




| Sir Orrick | | |
|---|-----------------|---|
|  | 50 |  Life 3 |
| | Human |  Move 4 |
| | Unique Hero | Range 1 |
| | Champion | Attack 3 |
| | Valiant | Defense 4 |
| <i>Jandar</i> | Medium 5 | |

A BROTHER'S CALL
Sir Orrick may add 1 to his Move number for each engaged Human you control who follows Jandar other than Sir Orrick, up to a maximum of +3 for A Brother's Call.




A COWARD'S REWARD
Sir Orrick rolls one additional die against each figure leaving an engagement with him.

| Quorik Warwitch | | |
|---|-----------------|---|
|  | 110 |  Life 6 |
| | Raptorian |  Move 6 |
| | Unique Hero | Range 1 |
| | Warwitch | Attack 4 |
| | Tormenting | Defense 2 |
| <i>Einar</i> | Medium 5 | |

ORB OF PAIN SPECIAL ATTACK
Range 4. Attack 1, 2 or 3.
Quorik Warwitch starts each turn with 6 attack dice. Choose any non-adjacent figure within range and attack by rolling 1, 2 or 3 attack dice. Quorik Warwitch may keep making special attacks with 1, 2 or 3 attack dice until she has rolled all 6 attack dice. Quorik Warwitch may target the same or different figures with each attack.

FLUTTER
If Quorik Warwitch is attacked by an adjacent opponent's figure and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-9, roll defense dice normally. If you roll a 10 or higher, Quorik Warwitch takes no damage and may immediately move up to 2 spaces. If Quorik Warwitch is engaged when she starts to flutter, she will not take any leaving engagement attacks.




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

| Manauvi | | |
|---|----------------|---|
|  | 110 |  Life 5 |
| | Wolf |  Move 5 |
| | Unique Hero | Range 1 |
| | Champion | Attack 5 |
| | Reckless | Defense 3 |
| <i>Aquilla</i> | Large 7 | |

CHARGING ASSAULT
Manauvi may add 3 to his Move number as long as he is unengaged prior to moving. Manauvi must be able to move adjacent to an opponent's figure in order to use Charging Assault.




BATTLE FRENZY
After attacking with Manauvi, roll the 20-sided die. If you roll a 16 or higher, you may attack again with Manauvi.

WARRIOR'S CHARGING SPIRIT
When Manauvi is destroyed, place this figure on a Unique Army Card with a Range of 1. Manauvi's Spirit adds 2 to the Move number of that card.

| Bahadur | | |
|---|----------------|---|
|  | 120 |  Life 5 |
| | Wolf |  Move 6 |
| | Unique Hero | Range 1 |
| | Champion | Attack 6 |
| | Ferocious | Defense 4 |
| <i>Aquilla</i> | Large 6 | |

EASY PREY
Small Squad figures attacked by Bahadur subtract 2 from their defense dice. Medium Squad figures attacked by Bahadur subtract 1 from their defense dice.

WARRIOR'S MELEE ATTACK SPIRIT
When Bahadur is destroyed, place this figure on any Unique Army Card with a Range of 1. Bahadur's Spirit adds 1 to the normal Attack number on that card.

| Arktos | | |
|---|----------------|---|
|  | 95 |  Life 5 |
| | Wolf |  Move 6 |
| | Unique Hero | Range 6 |
| | Hunter | Attack 4 |
| | Fearsome | Defense 3 |
| <i>Aquilla</i> | Large 6 | |

HUNTER ATTACK ENHANCEMENT
All friendly Hunters adjacent to Arktos receive an additional attack die.

HUNTER'S AIM SPIRIT
When Arktos is destroyed, place this figure on any Unique Army Card with a Range number of 4 or more. Arktos's Spirit adds 2 to the Range number of that card.

| Azurite Warlord | | |
|---|-----------------|---|
|  | 145 |  Life 8 |
| | Viper |  Move 6 |
| | Unique Hero | Range 1 |
| | Warlord | Attack 4 |
| | Rebellious | Defense 3 |
| <i>Ullar</i> | Medium 6 | |

FURIOUS WRATH 3
When Azurite Warlord attacks, you may add 3 to his Attack number. If you do, at the end of Azurite Warlord's turn place 1 wound marker on Azurite Warlord's Army Card.

SLITHER
Azurite Warlord does not have to stop his movement when entering water spaces.

| Ebon Armor | | |
|---|-----------------|---|
|  | 125 |  Life 1 |
| | Animata |  Move 5 |
| | Unique Squad | Range 1 |
| | Constructs | Attack 4 |
| | Terrifying | Defense 3 |
| <i>Einar</i> | Medium 5 | |

Defensive Positioning
While an Ebon Armor is engaged, it has no visible Hit Zone.

Animated Materiel
When an Ebon Armor you control is destroyed, you may place it on a Unique Human Army Card in your army that does not already have an Ebon Armor on it.




Eternal War
For the entire game, when a Unique Human Hero or Squad figure you control is destroyed by a normal or special attack or leaving engagement attack by an opponent's figure, you may replace it with your previously destroyed Ebon Armor from that figure's Army Card, if possible.

| Akumaken | | |
|---|-----------------|---|
|  | 110 |  Life 5 |
| | Human |  Move 6 |
| | Unique Hero | Range 1 |
| | Ronin | Attack 3 |
| | Terrifying | Defense 4 |
| <i>Ullar</i> | Medium 5 | |

Demonblade
For every opponent's figure Akumaken destroys, place a Soul Marker on this card. Before attacking with Akumaken, you may remove any number of Soul Markers from this card. For each marker removed, add 1 automatic skull to whatever is rolled. A maximum of 2 Soul Markers can be placed on this card. Akumaken cannot use Demonblade on destructible objects.

Mask of Terror
When a Squad figure adjacent to Akumaken attacks using a normal attack, it subtracts 1 from its attack dice. Figures with the fearless personality are not affected by Mask of Terror.

Counter Strike
When rolling defense dice against a normal attack from an adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure. This power does not work against Samurai.

| Shieldsmiths of Granite Keep | | |
|---|----------------|---|
|  | 80 |  Life 1 |
| | Dwarves |  Move 4 |
| | Common Squad | Range 1 |
| | Sentinels | Attack 2 |
| | Resolute | Defense 5 |
| <i>Aquilla</i> | Small 3 | |

Indomitable
If a Shieldsmith of Granite Keep begins his turn unengaged, add 2 to his Move value this turn. If he begins his turn engaged, add 2 to his Attack value this turn.

Steadfast
Shieldsmiths of Granite Keep cannot be moved by any special power on any opponent's Army Card.

Climb X2
When moving up or down levels of terrain, Shieldsmiths of Granite Keep may double their height.