human	Move 5	
Unique Hero	Range 5	
Outlaw	Attack 3	
Confident	Defense 2	
<i>Vydar</i>	Medium 5	

QUICK SHOT
When Josie Whistlestop attacks, she may attack up to 2 additional times. Subtract 1 from Josie's Attack value on her second attack and subtract 2 from her Attack value on her third attack.

Seleena

	35	 Life 3
Hybrid	Move 5	
Unique Hero	Range 7	
Agent	Attack 2	
Tormented	Defense 2	
<i>Vydar</i>	Medium 4	

FERAL SWIPE
If Seleena is attacking an adjacent figure, add 1 die to Seleena's attack. If that figure is a Hybrid, add one additional die to Seleena's attack.

ACROBATIC
When Seleena rolls defense dice against a normal attack, one shield will block all damage.

20th Maine Volunteers

	60	 Life 1
Human	Move 5	
Common Squad	Range 6	
Soldiers	Attack 2	
Resolute	Defense 2	
<i>Jandar</i>	Medium 5	

Hold Ground
If there is only one unrevealed Order Marker on any 20th Maine Volunteers army card you control, all 20th Maine Volunteers you control add 2 to their defense dice.

Downhill Attack
A 20th Maine Volunteer with a height advantage on an adjacent opponent's figure rolls an additional attack die when attacking that figure.

Tomb Skeleton Archers

	30	 Life 1
	Undead	 Move 4
	Common Squad	 Range 7
	Guards	 Attack 1
	Mindless	 Defense 2
<i>Valkrill</i>	Medium 4	

SHAMBLING HORDE

You may move up to 4 Tomb Skeleton Archers you control each turn. If more than 2 of the Tomb Skeleton Archers move this turn, no Tomb Skeleton Archers may attack. If none of the Tomb Skeleton Archers move this turn, you may attack with up to 4 Tomb Skeleton Archers you control.

CLEAR SHOT

When attacking a figure that is not engaged, a Tomb Skeleton Archer rolls 1 additional attack die.

SKELETAL FORM

When rolling defense dice against an attack from a figure with a range number of 4 or more that is not a Cleric or Wizard, a Tomb Skeleton Archer adds 1 die.

Achilleian Gladiatrix

	40	 Life 1
	Human	 Move 5
	Common Hero	 Range 4
	Gladiator	 Attack 3
	Rebellious	 Defense 3
<i>Einar</i>	Medium 5	

SKEWER

When an Achilleian Gladiatrix attacks an adjacent figure, you may choose one small or medium figure that is adjacent to the defending figure but is not adjacent to that Achilleian Gladiatrix. If the defending figure is destroyed by that Achilleian Gladiatrix's attack, the chosen figure receives one wound.

JAVELIN

After moving and before attacking with an Achilleian Gladiatrix, you may roll the 20-sided die. If you roll a 16 or higher, add 3 to that Achilleian Gladiatrix's Range value for the duration of her turn.

Xualtiaca Fire Ants

	55	 Life 1
	Insects	 Move 6
	Common Squad	 Range 1
	Drones	 Attack 2
	Mindless	 Defense 2
<i>Aquila</i>	Small 2	

SWARMING

After moving and before attacking with Xualtiaca Fire Ants, count the number of engaged Xualtiaca Fire Ants you control. You may move this number of unengaged Xualtiaca Fire Ants you control that you did not move this turn up to 3 spaces each.

SWARM STING 18

Instead of attacking, Xualtiaca Fire Ants may use Swarm Sting 18. Once for each opponent's figure adjacent to at least one Xualtiaca Fire Ant you control, roll the 20-sided die for stinging damage. Add 1 to your die roll for each Xualtiaca Fire Ant you control engaged with that figure. If you roll an 18 or higher, that figure receives one wound. If the wound was inflicted and the figure was not destroyed, roll again for stinging damage for that figure. Swarm Sting does not affect destructible objects.

CLIMB X3

When moving up or down levels of terrain, Xualtiaca Fire Ants may triple their height.

Zettian Deathwings

	50	 Life 1
	Soulborg	 Move 4
	Common Squad	 Range 4
	Hunters	 Attack 2
	Precise	 Defense 3
<i>Utgår</i>	Small 4	

DETONATION SPECIAL ATTACK

Range 1. Attack 5.
A Zettian Deathwing that moved but did not attack normally may use Detonation Special Attack. Any figures adjacent to the attacking Zettian Deathwing are affected by Detonation Special Attack. Roll 5 attack dice for all affected figures. Destroy the attacking Zettian Deathwing before each figure rolls defense dice separately. Defense dice separately.

EVASIVE 2

When a Zettian Deathwing rolls defense dice against an attacking figure who is not adjacent, add 2 defense to the defending Zettian Deathwing.

FLYING

When counting spaces for a Zettian Deathwing's movement, ignore elevations. A Zettian Deathwing may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Zettian Deathwing starts to fly, if it is engaged it will take any leaving engagement attacks.

Bramcephys

	230	 Life 9
	Cyclops	 Move 5
	Unique Hero	 Range 1
	Berserker	 Attack 6
	Wild	 Defense 4
<i>Utgår</i>	Huge 13	

HACK AND SLASH SPECIAL ATTACK

Range 1. Attack 4.
When Bramcephys attacks with his Hack and Slash Special Attack, he may attack one additional time. He cannot attack the same figure more than once this turn.

ENRAGED

When revealing an Order Marker on Bramcephys, after taking Bramcephys's turn, if there are six or more wound markers on this card you may take one additional turn with Bramcephys.

EVIL EYE GLARE

When rolling defense dice against a normal attack from a non-adjacent opponent, if there are any excess shields, you may choose either the attacking figure or a figure adjacent to the attacking figure to receive one wound.

The Varja

	160	 Life 6
	Varja	 Move 5
	Unique Hero	 Range 3
	Devourer	 Attack 5
	Terrifying	 Defense 3
<i>Vydar</i>	Huge 8	

PHANTOM WALK

The Varja can move through all figures and is never attacked when leaving an engagement.

LIVING STORM

At any point while moving, when the Varja leaves a space occupied by another figure, you must roll the 20 sided die. If you roll a 17 or higher, remove all Order Markers from that figure's Army Card (or cards if that figure has more than one Common card for that figure). Figures may not be affected by Living Storm more than once per turn.

Cormin The Dark

	75	 Life 4
	Elf	 Move 6
	Unique Hero	 Range 1
	Rogue	 Attack 5
	Tricky	 Defense 2
<i>Utgår</i>	Medium 4	

FAÇADE

If Cormin the Dark is targeted for a normal attack from an opponent's figure, you may roll the 20-sided die. If you roll an 11 or higher, choose a small or medium figure you control that is within 4 spaces of Cormin. Switch Cormin with the chosen figure. If you do, the attacking figure must attack the chosen figure, if possible, and cannot attack any other figure this turn. Figures moved by Façade never take any leaving engagement attacks. You cannot roll for the Façade power more than once per turn.

STAB IN THE BACK

After you take a turn with Cormin the Dark, you must roll the 20-sided die. If you roll a 1, choose an opponent. That opponent now controls Cormin. Remove any Order Markers on this Army Card, then give the card to that opponent.

Ashi-Dhulu

	115	 Life 4
	Worm	 Move 5
	Unique Hero	 Range 1
	Devourer	 Attack 4
	Menacing	 Defense 5
<i>Valkrill</i>	Large 8	

STEALTH UNDERGROUND MOVEMENT

Instead of moving normally with Ashi-Dhulu, you may immediately place him on any empty non-water space that is within 4 spaces of Ashi-Dhulu and is no higher than 1 level above his height or 3 levels below his base. If Ashi-Dhulu is engaged when he starts his Stealth Underground Movement, he will not take any leaving engagement attacks.

DEVOUR FROM BENEATH

Before using Stealth Underground Movement, you may choose a small or medium Common figure on a space where Ashi-Dhulu could end his Stealth Underground Movement. Destroy the chosen figure and immediately place Ashi-Dhulu on that space using Stealth Underground Movement.

Urk

	65	 Life 3
	Goblin	 Move 6
	Unique Hero	 Range 1
	Commander	 Attack 3
	Bold	 Defense 3
<i>Utgår</i>	Small 3	

MOB SWARM

After revealing an Order Marker on this Army Card and before taking a turn with Urk, you may move up to 8 Common Goblin figures you control up to 2 spaces each. Figures moved by Mob Swarm never take any leaving engagement attacks.

GOBLIN SNEAK ATTACK

When attacking an opponent's figure, add 1 attack die for every Common Goblin figure you control that is adjacent to the defending figure, to a maximum of 3 additional dice.

SCALE

When moving up or down levels of terrain, Urk may add 2 to his height.

53rd North Carolina Sharpshooters



55	Life 1
Human	Move 5
Common Squad	Range 7
Scouts	Attack 2
Rebellious	Defense 3
<i>Vydar</i>	Medium 5

STEADY AIM
If none of the 53rd North Carolina Sharpshooters move this turn, add 2 to their range.

CRACK SHOT
A 53rd North Carolina Sharpshooter receives an additional attack die when attacking a figure that is at least 4 spaces away.

