

Archer

Attack: Defeat a hero with Intercept.

Ranged Attack

Ranged Attack. If you attack a Flank hero or leader, also apply the same amount of damage to its supporter.

Reveal a card from your hand. Do damage equal to its power to another hero. You may discard it. If you do, keep this card.

The leader's attack is ranged. All heroes in your unit have "Attack: Apply 1 damage to an opposing leader."

Jenniver Van Kennel

Bombardier

Ranged Attack
Attack: Do 2 damage to all enemy heroes.

Ranged Attack
+2 Attack Strength if Forerunner has Intercept.

Attack: Defeat one of your own heroes. Do damage equal to its Attack Strength to an opposing hero.

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Heroes in this unit have +2 Attack Strength. Whenever a hero or leader in this unit attacks, the damage dealt to the target's supporter instead. He is still only attacking one target.

Milton Barts

Con Artist

Attack: Another hero has -6 life (to a minimum of 1) until the end of this wave.

Your leader has +10 life.

Your leader has +2 Attack Strength.

Remove 5 damage from all leaders.

When this leader takes more than one damage you may draw two cards or force another player to discard a card at random.

Antine Frass

Fistfighter

Your first attack each wave with this hero is a free action.

Your first attack with your leader each wave is a free action.

Your first attack each Rear Wave is a free action.

A hero of your choice has +2 Attack Strength. Take another action.

Each time one of your heroes is defeated, place a Rage Counter on this leader. As a free action you may discard a Rage Counter to perform an attack with a friendly Hero that has not attacked during this wave.

Devah Danah

Gunslinger

Ranged Attack
This hero can attack twice in the same wave.

Ranged Attack

Ranged Attack
+4 Attack Strength when making melee attacks.

A hero in your unit makes an attack.

This leader's attack is ranged. Heroes and leaders in this unit may attack twice in the same wave.

Gill Gorgeous

Heavy Knight

Intercept
Attack: Remove 4 damage from his hero.

Supporter is immune to all damage.

+4 Attack Strength

Apply 4 damage to a hero. Take another action.

When a hero or leader in this unit takes damage from an attack, you may discard a card to reduce that damage by an amount equal to the life of the discarded hero (minimum of 0).

Ven Cresshim

Lackey

Intercept
Other heroes in your unit are immune to "defeat" effects.

When an opponent uses an "apply damage" effect, all damage is applied to this hero instead.

+6 Life

Place a hero from your unit into your discard pile. Take another action.

Heroes in this unit have exactly 1 life. Clearing Corpses and Recruiting are free actions for you.

Disposable Dave

Mage

Your Vanguard Heroes have +2 life.

Attack: Discard a card to give your leader +4 Attack Strength

Your Rear Heroes have +2 Attack Strength.

Defeat an enemy hero, then add this card to its controller's hand.

+1 Attack Strength for each counter on them. Leader to that card. Heroes have +1 life and may move up to 3 Magic Counters from this on to this leader. When you recruit a Hero you put a Magic Counter on this leader.

Elgala Richiese

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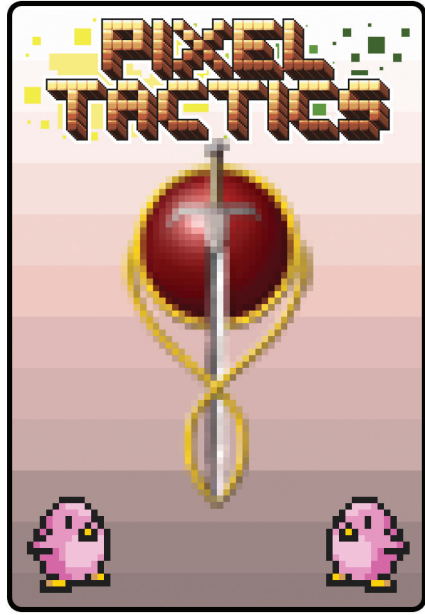
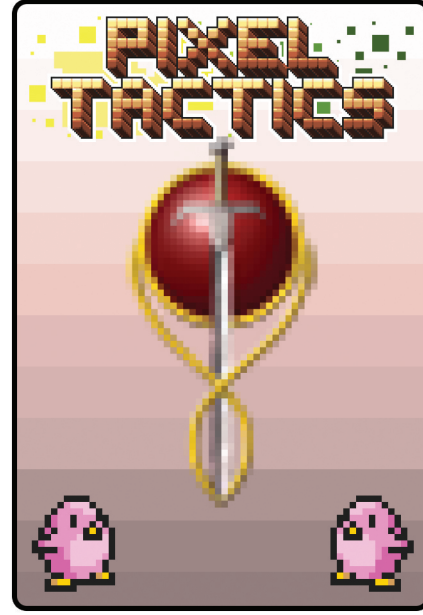
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Elgala Richiese

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Power At Any Cost



At the start of each wave put a Magic Counter on to this Leader. When you recruit a Hero you may move up to 3 Magic Counters from this Leader to that card. Heroes have +1 Life and +1 Attack Strength for each Magic Counter on them.

Gerard Matranga

Wicked War Profiteers



You can attack with any hero in your unit, regardless of the current wave. Each of your heroes can only attack once per round. You can attack during the round 1 ceasefire.

Ven Cresshim

Squandering Sellswords



When a hero or leader in this unit takes damage from an attack, you may discard a card to reduce that damage by an amount equal to the life of the discarded hero (down to a minimum of 0).

