



Shadow Hound

	35	 Life 1
	Shadow	Move 5
	Common Hero	Range 1
	Hunter	Attack 3
	Terrifying	Defense 4
<i>Vydar</i>	Medium 5	



SHADOW HUNTING

Before moving a Shadow Hound, you may choose an opponent's non-adjacent figure. Add 1 to the Shadow Hound's Move and Attack values for each friendly Shadow figure adjacent to the chosen figure to a maximum of +2 for each. To use Shadow Hunting, the Shadow Hound must be able to end its move adjacent to the chosen figure and may not attack any other figure this turn.

PHANTOM WALK

A Shadow Hound can move through all figures and is never attacked when leaving an engagement.

Wildwood Monarch

	140	 Life 5
	Wildwood	Move 2
	Unique Hero	Range 1
	Monarch	Attack 6
	Enraged	Defense 5
<i>Ullar</i>	Large 6	

ASCEND 4

Instead of moving normally, the Wildwood Monarch may move one space. That space may be up to 4 levels higher.

TRUNK OF THE AWAKENED FOREST

After taking a turn with the Wildwood Monarch, you may take a turn with a small or medium Wildwood Hero you control.

NATURE'S KEEPER

Wildwood figures you control cannot attack other Wildwood figures you control.

SEEDLING

At the start of each round, before you place Order Markers, if you have not placed the Wildwood Monarch or used a Seedling power this round, you may place one of your previously destroyed small Wildwood Heroes on any empty space adjacent to the Wildwood Monarch.

Wildwood Runner

	40	 Life 1
	Wildwood	Move 4
	Common Hero	Range 1
	Runner	Attack 2
	Skittish	Defense 5
<i>Ullar</i>	Small 3	

ASCEND 4

Instead of moving normally, this Wildwood Runner may move one space. That space may be up to 4 levels higher.

VIGOROUS GROWTH

At the start of each round, before you place Order Markers, if you have not used a Vigorous Growth power this round, you may destroy one Wildwood Runner that was not placed this round and replace it with one of your previously destroyed medium Wildwood Heroes. Remove all wound markers from that Hero's Army Card.

Wildwood Sentinel

	100	 Life 3
	Wildwood	Move 3
	Uncommon Hero	Range 1
	Sentinel	Attack 4
	Dauntless	Defense 5
<i>Ullar</i>	Medium 6	

ASCEND 4

Instead of moving normally, this Wildwood Sentinel may move one space. That space may be up to 4 levels higher.



BRANCH OF THE AWAKENED FOREST

After taking a turn with this Wildwood Sentinel, you may take a turn with a small Wildwood Hero you control.

VERDANT GROWTH

At the start of each round, before you place Order Markers, if you have not placed this Wildwood Sentinel or used a Verdant Growth power this round, you may destroy this Wildwood Sentinel and replace it with one of your previously destroyed large Wildwood Heroes. Remove all wound markers from that Hero's Army Card, then place wound markers on it equal to the number of wound markers on this card.

Clawfoot Interceptor

	50	 Life 4
	Raptorian	Move 6
	Uncommon Hero	Range 1
	Scout	Attack 3
	Bold	Defense 3
<i>Jandar</i>	Medium 5	

CLAW GRAB

While this Clawfoot Interceptor is flying, you may choose one small figure or one friendly medium Raptorian figure that it passed over this turn. Place the chosen figure on an empty same-level space adjacent to this Clawfoot Interceptor at the end of its move. If the chosen figure is engaged when it is moved by Claw Grab, it will not take any leaving engagement attacks. Figures under overhangs can never be moved by Claw Grab.


DIVE BOMB

If this Clawfoot Interceptor uses its Flying special power this turn, it receives 2 additional attack dice.

FLYING

When counting spaces for a Clawfoot Interceptor's movement, ignore elevations. A Clawfoot Interceptor may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When a Clawfoot Interceptor starts to fly, if it is engaged it will take any leaving engagement attacks.

Honor Guard of the Blasted Lands

	65	 Life 1
	Tyrants	Move 5
	Common Squad	Range 1
	Guards	Attack 2
	Disciplined	Defense 4
<i>Einar</i>	Medium 5	



ARC LANCES

All Honor Guards you control adjacent to at least one other Honor Guard you control receive 1 automatic skull when attacking.

PROTECTIVE REPOSITIONING

At the end of each round, you may move up to 6 Honor Guard figures you control up to 2 spaces each. Honor Guards must be able to move adjacent to a friendly figure to use Protective Repositioning.

Red Mantis Blade Dancers

	80	 Life 1
	Xoderans	Move 7
	Common Squad	Range 1
	Blade Dancers	Attack 3
	Tricky	Defense 4
<i>Aquilla</i>	Medium 5	

DUAL STRIKE

When a Red Mantis Blade Dancer attacks, that Blade Dancer may attack one additional time. A Red Mantis Blade Dancer cannot attack the same figure more than once per turn.



STEALTH ARMOR 12

When a Red Mantis Blade Dancer receives one or more wounds, before removing that Blade Dancer, roll the 20-sided die. If you roll a 12 or higher, ignore any wounds.

STEALTH LEAP

Instead of their normal move, any or all Red Mantis Blade Dancers may Stealth Leap. Stealth Leap has a move of 3. When counting spaces for a Blade Dancer's leaping movement, ignore elevations. A Blade Dancer may leap over water without stopping, pass over figures without becoming engaged, and leap over obstacles such as ruins. A Blade Dancer may not leap more than 12 levels up or down in a single leap. If a Blade Dancer is engaged when starting to leap, that Blade Dancer does not take any leaving engagement attacks.

Gen. Simon Fraser

	45	 Life 3
	Human	Move 5
	Unique Hero	Range 1
	Leader	Attack 3
	Disciplined	Defense 3
<i>Einar</i>	Medium 5	

COMBAT LEADER

If at least one Order Marker is on Gen. Simon Fraser, you may add 3 to your initiative roll.

PREPARE THE CHARGE

All friendly Soldiers who start their turn within 6 clear sight spaces of Gen. Simon Fraser may add 2 to their Move number as long as they are unengaged prior to moving. Figures must be able to move adjacent to an opponent's figure in order to use Prepare the Charge.

Himmelskralle

	100	 Life 5
	Wyvern	Move 6
	Unique Hero	Range 1
	Hunter	Attack 4
	Ferocious	Defense 3
<i>Aquilla</i>	Large 7	

ONSLAUGHT

After attacking with Himmelskralle, if she destroyed a figure with her normal attack, Himmelskralle may move up to 3 spaces and attack again. Himmelskralle may continue using Onslaught until she does not destroy a figure.

FLYING

When counting spaces for Himmelskralle's movement, ignore elevations. Himmelskralle may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Himmelskralle starts to fly, if she is engaged she will take any leaving engagement attacks.