



















CONSCRIPT					
	OFF	DEF		COST:	7
	1	2		<u>ADVANTAGE</u> VILLAGE	
	0	1			
	0	1		<u>TYPE</u> HUMAN	
<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					




SWORDSMAN					
	OFF	DEF		COST:	13
	3	3		<u>ADVANTAGE</u> FOREST	
	0	2			
	0	2		<u>TYPE</u> HUMAN	
<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					




ARCHER					
	OFF	DEF		COST:	12
	1	2		<u>ADVANTAGE</u> HILLS	
	2	2			
	0	2		<u>TYPE</u> HUMAN	
<u>LONGBOWS</u> Archers may make ranged assaults against units up to 2 tiles away					

SHIELDMAIDEN					
	OFF	DEF		COST:	14
	2	3		<u>ADVANTAGE</u> VILLAGE	
	0	3			
	0	3		<u>TYPE</u> HUMAN	
<u>GUARDIAN</u> When an adjacent ally is assaulted, the Shieldmaiden may switch places with them					

SPEARMAN					
	OFF	DEF		COST:	11
	2	3		<u>ADVANTAGE</u> FIELDS	
	0	2			
	0	2		<u>TYPE</u> HUMAN	
<u>PHALANX</u> When a Spearman moves, all adjacent Spearmen may also move to stay adjacent, though this ability may not initiate assaults					




RED MAGE					
	OFF	DEF		COST:	18
	2	2		<u>ADVANTAGE</u> FIELDS	
	2	2			
	2	3		<u>TYPE</u> HUMAN	
<u>FIRE MAGIC</u> When assaulting with magic, all enemy units adjacent to the Red Mage are affected though roll the highest OFF and DEF values available					




BEASTFOLK STALKER					
	OFF	DEF		COST:	9
	2	1		<u>ADVANTAGE</u> FOREST	
	1	2			
	0	1		<u>TYPE</u> BEASTFOLK	
<u>WOODLAND INFILTRATORS</u> Beastfolk Stalkers held in reserve may be summoned onto any empty Forest tile					

DRUID					
	OFF	DEF		COST:	17
	1	2		<u>ADVANTAGE</u> FOREST	
	0	2			
	3	3		<u>TYPE</u> HUMAN	
<u>FOREST STRIDER</u> A Druid may move or assault to any Forest tile in play					

BEASTFOLK MARAUDER					
	OFF	DEF		COST:	11
	3	2		<u>ADVANTAGE</u> FOREST	
	0	2			
	0	1		<u>TYPE</u> BEASTFOLK	
<u>BERZERK</u> You may re-roll all of a Beastman Marauder's Offense dice once per assault, before situational re-rolls					

FOREST WITCH					
	OFF	DEF		COST:	10
	1	1		<u>ADVANTAGE</u> FOREST	
	0	2			
	1	2		<u>TYPE</u> HUMAN	
<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					

BEASTFOLK JUGGERNAUT					
	OFF	DEF		COST:	13
	3	3		<u>ADVANTAGE</u> FOREST	
	0	3			
	0	1		<u>TYPE</u> BEASTFOLK	
<u>IRON HIDE</u> You may re-roll all of a Beastfolk Juggernaut's Defense dice once per assault, before situational re-rolls					

CURSED RANGER					
	OFF	DEF		COST:	13
	2	3		<u>ADVANTAGE</u> FOREST	
	0	3			
	0	2		<u>TYPE</u> UNDEAD	
<u>UNDYING</u> When a Cursed Ranger would be defeated by a non-Magic attack, roll a die and on a 4-6, he stays in place					