Teeth of the Makwa



70	Life 1
Human	Move 5
Common Squad	Range 4
Hunters	Attack 3
Fearsome	Defense 2
<i>Aquilla</i>	Medium 4

HUNTING PARTY
After taking a turn with a Scout or Tribesman Hero you control, you may immediately move up to 6 Teeth of the Makwa figures you control up to 3 spaces each.

SHIELD OF THE GREAT BEAR 16
When a Teeth of the Makwa figure you control receives one or more wounds, you may roll the 20-sided die before removing that figure. If you roll a 16 or higher, ignore any wounds that figure just received.

Sentinels of Grax



100	Life 1
Animata	Move 5
Unique Squad	Range 1
Sentinels	Attack 5
Militaristic	Defense 6
<i>Einar</i>	Medium 6

QUANTUM RECONSTITUTION
After revealing an Order Marker on this Army Card, you may roll the 20-sided die. If you roll a 14 or higher, you may, if possible, place one of your previously destroyed Sentinels of Grax on an empty space adjacent to a Sentinel of Grax you control.

LEVITATION
Sentinels of Grax do not take falling damage and may ignore all effects from terrain tiles they move onto or occupy.

Brute Gruts



65	Life 1
Orcs	Move 5
Unique Squad	Range 1
Warriors	Attack 3
Wild	Defense 4
<i>Utgard</i>	Medium 5

BULLY
When attacking a Common figure, Brute Gruts receive 1 additional attack die.

BERSERKER FRENZY
Once per turn, after attacking with the Brute Gruts, you may place a Berserker Marker on this card to attack one additional time with the Brute Gruts. Subtract 1 from the Brute Gruts' Defense value for each Berserker Marker on this card. A maximum of 3 Berserker Markers can be placed on this card.

DISENGAGE
Brute Gruts are never attacked when leaving an engagement.

Heracles



200	Life 8
Human	Move 6
Unique Hero	Range 1
Legend	Attack 6
Fearless	Defense 4
<i>Jandar</i>	Medium 5

LABORS
After taking a turn with Heracles, you may reveal an "X" Order Marker that is on Heracles's Army Card and take another turn with Heracles. During this additional turn, Heracles cannot attack a small or medium figure.

FEARLESS ADVANTAGE
Heracles rolls an additional die when attacking or defending against large or huge figures.

THROW 14
After moving and before attacking, choose one small or medium non-flying figure adjacent to Heracles. Roll the 20-sided die. If you roll a 14 or higher, you may place the figure on any empty space within 4 clear sight spaces of Heracles. If the figure was placed on a non-water space on a level equal to or lower than Heracles's height, roll the 20-sided die. If you roll an 11 or higher, the thrown figure receives 2 wounds. The thrown figure does not take any leaving engagement attacks.

Hrognak



60	Life 3
Orc	Move 6
Unique Hero	Range 5
Champion	Attack 2
Wild	Defense 3
<i>Utgard</i>	Medium 5

ORC MOVEMENT AURA
If an Orc figure you control begins its turn within 2 clear sight spaces of Hrognak, it may move 1 additional space. Hrognak's Orc Movement Aura does not affect Hrognak.

DISENGAGE
Hrognak is never attacked when leaving an engagement.

Patrick Ferguson



40	Life 4
Human	Move 5
Unique Hero	Range 7
Sniper	Attack 1
Merciful	Defense 3
<i>Einar</i>	Medium 5

CODE OF HONOR
Patrick Ferguson cannot attack unengaged Unique figures that do not have any Order Markers on their Army Cards.

DEADLY SHOT
When attacking with Patrick Ferguson, all skulls rolled count for one additional hit.

Pel the Hill Giant



95	Life 6
Giant	Move 5
Unique Hero	Range 1
Savage	Attack 6
Wild	Defense 3
<i>Utgard</i>	Large 7

LAZY
If Pel is engaged, he cannot move normally.

HEAVY AXE
Pel cannot make leaving engagement attacks against small or medium figures.

Durgeth Ravagers



65	Life 1
Durgeth	Move 6
Common Squad	Range 1
Savages	Attack 4
Wild	Defense 1
<i>Valkrill</i>	Medium 5

SAVAGE CRY
After revealing an Order Marker on the Durgeth Ravagers' Army Card and taking a turn with the Durgeth Ravagers, if the Durgeth Ravagers destroyed at least one opponent's figure this turn, you may immediately take a turn with one Savage Hero you control.

HIDE IN SWAMP
If a Durgeth Ravager is attacked with a normal attack and at least 1 skull is rolled, roll the 20-sided die. If that Durgeth Ravager is on a swamp space, add 3 to your die roll. If he is on a swamp water space, add 6 to your die roll. If you roll 1-15, roll defense dice normally. If you roll a 16 or higher, ignore all damage that would be inflicted by the attack.

Darkprowl Thrall

	30	 Life 1
	Undead	Move 6
	Common Hero	Range 1
	Thrall	Attack 2
	Relentless	Defense 1
<i>Valkrill</i>	Small 3	

MINDLESS PACK

After revealing an Order Marker on this card, roll the 20-sided die. If you roll a 1-5, you may take a turn with 1 Thrall you control. If you roll a 6-15, you may take a turn with up to 2 Thralls you control. If you roll a 16 or higher, you may take a turn with up to 3 Thralls you control.

POUNCE SPECIAL ATTACK

Range 3. Attack 5.

Instead of attacking normally, a Darkprowl Thrall may attempt to pounce. To pounce, choose a non-adjacent small or medium figure whose base is not higher or lower than 5 levels from the base of the attacking Thrall. If the figure is destroyed, immediately place the attacking Thrall on the space the figure occupied. If the figure is not destroyed, destroy the attacking Thrall.

STEALTHY 4

When an unengaged Darkprowl Thrall is attacked with a normal or special attack, add 4 defense dice to the defending Thrall.

Nottingham Brigand

	35	 Life 1
	Human	Move 5
	Common Hero	Range 7
	Rogue	Attack 3
	Loyal	Defense 2
<i>Ullar</i>	Medium 5	

ROGUE HERO BONDING

After revealing an Order Marker on a Nottingham Brigand Army Card, before taking that Nottingham Brigand's turn, you may take a turn with one other Rogue Hero you control.

DISENGAGE

A Nottingham Brigand is never attacked when leaving an engagement.

Executioner 616

	115	 Life 3
	Soulborg	Move 5
	Unique Hero	Range 1
	Executioner	Attack 2
	Ruthless	Defense 6
<i>Ulgar</i>	Large 8	

DEADLY STRIKE

When attacking with Executioner 616, each skull rolled counts as one additional hit.

REMOTE DETONATION

Instead of attacking, you may choose Executioner 616 or another Soulborg you control within 4 clear sight spaces of Executioner 616. Roll the 20-sided die. Add 3 to your die roll if the chosen figure is medium, 7 to your die roll if the chosen figure is large, and 10 to your die roll if the chosen figure is huge. If you roll 1-12, nothing happens. If you roll 13-19, all figures adjacent to the chosen figure receive one wound. If you roll a 20 or higher, all figures adjacent to the chosen figure receive 3 wounds. After using Remote Detonation, destroy the chosen figure.

Viceron the Blood Knight

	130	 Life 4
	Human	Move 5
	Unique Hero	Range 1
	Knight	Attack 5
	Merciless	Defense 5
<i>Ulgar</i>	Medium 5	

SANGUINE SWORD

Each time Viceron the Blood Knight destroys a figure with a normal attack, you may remove a wound marker from this Army Card. Viceron cannot use Sanguine Sword on destructible objects.

BLOODSTORM RITUAL

Range Special. Attack 4. Bloodstorm Ritual Special Attack affects all figures within 2 clear sight spaces of Viceron the Blood Knight. Roll 4 attack dice once for all affected figures. All affected figures roll defense dice separately. Bloodstorm Ritual Special Attack does not affect Viceron. After attacking with Bloodstorm Ritual Special Attack, place a wound marker on this Army Card.

Kon-Tar-Na

	150	 Life 5
	Marro	Move 6
	Unique Hero	Range 1
	Hivellord	Attack 5
	Relentless	Defense 4
<i>Ulgar</i>	Large 6	

LEAPING ASSAULT

After moving and before attacking, if Kon-Tar-Na moved less than 4 spaces, he may use Leaping Assault. Choose an opponent's figure within 3 clear sight spaces and place Kon-Tar-Na on any unoccupied space adjacent to the chosen figure. Kon-Tar-Na may not move more than 7 levels up or down using Leaping Assault. If Kon-Tar-Na is engaged when he starts his Leaping Assault, he will take any leaving engagement attacks.

TASTE OF BLOOD

Once per turn, after attacking, if Kon-Tar-Na destroyed an opponent's figure, you may attack one additional time with Kon-Tar-Na. Before the additional attack you may use his Leaping Assault special power.

Chen Tang

	90	 Life 5
	Human	Move 6
	Unique Hero	Range 1
	Monk	Attack 3
	Disciplined	Defense 3
<i>Jandar</i>	Medium 5	

QUIVERING PALM

Start the game with 3 Palm Markers on this card. After moving and before attacking, you may choose a small or medium Unique Hero adjacent to Chen Tang without any Palm Markers on its Army Card. Roll the 20-sided die. If you roll a 13 or higher, place a Palm Marker on the chosen figure's Army Card. For the duration of the game, at the end of each round, each other figure with one of your Palm Markers on its card receives a wound. Palm Markers cannot be placed on Monk Army Cards.

