

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' 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.