


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.