WHIRLWIND ASSAULT

Chen Tang may attack any and all figures adjacent to him. Roll each attack separately.

Master Lao Xin

	130	 Life 5
	Human	Move 6
	Unique Hero	Range 1
	Monk	Attack 3
	Inspiring	Defense 4
<i>Ullar</i>	Medium 5	

SIFU

After revealing an Order Marker on Master Lao Xin, instead of taking that turn with Master Xin, you may take a turn with one Monk hero you control and either another Monk hero or a Monk Squad you control. You may choose which one to activate first. Master Xin may be one of the chosen Monk Heroes. Any other figure that is taking a turn with Sifu must be within clear sight of Master Xin before moving.

MASTER'S STRIKE

When rolling attack dice for a normal attack, Master Xin always adds 1 automatic skull to whatever is rolled.

STEALTH LEAP 25

Instead of his normal move, Master Xin may use Stealth Leap 25. Stealth Leap 25 has a move of 3. When counting spaces for Stealth Leap 25, ignore elevations. Master Xin may leap over water without stopping, leap over figures without becoming engaged, and leap over obstacles such as ruins. Master Xin may not leap more than 25 levels up or down in a single leap. If Master Xin is engaged when he starts his Stealth Leap 25, he will not take any leaving engagement attacks.

Locksley

	130	 Life 5
	Human	Move 6
	Unique Hero	Range 8
	Rogue	Attack 4
	Valiant	Defense 3
<i>Ullar</i>	Medium 5	

STEAL FROM THE RICH

At any point while moving normally, you may choose a Treasure Glyph carried by a Hero adjacent to Locksley. Roll the 20-sided die. If you roll 1-6, Locksley's movement ends. If you roll 7 or higher, place the Treasure Glyph on this Army Card and you may continue Locksley's movement. Locksley must be on a space where he can end his movement each time he uses this power.

GIVE TO THE POOR

Any Treasure Glyphs on this Army Card that are not Ancient Artifact Treasure Glyphs are treated as being on the Army Cards of all friendly Common Heroes within 3 clear sight spaces.

DISENGAGE

Locksley is never attacked when leaving an engagement.

Yi Feng

	60	 Life 4
	Human	Move 6
	Unique Hero	Range 1
	Monk	Attack 4
	Disciplined	Defense 3
<i>Vydar</i>	Medium 5	

IRON SHIRT MASTERY

When rolling defense dice against a normal attack from an adjacent figure, if Yi Feng receives no wounds from the attack, the attacking figure receives one wound.

STEALTH LEAP 25

Instead of his normal move, Yi Feng may use Stealth Leap 25. Stealth Leap 25 has a move of 3. When counting spaces for Stealth Leap 25, ignore elevations. Yi Feng may leap over water without stopping, pass over figures without becoming engaged, and leap over obstacles such as ruins. Yi Feng may not leap more than 25 levels up or down in a single leap. If Yi Feng is engaged when he starts his Stealth Leap 25, he will not take any leaving engagement attacks.

Zhen Yuan

	70	 Life 5
	Human	 Move 6
	Unique Hero	 Range 1
	Monk	 Attack 3
	Disciplined	 Defense 3
<i>Ulgar</i>	Medium 5	

SWORN ENEMY

When attacking an opponent's Samurai or Ashigaru, Zhen Yuan rolls 1 additional attack die.

EAGLE CLAW

Before attacking with Zhen Yuan, you may choose an opponent's adjacent figure to attack with Eagle Claw. If the chosen figure receives one or more wounds from Zhen Yuan but is not destroyed, Zhen Yuan may attack the chosen figure one additional time. For the second attack, the chosen figure subtracts 1 from its defense dice for each wound received on the first attack. You may not use Whirlwind Assault if you choose a figure for Eagle Claw this turn.

WHIRLWIND ASSAULT

Zhen Yuan may attack any or all figures adjacent to him. Roll each attack separately.

Arthur of Sherwood

	70	 Life 4
	Human	 Move 8
	Unique Hero	 Range 1
	Rogue	 Attack 3
	Reckless	 Defense 3
<i>Ullar</i>	Large 6	

PASSING BLOW

Once while moving normally, Arthur of Sherwood may choose a small or medium figure that he was not engaged to at the start of this turn. When Arthur leaves engagement with that figure, you may roll the 20-sided die. If you roll an 11 or higher, the chosen figure receives one wound. Arthur cannot attack the chosen figure on this turn.

TREASURE GRAB

At any point while moving normally, Arthur of Sherwood may attempt to pick up or activate a Treasure Glyph, as long as he is on a space where he could end his movement. When you roll the 20-sided die for a Treasure Glyph trap with Arthur of Sherwood, if you set off the trap, Arthur ends his movement immediately and may not attempt to pick up or activate that Treasure Glyph again this turn.

DISENGAGE

Arthur of Sherwood is never attacked when leaving an engagement.

Azazel the Kyrie Warrior

	140	 Life 4
	Kyrie	 Move 5
	Unique Hero	 Range 1
	Warrior	 Attack 4
	Relentless	 Defense 3
<i>Valkrill</i>	Medium 5	

REJECTED BY DEATH

At the start of each of your turns after Azazel the Kyrie Warrior has been destroyed, roll the 20-sided die. If you roll a 19 or higher, immediately place Azazel on a space adjacent to any figure you control and remove all Wound Markers on Azazel's card.

WHIRLWIND ASSAULT

Azazel the Kyrie Warrior may attack any or all figures adjacent to him. Roll each attack separately.

FLYING

When counting spaces for Azazel the Kyrie Warrior's movement, ignore elevations. Azazel may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Azazel starts to fly, if he is engaged he will take any leaving engagement attacks.

Boreos

	115	 Life 4
	Elemental	 Move 6
	Unique Hero	 Range 2
	Construct	 Attack 4
	Relentless	 Defense 4
<i>Jandar</i>	Large 6	

VORTEX PULL

While Boreos is flying during its turn, you may choose one non-flying small or medium figure that it passed over this turn. At the end of Boreos' move, the player who controls the chosen figure must place that figure, if possible, on an empty space adjacent to Boreos. If the chosen figure is engaged when it is moved by Vortex pull, it will not take any leaving engagement attacks. Figures under overhangs can never be moved by Vortex Pull.

SWIRLING VORTEX

When an opponent's small or medium figure moves onto a space within 2 clear sight spaces of Boreos, that figure must end its move there. Figures can never move through any figure affected by Swirling Vortex.

STEALTH FLYING

When counting spaces for Boreos's movement, ignore elevations. Boreos may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Boreos is engaged when it starts to fly, it will not take any leaving engagement attacks.

Kozil

	130	 Life 8
	Owlbear	 Move 5
	Unique Hero	 Range 1
	Predator	 Attack 4
	Ferocious	 Defense 3
<i>Aquilla</i>	Large 6	

WOUNDED RAGE 13

When Kozil receives one or more wounds from a normal or special attack but is not destroyed, you must immediately roll the 20-sided die. If you roll a 13 or higher, inflict one wound on a figure adjacent to Kozil, if possible.

CRUSHING GRASP 15

After attacking with Kozil, if Kozil attacked a small or medium figure and rolled at least one skull and Kozil is still adjacent to that figure, you may roll the 20-sided die. If you roll a 15 or higher, inflict 2 wounds on that figure.

Talingul

	100	 Life 6
	Eladrin	 Move 5
	Unique Hero	 Range 7
	Wizard	 Attack 3
	Precise	 Defense 3
<i>Ulgar</i>	Medium 5	

MASTER OF

GREAT CONSTRUCTS

After revealing an Order Marker on Talingul, instead of taking that turn with Talingul, you may take a turn with up to two large or huge Construct Heroes you control. A figure taking a turn with Master of Great Constructs must be within 8 clear sight spaces of Talingul before moving.

Banshees of Durgeth Swamp

	70	 Life 1
	Undead	 Move 7
	Common Squad	 Range 1
	Marauders	 Attack 3
	Tormenting	 Defense 2
<i>Valkrill</i>	Medium 4	

PIERCING SCREAM

After taking a turn with the Banshees of Durgeth Swamp, you may destroy one Common figure within 3 clear sight spaces of at least two Banshees of Durgeth Swamp you control.

STEALTH FLYING

When counting spaces for a Banshee of Durgeth Swamp's movement, ignore elevations. A Banshee may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Banshee is engaged when it starts to fly, it will not take any leaving engagement attacks.

Buccaneers of Tortuga

	70	 Life 1
	Human	 Move 5
	Common Squad	 Range 1
	Rogues	 Attack 3
	Tricky	 Defense 2
<i>Vydar</i>	Medium 4	

OPPORTUNIST

When attacking a figure that does not have any revealed Order Markers on its Army Card (or cards if there is more than one Common Army Card for that figure), Buccaneers of Tortuga receive 1 additional attack die.

ELUSIVE 15

If a Buccaneer of Tortuga you control is attacked by an opponent's figure that is not adjacent and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-14, roll defense dice normally. If you roll a 15 or higher, that Buccaneer of Tortuga takes no damage and may immediately move up to 3 spaces.

DISENGAGE

Buccaneers of Tortuga are never attacked when leaving an engagement.

