


Siiv			Brimstone			Kantono Daishi		
	40	 Life 2		150	 Life 5		120	 Life 4
	Tuatark	<i>Move 7</i>		Dragon	<i>Move 6</i>		Human	<i>Move 6</i>
	Unique Hero	<i>Range 1</i>		Unique Hero	<i>Range 1</i>		Unique Hero	<i>Range 1</i>
	Assassin	<i>Attack 3</i>		Young	<i>Attack 4</i>		Jonin	<i>Attack 2</i>
	Tricky	<i>Defense 4</i>		Menacing	<i>Defense 4</i>		Disciplined	<i>Defense 5</i>
<i>Valkrill</i>	Medium 5		<i>Valkrill</i>	Large 6		<i>Vydar</i>	Medium 4	

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.

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.





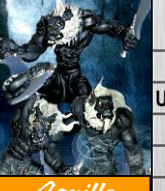

Heat Blast Special Attack
Range 2. Attack Special.
 Heat Blast Special Attack affects all figures within 2 clear sight spaces of Brimstone. Roll one attack die for each Growing Heat Marker on this Army Card. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Heat 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.

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.

Varkanaan Swiftfangs			Varkanaan Quickblades			Varkanaan Darkclaws		
	80	 Life 1		100	 Life 1		120	 Life 1
	Wolves	<i>Move 6</i>		Wolves	<i>Move 5</i>		Wolves	<i>Move 6</i>
	Unique Squad	<i>Range 1</i>		Unique Squad	<i>Range 1</i>		Unique Squad	<i>Range 1</i>
	Hunters	<i>Attack 3</i>		Hunters	<i>Attack 3</i>		Hunters	<i>Attack 4</i>
	Ferocious	<i>Defense 3</i>		Bold	<i>Defense 4</i>		Fearsome	<i>Defense 4</i>
<i>Aquilla</i>	Large 6		<i>Aquilla</i>	Large 6		<i>Aquilla</i>	Large 6	

WOLF PACK
 After revealing an Order Marker on the Varkanaan 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 Varkanaan Swiftfangs on this card.

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

WOLF PACK
 After revealing an Order Marker on the Varkanaan 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 Varkanaan Quickblades on this card.


VAULT
 After moving and before attacking, any or all unengaged Varkanaan 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 Varkanaan Quickblade that did not attack normally may use Lightning Slash Special Attack. Defending figures that were not adjacent to this Varkanaan Quickblade at the start of its turn subtract 1 from their defense dice for each skull rolled with Lightning Slash Special Attack.

WOLF PACK
 After revealing an Order Marker on the Varkanaan 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 Varkanaan Darkclaws on this card.

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

SHADOW MASTERS
 A Varkanaan 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.

Varkanaan Greyspears			B-11 Resistance Corps			Grigor & Rogirg		
	110	 Life 1		110	 Life 1		170	 Life 8
	Wolves	<i>Move 5</i>		Mariedian	<i>Move 5</i>		Ettin	<i>Move 5</i>
	Unique Squad	<i>Range 4</i>		Unique Squad	<i>Range 6</i>		Unique Hero	<i>Range 1</i>
	Hunters	<i>Attack 3</i>		Fighters	<i>Attack 2</i>		Beast	<i>Attack 5</i>
	Ferocious	<i>Defense 3</i>		Disciplined	<i>Defense 2</i>		Divided	<i>Defense 4</i>
<i>Aquilla</i>	Large 6		<i>Aquilla</i>	Medium 5		<i>Utgar</i>	Huge 9	

WOLF PACK
 After revealing an Order Marker on the Varkanaan 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 Varkanaan Greyspears on this card.

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

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.

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.