



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>Utgarg</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>Utgarg</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.