Morgan's Riflemen

	60	 Life 1
	Human	 Move 5
	Unique Squad	 Range 6
	Soldiers	 Attack 3
	Valiant	 Defense 2
<i>Jandar</i>	Medium 5	

HIT AND RUN

After taking a turn with Morgan's Riflemen, if none of the Morgan's Riflemen moved this turn, you may move each Morgan's Riflemen figure you control up to 5 spaces.

VALIANT ARMY

DEFENSE BONUS

If every Army Card you control has a valiant personality, each Morgan's Riflemen receives 1 additional defense die.

Otar		
	45	 Life 3
	Boar	Move 6
	Unique Hero	Range 1
	Beast	Attack 4
	Ferocious	Defense 3
<i>Utgarr</i>	Small 3	

GORE AND TOSS 7
When a small or medium figure rolls defense dice and is not destroyed by an attack from Otar, immediately roll the 20-sided die. If you roll a 7 or higher, you may Toss the figure by placing it on any empty space adjacent to Otar. A figure moved by Gore and Toss never takes any leaving engagement attacks.

Suskra		
	85	 Life 5
	Hybrid	Move 5
	Unique Hero	Range 1
	Brute	Attack 4
	Ferocious	Defense 3
<i>Utgarr</i>	Medium 5	

OVEREXTEND ATTACK
After taking a turn with Suskra, you may place a wound marker on Suskra and take another turn with him. You may use this power only once during a round.

GORE
If Suskra inflicts one or more wounds on a Unique Hero with a normal attack, you must place 1 additional wound marker on the defending figure's Army Card.

Gothlok		
	130	 Life 5
	Orc	Move 7
	Unique Hero	Range 1
	Marauder	Attack 3
	Wild	Defense 4
<i>Valkrill</i>	Large 6	

VALKRILL CHARGE
If Gothlok begins his turn unengaged, after moving and before attacking you may roll 12 Valkrill Valkyrie Dice. For each Valkrill symbol rolled, add 1 to Gothlok's attack this turn.

AURA OF DESPAIR
All figures within 4 clear sight spaces of Gothlok roll 1 less defense die. Figures that follow Valkrill are not affected by Aura of Despair.

Maltis Tez		
	35	 Life 3
	Hybrid	Move 7
	Unique Hero	Range 1
	Scout	Attack 2
	Fearless	Defense 3
<i>Aquilla</i>	Medium 5	

FIRST ASSAULT 2
When attacking with Maltis Tez, if the defending figure was not adjacent to Maltis Tez at the start of this turn, Maltis Tez receives 2 additional attack dice.

STRATEGIC REPOSITIONING
After taking a turn with Maltis Tez, if Maltis Tez attacked an opponent's figure this turn, you may move Maltis Tez up to 1 space. This space may be up to 5 levels higher or lower. Maltis Tez never takes leaving engagement attacks while using Strategic Repositioning.

Bol		
	10	 Life 1
	Goblin	Move 6
	Unique Hero	Range 1
	Rogue	Attack 2
	Tricky	Defense 3
<i>Aquilla</i>	Small 3	

OPPORTUNISTIC HERO
If a Unique Hero you control is destroyed, you may move all unrevealed Order Markers on that Hero's Army Card to Bol's Army Card.

ANKLE SHANK
If Bol is attacking a large or huge figure, add 2 dice to Bol's attack.

DISENGAGE
Bol is never attacked when leaving an engagement.

SCALE
When moving up or down levels of terrain, Bol may add 2 to his height.

Tetraites		
	110	 Life 5
	Human	Move 5
	Unique Hero	Range 1
	Gladiator	Attack 5
	Merciless	Defense 3
<i>Utgarr</i>	Medium 5	

SPIKED GAUNTLET 14
After moving and before attacking, you may choose an opponent's small or medium Squad figure adjacent to Tetraites and roll the 20-sided die. If you roll a 14 or higher, the chosen figure receives one wound.

FINISHING BLOW
After Tetraites inflicts one or more wounds on a small or medium Unique Hero with his normal attack, if that figure has only 1 Life remaining, you may destroy that Hero.

Uzog		
	110	 Life 6
	Durgeth	Move 5
	Unique Hero	Range 1
	Savage	Attack 5
	Menacing	Defense 3
<i>Valkrill</i>	Large 6	

TROPHY SKULLS
Once per round, when Uzog destroys an opponent's figure, you may place a Skull Marker on this card. If you do, Uzog cannot move normally for the rest of the round. A maximum of 2 Skull Markers can be placed on this card.

GRUESOME DISPLAY
When a figure engaged with Uzog defends against an attack from a Durgeth figure, the defending figure rolls one fewer defense die for each Skull Marker on this card.

Render Fy		
	85	 Life 4
	Mariedian	Move 5
	Unique Hero	Range 5
	Soldier	Attack 2
	Precise	Defense 4
<i>Aquilla</i>	Medium 5	

BATTLE RIFLE
When attacking, if Render Fy did not move this turn, he may either add 3 to his Range, or attack one additional time.

SIGHTING
When Render Fy is attacking with a height advantage, he rolls an additional attack die.

Kha		
	75	 Life 4
	Serpentfolk	Move 6
	Unique Hero	Range 5
	Rogue	Attack 3
	Tricky	Defense 3
<i>Ullar</i>	Medium 4	

DOUBLE ASSAULT
When Kha attacks an adjacent figure or destructible object, he may attack one additional time.

POISON WEAPONS
Each time Kha attacks a small, medium, or large Hero with a normal attack or a leaving engagement attack and inflicts at least 1 wound, roll the 20-sided die. If you roll a 1-11, nothing happens. If you roll a 12 or higher, add 1 additional wound to the defending figure.

DISENGAGE
Kha is never attacked when leaving an engagement.

Avernus



135	Life 7
Elemental	Move 6
Unique Hero	Range 1
Construct	Attack 4
Ravenous	Defense 4
<i>Ulgar</i>	Huge 8

WAVE OF FLAME
Before moving normally with Avernus, and each time Avernus moves onto a space during normal movement, you must roll the 20-sided die once for each figure adjacent to Avernus. If you roll a 14 or higher, that figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Wave of Flame. Avernus cannot roll for Wave of Flame against the same figure more than once per turn.

LAVA RESISTANT
Avernus never rolls for molten lava damage or lava field damage, and it does not have to stop in molten lava spaces.

NEGATIVE ELEMENT
Avernus can never roll defense dice while it is on a water space.

Brontos



175	Life 9
Cyclops	Move 6
Unique Hero	Range 1
Smith	Attack 3
Loyal	Defense 3
<i>Aquilla</i>	Huge 13

EVIL EYE DEFENSE
When rolling defense dice against a normal attack from a non-adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

ABDUCT
Before moving Brontos, you may choose a small or medium figure adjacent to Brontos. Brontos does not take leaving engagement attacks from the chosen figure. After you move Brontos, place the chosen figure adjacent to Brontos on an unoccupied land space, if possible. A figure moved by Abduct never takes any leaving engagement attacks. If Brontos attacks this turn, he must attack the Abducted figure.

WHOMP!
When attacking with Brontos each skull rolled counts for one additional hit. All excess shields rolled by the defending figure count as unblockable hits inflicted by the defending figure on Brontos.

Deltacron



90	Life 4
Soulborg	Move 7
Unique Hero	Range 4
Trooper	Attack 3
Tormented	Defense 5
<i>Jandar</i>	Large 7

SLASH AND SHOOT SPECIAL ATTACK
Range Special. Attack Special.
Choose any figure that is engaged with Deltacron to attack and roll 5 attack dice. If Deltacron is not engaged after that attack, you may choose a figure within 4 spaces of Deltacron to attack and roll 3 attack dice.

CORRUPTED PROGRAMMING
When revealing an order marker on Deltacron, after taking Deltacron's turn, if Deltacron's normal or special attack destroyed a figure or destructible object, you must roll the 20-sided die. If you roll a 3 or lower, choose an opponent. That opponent will now take a turn with Deltacron, but will not be able to view any unrevealed Order Markers on this card. At the end of that turn, control of Deltacron returns to you. All Order Markers that were on Deltacron's Army Card will stay on his Army Card.

Hrognak



205	Life 7
Orc	Move 5
Unique Hero	Range 1
Beast	Attack 5
Wild	Defense 4
<i>Ulgar</i>	Huge 10

ORC MOVEMENT AURA
If an Orc figure you control begins its turn within 2 clear sight spaces of Hrognak, it may move 1 additional space. Hrognak's Orc Movement Aura does not affect Hrognak.

TRIHORN CHARGE 3
Hrognak rolls 3 additional attack dice when attacking any figure that was at least 3 clear sight spaces away from Hrognak at the start of his turn.

HOWDAH ARCHER SPECIAL ATTACK
Range 6. Attack 2.
After attacking normally, Hrognak may attack with Howdah Archer Special Attack. Hrognak may target and attack non-adjacent figures with Howdah Archer Special Attack while engaged.

Marutuk



195	Life 9
Dragonspawn	Move 6
Unique Hero	Range 1
Marauder	Attack 6
Arrogant	Defense 4
<i>Valkrill</i>	Huge 11

WORTHY CHALLENGE
Marutuk rolls 2 additional dice when attacking a large or huge figure. If an opponent's large or huge figure is within 6 spaces of Marutuk, she may not attack a small or medium figure with a normal attack or a leaving engagement attack. Marutuk may not move normally out of engagement with an opponent's large or huge figure.

