

Victory Point



Any Time: Play this card face up in front of you. It is now worth 1 victory point.

Town Portal



End of Any Move Step: Before any battles are resolved, move *all* of your units from one space to a friendly Town or Outpost space. Units that exceed the stacking limit in that space must be placed into adjacent spaces.

Fast



Start of Your Move Step: Choose one space on the board. Your units and workers in that space may move up to 2 extra spaces this turn, to a maximum of 3 spaces, but are still subject to normal movement limitations.

Resources



Start of Your Spend Step: Gain either 2 gold or 2 wood as though you had just harvested them.

Freezing Breath



Start of Opponent's Spend Step: Opponent's Spend Step is skipped.

Anti-Magic Shell



Response: After a card or hero ability has been used but before its effects have been resolved, cancel it.

Curse



After Attacks: For each hit scored on you this phase, roll a die. You prevent one casualty for each 1 or 2 you roll.

Possession



Start of Round: Choose an enemy non-hero unit in this battle and kill that unit. If you have a unit of the dead unit's type in your reserves, place one unit of that type in the space from which the dead unit was removed.

Cripple



Start of Opponent's Move Step: Choose one space on the board. Enemy units and workers in that space cannot move this turn.

Disease Cloud



End of Battle: Roll one die for each enemy unit in this battle. On a 1, the enemy unit is assigned 1 casualty.

Web



Start of Round: During this round, your opponent's flying units may not attack during the flying phase. Until the end of the battle, you opponent's flying units can be taken as casualties during the melee phase.

Unholy Frenzy



Start of Ranged Phase: Each of your ranged units rolls 2 attack dice this round. However, you take 1 additional casualty at the end of the phase.

Abolish Magic



Response: After a card or hero ability has been used but before its effects have been resolved, cancel it.

Faerie Fire



Before Attacks: Subtract 1 from each attack you roll this phase. Rolls reduced to a 1 in this manner do not activate special abilities activated by rolling a 1.

Fast



Start of Your Move Step: Choose one space on the board. Your units and workers in that space may move up to 2 extra spaces this turn, to a maximum of 3 spaces, but are still subject to normal movement limitations.

Sentinel



Start of Your Move Step: Choose one opponent and look at that opponent's hand of experience cards.

Roar



Start of Round: All of your units gain the Area Attack ability until the end of the round.

Moon Glaive



After Attacks: Roll one extra attack at Strength 2 for each hit you scored this phase.

Cyclone



Start of Round: Choose one non-hero enemy unit in this battle. It cannot attack or be assigned casualties this round, but may still use special abilities, etc.

Resources



Start of Your Spend Step: Gain either 2 gold or 2 wood as though you had just harvested them.

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Marksmanship



Response: After your opponent assigns a casualty you just caused this phase, reassign that casualty, subject to the normal casualty rules.

Renew



Start of Your Harvest Step: Either remove a partial depletion marker from one Forest space of your choice or replace a complete depletion marker on one Forest space of your choice with a partial depletion marker.

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Dispel Magic



Response: After a card or hero ability has been used but before its effects have been resolved, cancel it.

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Inner Fire



Start of Any Phase: You roll one extra attack die and your opponent rolls one fewer attack die during this phase until the end of the round.

Invisibility



Before Casualties: Reduce a player's casualties by one or remove one wound from a hero of your choice.

Call to Arms



Start of Turn: Your workers are treated like melee units until the end of the turn. You cannot harvest with your workers this turn.

Cloud



Start of Round: The ranged phase of combat is skipped this round.

Polymorph



Start of Round: Choose one enemy non-hero unit in this battle. It cannot attack this round, but may still use special abilities, etc.

Storm Hammers



Start of Flying Phase: Each of your flying units rolls 2 attack dice this round.

Defend



After Attacks: For each hit scored on you this phase, roll a die. You prevent one casualty for each 1 or 2 you roll.

Berserker Strength



Start of Melee Phase: Each of your melee units rolls 2 attack dice this round. However, you take an additional 2 casualties at the end of the phase.

Purge



Response: After a card or hero ability has been used but before its effects have been resolved, cancel it.

Pillage



Response: After an opponent removes a casualty you caused, take that unit's cost in gold and wood from that player. If the player does not have enough gold or wood to pay you, then take all of that player's resources of that type.

War Drums



Start of Round: All of your units gain the Area Attack ability until the end of the round.

Envenomed Spears



Before Attacks: Re-roll any attacks that miss this phase, but you must keep the second result.

Devour



Start of Round: Remove one enemy melee or ranged non-hero unit from the battle until the battle is over. If you win the battle, the unit is killed. Otherwise, it remains where it was.

Ensnare



Start of Round: During this round, your opponent's flying units may not attack during the flying phase. Until the end of the battle, you opponent's flying units can be taken as casualties during the melee phase.

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Lightning Shield



End of Round: Choose one of your units in this battle and roll one die for each enemy unit in the same space as that unit. On a 1, the enemy unit is assigned 1 casualty.