
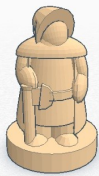









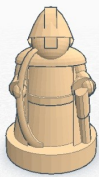




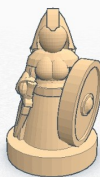




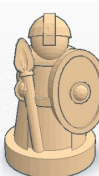





CONSCRIPT						
	OFF	DEF	TYPE	HUMAN	COST	7
	1	2	<i>Faithfully tending the fields and mines of the High King's realm, these simple peasants band together in times of war</i>			
	0	1				
	0	1				
<u>STRENGTH IN NUMBERS</u> Each Conscript grants two Assists instead of one, but only if the adjacent ally is the defender in the assault					TERRAIN ADVANTAGE	

SWORDSMAN						
	OFF	DEF	TYPE	HUMAN	COST	13
	3	3	<i>Culled from the most skilled combatants in the High King's forces, these elite soldiers raise blade and shield in his name</i>			
	0	2				
	0	2				
<u>DUELIST</u> When engaged in combat with an opponent who has no adjacent allies, a swordsman may force your opponent to re-roll one die of your choice					TERRAIN ADVANTAGE	




ARCHER						
	OFF	DEF	TYPE	HUMAN	COST	7
	1	2	<i>Famed for their superior marksmanship, these soldiers are often the first line of defense against would-be invaders</i>			
	2	2				
	0	2				
LONGBOWS Archers may make ranged assaults against units up to 2 tiles away					TERRAIN ADVANTAGE 	






SHIELDMAIDEN						
	OFF	DEF	TYPE	HUMAN	COST	14
	2	3	<i>In the High King's realm, every first-born daughter born under the War God's moon is taught the ways of battle</i>			
	0	3				
	0	3				
GUARDIAN When an adjacent ally is assaulted, the Shieldmaiden may switch places with them before rolls are made					TERRAIN ADVANTAGE 	






SPEARMAN						
	OFF	DEF	TYPE	HUMAN	COST	11
	2	3	<i>Forming the front line of the High King's armies, these fearless soldiers march, fight, and die beneath his banner</i>			
	0	2				
	0	2				
<u>PHALANX</u> When a Spearman moves, all adjacent Spearmen may also move to stay adjacent, though this ability may not initiate assaults					TERRAIN ADVANTAGE 	






ROYAL WIZARD						
	OFF	DEF	TYPE	HUMAN	COST	18
	2	2	<i>When not providing council for the High King himself, these conjurers weave devastating magic in defense of his realm</i>			
	2	2				
	2	3				
<u>FIRE MAGIC</u> When making a Magic assault, all enemies adjacent to the Royal Wizard may be defeated by the attack, though use the highest OFF and DEF values and any applicable skills of those who would be defeated					TERRAIN ADVANTAGE	





BEASTFOLK STALKER						
	OFF	DEF	TYPE	BEASTFOLK	COST	9
	2	1	<i>Disfavored for their weakness, these pitiful beings are sent to scout enemy positions and attack from the trees</i>			
	1	2				
	0	1				
<u>WOODLAND INFILTRATORS</u> Beastfolk Stalkers held in reserve may be summoned onto any empty Forest tile					TERRAIN ADVANTAGE	

FOREST WITCH						
	OFF	DEF	TYPE	HUMAN	COST	10
	1	1	<i>Practicing dark, long-forgotten magic, these sorceresses are feared throughout the realms of men</i>			
	0	2				
	1	2				
<u>CURSE OF THE WILDS</u> When a Forest Witch defeats an enemy with Magic, you may return a captured Beastfolk unit to an unoccupied Forest tile					TERRAIN ADVANTAGE	

BEASTFOLK MARAUDER						
	OFF	DEF	TYPE	BEASTFOLK	COST	11
	3	2	<i>Whipping themselves into a blood-frenzy, these feral warriors defend their forest home with little regard for life or limb</i>			
	0	2				
	0	1				
<u>BERZERK</u> You may re-roll all of a Beastman Marauder's Offense dice once per assault, before situational re-rolls					TERRAIN ADVANTAGE	

DRUID						
	OFF	DEF	TYPE	HUMAN	COST	17
	2	2	<i>Though now few in number, these powerful wizards are dedicated to the protection of the ancient forest</i>			
	0	2				
	3	3				
<u>FOREST STRIDER</u> A Druid may move or make a close assault to any Forest tile in play					TERRAIN ADVANTAGE	

BEASTFOLK JUGGERNAUT						
	OFF	DEF	TYPE	BEASTFOLK	COST	13
	3	3	<i>Wearing heavy armor enchanted by druidic magic, these unstoppable brutes champion the ancient forest</i>			
	0	3				
	0	1				
<u>IRON HIDE</u> You may re-roll all of a Beastfolk Juggernaut's Defense dice once per assault, before situational re-rolls					TERRAIN ADVANTAGE	

CURSED RANGER						
	OFF	DEF	TYPE	UNDEAD	COST	13
	2	3	<i>Resurrected by dark magic, these long-dead warriors haunt the barrows that border the forest they serve</i>			
	0	3				
	0	2				
UNDYING When a Cursed Ranger would be defeated by a non-Magic attack or hazard tile, roll a die and on a 4-6, he stays in place					TERRAIN ADVANTAGE	