DISMISSIVE SWIPE
At any point while moving normally, if Marutuk is on a space where she may end her movement, Marutuk may choose an adjacent small or medium figure and roll the 20-sided die. If you roll a 12 or higher, the chosen figure receives 1 wound. Marutuk may only use this power once per turn. If she does, she cannot attack a small or medium figure this turn.

LONG STRIDES
Marutuk can move through all small and medium figures.

Lilja



115	Life 6
Golem	Move 6
Unique Hero	Range 1
Construct	Attack 4
Resolute	Defense 5
<i>Jandar</i>	Large 8

DOUBLE ATTACK
When Lilja attacks, she may attack one additional time.

SHATTER POINT
Lilja rolls 1 fewer defense die for each wound marker on this card to a maximum of 3 fewer defense dice.

SHARDS
If Lilja is attacked with a normal attack and receives enough wounds to be destroyed, you must roll 1 attack die, one at a time, for each figure adjacent to her. If you roll a skull, inflict one wound on that figure. Figures affected by Shards cannot roll any defense dice. After using Shards, remove Lilja from the battlefield.

Xundar



150	Life 6
Drow	Move 5
Unique Hero	Range 1
Sorcerer	Attack 3
Tricky	Defense 2
<i>Vydar</i>	Medium 5

SHADOW CAST SPECIAL ATTACK
Range 5. Attack 3 + Special.
When Xundar attacks a figure with Shadow Cast Special Attack, add 1 additional attack die if at least one friendly Shadow figure is engaged with the defending figure. If Xundar destroys an opponent's figure with Shadow Cast Special Attack, replace that figure immediately, if possible, with one of your own previously destroyed Common Shadow figures.

SHADOW MASTER
After revealing an Order Marker on Xundar, and instead of taking that turn with Xundar, you may move Xundar up to 5 spaces and then take a turn with up to three small or medium Common Shadow heroes you control that are within 8 spaces of Xundar.

Shadow Binder



25	Life 1
Shadow	Move 5
Common Hero	Range 1
Guard	Attack 1
Terrifying	Defense 4
<i>Vydar</i>	Medium 6

TENTACLE GRAB 8
After moving and before attacking with a Shadow Binder, you may choose one opponent's small or medium figure within 2 clear sight spaces whose base is no higher than the Shadow Binder's height or 6 levels below that Shadow Binder's base. Roll the 20-sided die. If you roll an 8 or higher, place the chosen figure on any empty same-level space adjacent to that Shadow Binder. If the chosen figure is engaged when it is moved by Tentacle Grab, it will not take any leaving engagement attacks.

PHANTOM WALK
A Shadow Binder can move through all figures and is never attacked when leaving an engagement.

Shadow Fiend



35	Life 1
Shadow	Move 6
Common Hero	Range 1
Minion	Attack 3
Terrifying	Defense 3
<i>Vydar</i>	Medium 6

SHADOW SWOOP
After moving and before attacking, if a Shadow Fiend used its Stealth Flying special power this turn you may choose a Squad figure it passed over this turn and roll the 20-sided die. Add 1 to your roll for every other Shadow figure you control adjacent to the chosen figure. If you roll a 13 or higher, the chosen figure receives a wound.

STEALTH FLYING
When counting spaces for a Shadow Fiend's movement, ignore elevations. A Shadow Fiend may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Shadow Fiend starts to fly, if it is engaged, it will not take any leaving engagement attacks.

Shadow Hound

	35	 Life 1
	Shadow	Move 5
	Common Hero	Range 1
	Hunter	Attack 3
	Terrifying	Defense 4
<i>Vydar</i>	Medium 5	

SHADOW HUNTING

Before moving a Shadow Hound, you may choose an opponent's non-adjacent figure. Add 1 to the Shadow Hound's Move and Attack values for each friendly Shadow figure adjacent to the chosen figure to a maximum of +2 for each. To use Shadow Hunting, the Shadow Hound must be able to end its move adjacent to the chosen figure and may not attack any other figure this turn.

PHANTOM WALK

A Shadow Hound can move through all figures and is never attacked when leaving an engagement.

Wildwood Monarch

	140	 Life 5
	Wildwood	Move 2
	Unique Hero	Range 1
	Monarch	Attack 6
	Enraged	Defense 5
<i>Ullar</i>	Large 6	

ASCEND 4

Instead of moving normally, the Wildwood Monarch may move one space. That space may be up to 4 levels higher.

TRUNK OF THE AWAKENED FOREST

After taking a turn with the Wildwood Monarch, you may take a turn with a small or medium Wildwood Hero you control.

NATURE'S KEEPER

Wildwood figures you control cannot attack other Wildwood figures you control.

SEEDLING

At the start of each round, before you place Order Markers, if you have not placed the Wildwood Monarch or used a Seedling power this round, you may place one of your previously destroyed small Wildwood Heroes on any empty space adjacent to the Wildwood Monarch.

Wildwood Runner

	40	 Life 1
	Wildwood	Move 4
	Common Hero	Range 1
	Runner	Attack 2
	Skittish	Defense 5
<i>Ullar</i>	Small 3	

ASCEND 4

Instead of moving normally, this Wildwood Runner may move one space. That space may be up to 4 levels higher.

VIGOROUS GROWTH

At the start of each round, before you place Order Markers, if you have not used a Vigorous Growth power this round, you may destroy one Wildwood Runner that was not placed this round and replace it with one of your previously destroyed medium Wildwood Heroes. Remove all wound markers from that Hero's Army Card.

Wildwood Sentinel

	100	 Life 3
	Wildwood	Move 3
	Uncommon Hero	Range 1
	Sentinel	Attack 4
	Dauntless	Defense 5
<i>Ullar</i>	Medium 6	

ASCEND 4

Instead of moving normally, this Wildwood Sentinel may move one space. That space may be up to 4 levels higher.

BRANCH OF THE AWAKENED FOREST

After taking a turn with this Wildwood Sentinel, you may take a turn with a small Wildwood Hero you control.

VERDANT GROWTH

At the start of each round, before you place Order Markers, if you have not placed this Wildwood Sentinel or used a Verdant Growth power this round, you may destroy this Wildwood Sentinel and replace it with one of your previously destroyed large Wildwood Heroes. Remove all wound markers from that Hero's Army Card, then place wound markers on it equal to the number of wound markers on this card.

Clawfoot Interceptor

	50	 Life 4
	Raptorian	Move 6
	Uncommon Hero	Range 1
	Scout	Attack 3
	Bold	Defense 3
<i>Jandar</i>	Medium 5	

CLAW GRAB

While this Clawfoot Interceptor is flying, you may choose one small figure or one friendly medium Raptorian figure that it passed over this turn. Place the chosen figure on an empty same-level space adjacent to this Clawfoot Interceptor at the end of its move. If the chosen figure is engaged when it is moved by Claw Grab, it will not take any leaving engagement attacks. Figures under overhangs can never be moved by Claw Grab.

DIVE BOMB

If this Clawfoot Interceptor uses its Flying special power this turn, it receives 2 additional attack dice.

FLYING

When counting spaces for a Clawfoot Interceptor's movement, ignore elevations. A Clawfoot Interceptor may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Clawfoot Interceptor starts to fly, if it is engaged it will take any leaving engagement attacks.

Honor Guard of the Blasted Lands

	65	 Life 1
	Tyrans	Move 5
	Common Squad	Range 1
	Guards	Attack 2
	Disciplined	Defense 4
<i>Einar</i>	Medium 5	

ARC LANCES

All Honor Guards you control adjacent to at least one other Honor Guard you control receive 1 automatic skull when attacking.

PROTECTIVE REPOSITIONING

At the end of each round, you may move up to 6 Honor Guard figures you control up to 2 spaces each. Honor Guards must be able to move adjacent to a friendly figure to use Protective Repositioning.

Red Mantis Blade Dancers

	80	 Life 1
	Xoderans	Move 7
	Common Squad	Range 1
	Blade Dancers	Attack 3
	Tricky	Defense 4
<i>Aquilla</i>	Medium 5	

DUAL STRIKE

When a Red Mantis Blade Dancer attacks, that Blade Dancer may attack one additional time. A Red Mantis Blade Dancer cannot attack the same figure more than once per turn.

STEALTH ARMOR 12

When a Red Mantis Blade Dancer receives one or more wounds, before removing that Blade Dancer, roll the 20-sided die. If you roll a 12 or higher, ignore any wounds.

STEALTH LEAP

Instead of their normal move, any or all Red Mantis Blade Dancers may Stealth Leap. Stealth Leap has a move of 3. When counting spaces for a Blade Dancer's leaping movement, ignore elevations. A Blade Dancer may leap over water without stopping, pass over figures without becoming engaged, and leap over obstacles such as ruins. A Blade Dancer may not leap more than 12 levels up or down in a single leap. If a Blade Dancer is engaged when starting to leap, that Blade Dancer does not take any leaving engagement attacks.

Gen. Simon Fraser

	45	 Life 3
	Human	Move 5
	Unique Hero	Range 1
	Leader	Attack 3
	Disciplined	Defense 3
<i>Einar</i>	Medium 5	

COMBAT LEADER

If at least one Order Marker is on Gen. Simon Fraser, you may add 3 to your initiative roll.

