


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 six Teeth of the Makwa you control up to 3 spaces each.

SHIELD OF THE GREAT BEAR
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 Reconstruction
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 a 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>Ulgar</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 throw the figure by placing it 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>Ulgar</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>Ulgar</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.