PREPARE THE CHARGE

All friendly Soldiers who start their turn within 6 clear sight spaces of Gen. Simon Fraser may add 2 to their Move number as long as they are unengaged prior to moving. Figures must be able to move adjacent to an opponent's figure in order to use Prepare the Charge.

Himmelskralle

	100	 Life 5
	Wyvern	Move 6
	Unique Hero	Range 1
	Hunter	Attack 4
	Ferocious	Defense 3
<i>Aquilla</i>	Large 7	

ONSLAUGHT

After attacking with Himmelskralle, if she destroyed a figure with her normal attack, Himmelskralle may move up to 3 spaces and attack again. Himmelskralle may continue using Onslaught until she does not destroy a figure.

FLYING

When counting spaces for Himmelskralle's movement, ignore elevations. Himmelskralle may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Himmelskralle starts to fly, if she is engaged she will take any leaving engagement attacks.

Millerson

	105	Life 6
	Human	Move 5
	Unique Hero	Range 8
	Rogue	Attack 2
	Loyal	Defense 3
<i>Ullar</i>	Medium 5	

HONOR AMONG THIEVES
When a Rogue you control who is adjacent to Millerson is attacked by an opponent's figure that is not adjacent to that Rogue and receives one or more wounds from that attack, you may place the same number of wound markers on this Army Card to ignore any wounds that Rogue just received.

GRIT
When Millerson attacks, he may attack one additional time for every two wound markers on this Army Card.

Re-Tak-Shi

	80	Life 5
	Marro	Move 5
	Unique Hero	Range 1
	Warwitch	Attack 4
	Wild	Defense 4
<i>Ullgar</i>	Medium 5	

SWAMP OOZE
All land or water spaces within 1 space of Re-Tak-Shi that are no more than 5 levels above or below Re-Tak-Shi's base are considered swamp water spaces.

EMERGE FROM SWAMP
At the start of each round, before you place Order Markers, roll the 20-sided die. If you roll a 12-16, you may place Re-Tak-Shi on any empty water space or swamp space within 10 spaces. If you roll a 17 or higher, you may place her on any empty space within 10 spaces. If Re-Tak-Shi is engaged when she uses Emerge from Swamp, she will not take any leaving engagement attacks.

Z'Thoth, Mouth of the Abyss

	140	Life 6
	Outsider	Move 5
	Unique Hero	Range 1
	Horror	Attack 4
	Inscrutable	Defense 5
<i>Valkrill</i>	Huge 10	

MADDENING VISAGE
After moving and before attacking, you may choose a figure within 6 clear sight spaces of Z'Thoth and roll the 20-sided die. If you roll a 1-10, choose an opponent. That player must move the figure 1 space, if possible. If you roll an 11 or higher, you must move the chosen figure 1 space, if possible. Figures moved by Maddening Visage take any leaving engagement attacks that apply.

SHATTER MINDS SPECIAL ATTACK
Range 4. Attack 3.
Choose a figure to attack. Z'Thoth does not need line of sight on the targeted figure. You may also choose one figure adjacent to the targeted figure to be affected by Shatter Minds Special Attack as well. Roll attack dice once for both figures. Each figure rolls defense dice separately.

SLITHER
Z'Thoth does not have to stop its movement when entering water spaces.

12th Caucasus Rifles

	60	Life 1
	Human	Move 5
	Common Squad	Range 6
	Soldiers	Attack 3
	Resolute	Defense 3
<i>Vydar</i>	Medium 5	

GAS GRENADE SPECIAL ATTACK
Range 5. Lob 12. Attack 1.
Before attacking normally, one 12th Caucasus Rifle Soldier may choose a figure to attack with Gas Grenade Special Attack. No clear line of sight is needed. Any figures adjacent to the chosen figure are also affected by Gas Grenade Special Attack. Roll one attack die once for all affected figures. If you roll a skull, all figures affected by Gas Grenade Special Attack subtract 1 from their defense dice for the entire turn. Each figure rolls defense dice separately. Gas Grenade Special Attack never affects destructible objects or 12th Caucasus Rifles.

Acolytes of Vorganund

	50	Life 1
	Human	Move 5
	Common Squad	Range 1
	Clerics	Attack 3
	Devout	Defense 3
<i>Valkrill</i>	Medium 5	

BLOOD SUMMONING
At the start of the game, you may choose any or all Unique Demon Heroes you control to be Bound Heroes of the Acolytes of Vorganund. Place those Heroes on this card. Once per turn, instead of moving normally with an Acolyte of Vorganund, you may destroy that Acolyte and place a Bound Hero from this card on the space that Acolyte occupied.

DARK PACT
After taking a turn with the Acolytes of Vorganund, you may take a turn with a Bound Hero you control. If you do, and a figure other than the Bound Hero received wounds or was destroyed during the Bound Hero's turn, nothing happens. Otherwise, destroy an Acolyte of Vorganund you control.

Tombstone Gunslinger

	25	Life 1
	Human	Move 5
	Common Hero	Range 7
	Outlaw	Attack 2
	Reckless	Defense 2
<i>Vydar</i>	Medium 5	

OUTLAW BAND
After revealing an Order Marker on a Tombstone Gunslinger, if there is at least one Order Marker on a Unique Outlaw Hero you control, you may first take a turn with one other Common Outlaw Hero you control.

HIGH NOON
A Tombstone Gunslinger rolls an additional attack die for each Unique Outlaw Hero you control within 2 clear sight spaces of that Tombstone Gunslinger, up to a maximum of 2 additional attack dice.

QUICK DRAW 17
When a Tombstone Gunslinger is targeted for a normal attack from an opponent's non-adjacent figure within 7 clear sight spaces of that Tombstone Gunslinger, you may roll the 20-sided die. If you roll a 17 or higher, the opponent's figure receives 1 wound.

Motley Max

	135	Life 6
	Mutant	Move 5
	Unique Hero	Range 1
	Warhulk	Attack 5
	Merciless	Defense 3
<i>Valkrill</i>	Large 6	

DREAD CHAIN GRAB 6
After moving and before attacking with Motley Max, you may choose up to two enemy small or medium figures within 3 clear sight spaces whose bases are no more than 6 levels above Motley Max's height or 6 levels below Motley Max's base. Roll the 20-sided die once for each figure. If you roll a 6 or higher, place that figure on any empty same-level space adjacent to Motley Max. If the chosen figure is engaged when it is moved by Dread Chain Grab 6, it will not take any leaving engagement attacks.

ENGAGEMENT STRIKE 14
If an opponent's small or medium figure moves adjacent to Motley Max, roll the 20-sided die. If you roll a 14 or higher, the opponent's figure receives a wound. Figures may only be targeted as they move into engagement with Motley Max.

Cal the Smuggler

	60	Life 5
	Xeno	Move 5
	Unique Hero	Range 7
	Outlaw	Attack 3
	Reckless	Defense 2
<i>Vydar</i>	Medium 5	

PHASE TELEPORT DEVICE
At the beginning of each round, before placing Order Markers, if Cal the Smuggler has not been destroyed, you must roll the 20-sided die for Cal's Phase Teleport Device.

- If you roll a 1-4, remove Cal from the battlefield.
- If you roll a 5-10, nothing happens.
- If you roll an 11-20, you may place Cal on any empty space on the battlefield that is not adjacent to an enemy figure.

If Cal is engaged when he uses Phase Teleport Device, he will not take any leaving engagement attacks.

QUICK DRAW 11
When Cal the Smuggler is targeted for a normal attack from an opponent's non-adjacent figure within 7 clear sight spaces of him, you may roll the 20-sided die. If you roll an 11 or higher, the opponent's figure receives 1 wound.

Kuthnak

	70	Life 4
	Orc	Move 5
	Unique Hero	Range 1
	Champion	Attack 2
	Wild	Defense 3
<i>Ullgar</i>	Medium 4	

INCANTATION OF BOILING BLOOD
Before moving normally with a Common Orc Squad you control, you may choose a figure in that Squad within 4 clear sight spaces of Kuthnak. For the rest of the turn, the chosen figure adds 3 to its Move and 1 to its Attack, and may attack any or all figures adjacent to it this turn with its normal attack. Roll each attack separately. After that turn, destroy the chosen figure.

Breach			Corvor the Tainted One			Louis "Mad Dog" Malone		
	145	 Life 5		175	 Life 7		60	 Life 5
	Golem	 Move 5		Demon	 Move 4		Human	 Move 5
	Unique Hero	Range 1		Unique Hero	Range 1		Unique Hero	Range 7
	Construct	Attack 6		Champion	Attack 5		Lawman	Attack 2
	Resolute	Defense 5		Terrifying	Defense 2		Fearless	Defense 2
<i>Vydar</i>	Huge 9		<i>Valkrill</i>	Huge 11		<i>Aquila</i>	Medium 5	

SCIMITAR SWEEP SPECIAL ATTACK
Range 1. Attack 4.
 Choose a figure adjacent to Breach. You may also choose another figure adjacent to Breach to be affected by Scimitar Sweep Special Attack. All figures adjacent to Breach between the chosen figures in a counterclockwise direction are also affected by Scimitar Sweep Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

IRON TOUGH
 When rolling defense dice against a special attack, Breach always adds 2 automatic shields to whatever is rolled.

LONG STRIDES
 Breach can move through all small and medium figures.

DREADFUL PRESENCE
 Figures attacking Corvor the Tainted One with a normal attack subtract 1 from their attack dice.

AVATAR OF CORRUPTION
 Before moving, you must roll the 20-sided die for all figures within 2 clear sight spaces of Corvor the Tainted One, one at a time. If you roll a 15 or higher, that figure receives a wound. Demons are not affected by Avatar of Corruption.

FLYING
 When counting spaces for Corvor the Tainted One's movement, ignore elevations. Corvor may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Corvor starts to fly, if he is engaged he will take any leaving engagement attacks.

BRAWLER
 If Louis "Mad Dog" Malone is engaged, add 1 to his attack dice and 1 to his defense dice.

DOUBLE ASSAULT
 When Louis "Mad Dog" Malone attacks an adjacent figure or destructible object, he may attack one additional time.

Specters of Aldorn		
	60	 Life 1
	Undead	 Move 6
	Common Squad	Range 1
	Terrors	Attack 2
	Terrifying	Defense 3
<i>Vydar</i>	Medium 4	

Bugbear Basher		
	65	 Life 3
	Goblin	 Move 5
	Uncommon Hero	Range 1
	Brute	Attack 3
	Merciless	Defense 4
<i>Valkrill</i>	Medium 5	

Goblin Slashers		
	55	 Life 1
	Goblins	 Move 5
	Common Squad	Range 1
	Slashers	Attack 2
	Tricky	Defense 2
<i>Ulgar</i>	Small 3	

PHANTOM WALK
 Specters of Aldorn can move through all figures and are never attacked when leaving an engagement.

LEVITATION
 Specters of Aldorn do not take falling damage and may ignore all effects from terrain tiles they move onto or occupy.

DEATHLY TOUCH
 When attacking with the Specters of Aldorn, if at least one Specter of Aldorn moved through the defending figure this turn, subtract 1 from its Defense.

BASH
 If this Bugbear Basher did not move this turn, add 2 to his Attack.

EXPENDABLE RABBLE
 If this Bugbear Basher is attacked with a normal attack by an opponent's figure and receives 1 or more wounds, you may destroy a small Goblin figure you control that is adjacent to this Bugbear Basher to ignore any wounds this Bugbear Basher just received.

GOBLIN MELEE ATTACK ENHANCEMENT
 All friendly Goblin figures adjacent to this Bugbear Basher roll an additional attack die when attacking an adjacent figure.

GOBLIN RETREAT
 After attacking with Goblin Slashers, you may move 3 engaged Goblin Slashers you control up to 3 spaces each. A Goblin Slasher never takes leaving engagement attacks when moving with Goblin Retreat and can only move if it ends its retreating move not adjacent to any enemy figures.

YOU GOT THIS, BOSS!
 After taking a turn with the Goblin Slashers, if no Goblin Slashers you control are engaged, you may take a turn with a Goblin Hero you control.

SCALE
 When moving up or down levels of terrain, Goblin Slashers may add 2 to their height.

Amberhive Protectors		
	50	 Life 1
	Insects	 Move 6
	Common Squad	Range 1
	Protectors	Attack 1
	Relentless	Defense 2
<i>Aquila</i>	Small 2	

Makwa Tribesman		
	35	 Life 3
	Human	 Move 5
	Uncommon Hero	Range 6
	Tribesman	Attack 2
	Fearsome	Defense 2
<i>Aquila</i>	Medium 5	

Axentia		
	180	 Life 6
	Phoenix	 Move 6
	Unique Hero	Range 1
	Herald	Attack 5
	Noble	Defense 3
<i>Jandar</i>	Huge 11	

INSECT STRATEGIC BONDING
 Before taking a turn with Amberhive Protectors, you may first take a turn with any Insect Hero you control. If you do not take a turn with any Insect Hero you control, you may move and attack with up to 6 Amberhive Protectors you control.

SACRIFICIAL STING SPECIAL ATTACK
Range 1. Attack 4.
 When attacking a figure within 4 spaces of an Insect Hero you control, an Amberhive Protector may use Sacrificial Sting Special Attack. If the defending figure receives any wounds from Sacrificial Sting Special Attack, destroy the attacking Amberhive Protector.

FLYING
 When counting spaces for an Amberhive Protector's movement, ignore elevations. An Amberhive Protector may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When an Amberhive Protector starts to fly, if she is engaged, she will take any leaving engagement attacks.

HUNT OF THE MAKWA
 After this Makwa Tribesman attacks, he may attack one additional time. The additional attack must target a figure that is within 3 clear sight spaces of a Hunter you control.

SHIELD OF THE GREAT BEAR 14
 When this Makwa Tribesman receives one or more wounds, before removing the figure, roll the 20-sided die. If you roll a 14 or higher, ignore any wounds.

IMMOLATION 14
 After moving and before attacking, you must roll the 20-sided die for Axentia and then once for each figure adjacent to Axentia. If you roll a 14 or higher, that figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Immolation.

PHOENIX RISING
 When Axentia would be destroyed, do not destroy Axentia. If it is Axentia's turn, her turn ends immediately. Before the next Order Marker is revealed by any player, remove all wound markers from this Army Card and roll the 20-sided die for all figures within 2 clear sight spaces of Axentia, one at a time. If you roll a 7 or higher, the figure receives a wound. After using Phoenix Rising, negate all powers on this card except Flying for the rest of the game.

FLYING
 When counting spaces for Axentia's movement, ignore elevations. Axentia may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Axentia starts to fly, if she is engaged she will take any leaving engagement attacks.

Koggo			
	45	 Life 3	
	Goblin	Move 5	
	Unique Hero	Range 6	
	Archer	Attack 1	
	Skittish	Defense 3	
<i>Utgard</i>	Small 4		

CLEAR SHOT
When attacking a figure that is not engaged, Koggo rolls 1 additional attack die.

COWER
After Koggo rolls defense dice against a normal attack from an opponent's figure, you may move Koggo up to 3 spaces, and Koggo no longer has any visible Hit Zones for the duration of the attacking figure's turn while he remains unengaged. Koggo will never take any leaving engagement attacks while using Cower.

Ranjit Singh			
	140	 Life 6	
	Human	Move 5	
	Unique Hero	Range 1	
	Maharaja	Attack 3	
	Merciful	Defense 3	
<i>Einar</i>	Medium 5		

LION OF PUNJAB
Before rolling for initiative, you may reveal the 'X' Order Marker on this Army Card. If you do, while your other three Order Markers are on Army Cards you control that follow three different Valkyrie Generals, every Unique figure you control with an Order Marker on its card adds 1 to its Move and Attack.

DIPLOMATIC SUBTERFUGE
Once per round, after moving and before attacking, you may choose a figure within 4 clear sight spaces of Ranjit Singh and roll the 20-sided die. If you roll an 8 or higher, remove one unrevealed Order Marker at random from the chosen figure's Army Card (or Cards if your opponent has more than one Common card for that figure).

Wastewalker Gage			
	90	 Life 5	
	Human	Move 5	
	Unique Hero	Range 4	
	Mercenary	Attack 2	
	Wild	Defense 3	
<i>Utgard</i>	Medium 5		

GRAPPLE RIFLE
Instead of his normal move, Wastewalker Gage may use his Grapple Rifle. Grapple Rifle has a move of 4. When counting spaces for Grapple Rifle, ignore elevations. Gage may grapple over water without stopping, over figures without becoming engaged, and over obstacles such as ruins. Gage may not grapple more than 45 levels up or down in a single Grapple Rifle move. If Gage is engaged when he starts his Grapple Rifle move, he will take any leaving engagement attacks. If Gage used Grapple Rifle this turn, he may not attack a non-adjacent figure.

CHAINSAW SWEEP SPECIAL ATTACK
Range 1. Attack 4.
Choose a figure to attack. You must choose a figure adjacent to both Gage and the chosen figure to also be affected by Chainsaw Sweep Special Attack, if possible. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. If you do not roll any skulls with Chainsaw Sweep Special Attack, Gage receives a wound.

Beakface Rogue			
	25	 Life 1	
	Raptorian	Move 6	
	Common Hero	Range 1	
	Rogue	Attack 2	
	Tricky	Defense 3	
<i>Einar</i>	Medium 4		

SNEAK ATTACK 3
If a Beakface Rogue is attacking an opponent's figure that is adjacent to at least one other figure you control, add 3 dice to that Beakface Rogue's attack.

EVASIVE 2
When a Beakface Rogue rolls defense dice against an attacking figure who is not adjacent, add 2 defense dice to the defending Rogue.

GLIDE
A Beakface Rogue never rolls for falling damage.

Soontir Van			
	50	 Life 3	
	Mariedian	Move 5	
	Unique Hero	Range 6	
	Leader	Attack 3	
	Resolute	Defense 3	
<i>Aquilla</i>	Medium 5		

MARIEDIAN MOVE ENHANCEMENT
All friendly Mariedians who start their turn adjacent to Soontir Van may move 2 additional spaces when moving normally.

EXOSUIT 15
If Soontir Van is attacked and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-14, roll defense dice normally. If you roll a 15 or higher, ignore all damage that would be inflicted by the attack.

Swaysil			
	50	 Life 4	
	Centaur	Move 8	
	Unique Hero	Range 6	
	Archer	Attack 3	
	Bold	Defense 2	
<i>Ullar</i>	Large 6		

RUN DOWN
After moving Swaysil, you may choose a small or medium figure adjacent to her that was not adjacent at the start of this turn. Roll the 20-sided die. If you roll a 13 or higher, the chosen figure receives one wound.

POINT BLANK SHOT 1
When attacking a non-adjacent figure within 3 clear sight spaces, Swaysil rolls one additional die.

Olog			
	35	 Life 3	
	Orc	Move 5	
	Unique Hero	Range 1	
	Savage	Attack 3	
	Wild	Defense 1	
<i>Valkrill</i>	Medium 5		

FIRST ASSAULT 2
When attacking with Olog, if the defending figure was not adjacent to Olog at the start of this turn, Olog receives 2 additional attack dice.

WILD RUSH
At the start of the round, after all order markers have been placed, you may move Olog up to 3 spaces. Olog must end his Wild Rush on an empty space.

Clayton Pierce			
	90	 Life 6	
	Human	Move 5	
	Unique Hero	Range 7	
	Lawman	Attack 3	
	Resolute	Defense 2	
<i>Jandar</i>	Medium 5		

SHERIFF'S POSSE
Before rolling for initiative, if you control at least one other Lawman, you may move Clayton and up to 3 other Lawman Heroes you control up to 5 spaces each.

SHOOTOUT
Once per round, after revealing an Order Marker on Clayton Pierce and taking a turn with him, you may take a turn with 3 other Lawman Heroes you control. Heroes taking a turn with Shootout must be within 4 clear sight spaces of Clayton, and may not move during that turn.

Kate Crawford			
	40	 Life 4	
	Human	Move 5	
	Unique Hero	Range 7	
	Lawman	Attack 2	
	Bold	Defense 2	
<i>Ullar</i>	Medium 5		

FAN THE HAMMER SPECIAL ATTACK
Range 5. Attack 2.
Choose a figure to attack. Kate may attack that figure up to three times with Fan the Hammer.

TENACITY
If Kate Crawford has 2 or more wounds on her Army Card, add 1 to her defense dice.

<p style="text-align: center;">M.A.R.S.</p>  <table border="1"> <tr><td>110</td><td> Life 3</td></tr> <tr><td>Soulborg</td><td>Move 4</td></tr> <tr><td>Unique Hero</td><td>Range 4</td></tr> <tr><td>Marauder</td><td>Attack 4</td></tr> <tr><td>Militaristic</td><td>Defense 5</td></tr> <tr><td><i>Valkrill</i></td><td>Large 6</td></tr> </table>	110	Life 3	Soulborg	Move 4	Unique Hero	Range 4	Marauder	Attack 4	Militaristic	Defense 5	<i>Valkrill</i>	Large 6	<p style="text-align: center;">Ataraxis the Starlich</p>  <table border="1"> <tr><td>160</td><td> Life 3</td></tr> <tr><td>Undead</td><td>Move 5</td></tr> <tr><td>Unique Hero</td><td>Range 5</td></tr> <tr><td>Lady</td><td>Attack 3</td></tr> <tr><td>Terrifying</td><td>Defense 4</td></tr> <tr><td><i>Utgard</i></td><td>Medium 5</td></tr> </table>	160	Life 3	Undead	Move 5	Unique Hero	Range 5	Lady	Attack 3	Terrifying	Defense 4	<i>Utgard</i>	Medium 5	<p style="text-align: center;">Father Caylus</p>  <table border="1"> <tr><td>55</td><td> Life 4</td></tr> <tr><td>Human</td><td>Move 5</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Cleric</td><td>Attack 3</td></tr> <tr><td>Merciless</td><td>Defense 3</td></tr> <tr><td><i>Valkrill</i></td><td>Medium 5</td></tr> </table>	55	Life 4	Human	Move 5	Unique Hero	Range 1	Cleric	Attack 3	Merciless	Defense 3	<i>Valkrill</i>	Medium 5
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<p>MISSILE BARRAGE SPECIAL ATTACK Range 6. Attack 3. Choose up to two figures to attack. Any figures adjacent to the chosen figures are also affected by Missile Barrage Special Attack. Roll attack dice once for all affected figures. M.A.R.S. can be affected by his own Missile Barrage Special Attack.</p>	<p>NECROTIZING WORMHOLE Before moving, you may choose a small or medium figure you control within 5 spaces of Ataraxis. Switch Ataraxis and the chosen figure. If the chosen figure is not Undead, it receives 1 wound. Figures moved by Necrotizing Wormhole never take any leaving engagement attacks.</p> <p>TERROR ENHANCEMENT FIELD Opponents' figures within 5 spaces of Ataraxis roll 1 less defense die against terrifying figures.</p> <p>NANOBOT SOUL CAGE When Ataraxis is destroyed, you may remove all wound markers from this card and place Ataraxis on the card of any Unique Hero within 5 spaces of Ataraxis. For the entire game, if a Unique Hero with your Ataraxis on its card is destroyed by a normal or special attack or a leaving engagement attack, immediately place Ataraxis on a space the destroyed figure occupied, if possible.</p>	<p>STAFF OF ENFEEBLEMENT Start the game with one Enfeeblement Marker on this card. After moving and before attacking, you may place your Enfeeblement Marker on the Army Card of a Unique Hero within 4 clear sight spaces of Father Caylus. For the remainder of the round, that Unique Hero subtracts 1 from its Move and Attack values and cannot attack with any special attack. At the end of the round, return your Enfeeblement Marker to this card.</p> <p>BRUTAL TASKMASTER If there is a revealed Order Marker on Father Caylus, all Clerics you control that start their turn within 4 clear sight spaces of Father Caylus may add 2 to their Move value and add 1 to their Attack value. This power does not affect Father Caylus.</p>																																				
<p style="text-align: center;">Kalagrith</p>  <table border="1"> <tr><td>190</td><td> Life 8</td></tr> <tr><td>Dragon</td><td>Move 7</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Queen</td><td>Attack 6</td></tr> <tr><td>Vengeful</td><td>Defense 3</td></tr> <tr><td><i>Ullar</i></td><td>Huge 9</td></tr> </table>	190	Life 8	Dragon	Move 7	Unique Hero	Range 1	Queen	Attack 6	Vengeful	Defense 3	<i>Ullar</i>	Huge 9	<p style="text-align: center;">Maekor</p>  <table border="1"> <tr><td>115</td><td> Life 5</td></tr> <tr><td>Lizardfolk</td><td>Move 5</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Mercenary</td><td>Attack 4</td></tr> <tr><td>Inspiring</td><td>Defense 3</td></tr> <tr><td><i>Jandar</i></td><td>Medium 5</td></tr> </table>	115	Life 5	Lizardfolk	Move 5	Unique Hero	Range 1	Mercenary	Attack 4	Inspiring	Defense 3	<i>Jandar</i>	Medium 5	<p style="text-align: center;">Mellifera</p>  <table border="1"> <tr><td>100</td><td> Life 4</td></tr> <tr><td>Insect</td><td>Move 6</td></tr> <tr><td>Unique Hero</td><td>Range 1</td></tr> <tr><td>Queen</td><td>Attack 3</td></tr> <tr><td>Merciless</td><td>Defense 4</td></tr> <tr><td><i>Aquilla</i></td><td>Large 4</td></tr> </table>	100	Life 4	Insect	Move 6	Unique Hero	Range 1	Queen	Attack 3	Merciless	Defense 4	<i>Aquilla</i>	Large 4
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<p>SCORCHED EARTH SPECIAL ATTACK Range Special. Attack 4. All figures Kalagrith passed over this turn with her Flying special power are affected by Scorched Earth Special Attack. Kalagrith does not need clear line of sight to any affected figure. Roll 4 attack dice once for all figures. Each figure rolls defense dice separately and no figures are considered to have height advantage. Figures under overhangs are not affected by Scorched Earth Special Attack.</p> <p>FLYING When counting spaces for Kalagrith's movement, ignore elevations. Kalagrith may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Kalagrith is engaged when she starts to fly, she will take any leaving engagement attacks.</p>	<p>LIZARDFOLK WAR CRY After revealing an Order Marker on Maekor and taking a turn with Maekor, if Maekor is engaged, you may immediately take a turn with one other Unique Lizardfolk Hero you control.</p> <p>MERCENARY DEFENSIVE FORMATION If Maekor is adjacent to at least one other Mercenary you control, add 1 die to the defense of Maekor and all Mercenaries you control adjacent to Maekor.</p> <p>PLASMA BLADE ARC When Maekor attacks an adjacent figure that is not a destructible object, you may choose one Squad figure that is within 2 clear sight spaces of the defending figure. If the defending figure receives any wounds from Maekor's attack, the chosen figure receives 1 wound.</p>	<p>FRENZIED SWARM 14 After a Common Insect you control attacks a figure within 4 spaces of Mellifera with a normal or special attack, roll the 20-sided die. If you roll a 14 or higher, that Common Insect may attack again with a normal or special attack.</p> <p>EVASIVE 2 When Mellifera rolls defense dice against an attacking figure who is not adjacent, add 2 defense dice to Mellifera.</p> <p>FLYING When counting spaces for Mellifera's movement, ignore elevations. Mellifera may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Mellifera is engaged when she starts to fly, she will take any leaving engagement attacks.</p>																																				