

UNITS

D4 (Banded Attacks: D4's and D6's can use 2 attack cards to roll together).

Halfling - Heroic Deed (2D4 atk roll vs a D10 or D12 unit) Bravery (+1 def vs. D10 or D12 units)

Goblin - Suicide Bomb (Melee hits ALL units + self in a 3" radius) Nimble (+1 def vs. melee atks)

Fairy - Ranged Attack

Skeleton - Shield Bash (Roll a D4, on hit, move unit 1") Polearm: Melee atks have 2" range)

Zombie - Blood Rush (Move 8" straight line) Undead (On death, roll a D4, on 4 revive with 2hp)

D6 (Banded Attacks: D4's and D6's can use 2 attack cards to roll together).

Spider - Venom Fang (Roll a D6, if 6 deal 3 melee damage) Climber

Assassin - Dive Bomb (Target enemy below, Fly 6" to melee, roll a +2 attack). Climber

Mummy - Wrap (D6 attack grapples unit) Undead - On death Roll a D8, on 1 or 8 revive at 4hp.

Vampire - Vamp Bite (Roll a D6, on hit heal yourself the difference)

Pirate - Ranged Attack, Sea Legs- Can't be pushed, held, or dive bombed.

D8 (Can't be hit by banded attacks)

Knight - Shield Bash (roll D8, on hit, move unit up to 2") Shield (+1 def)

Hunter - Ranged Attack, Blade of the Wild (+1 melee atk)

Specter- Magic Sword (D10 Atk roll), Spectral- Moves through walls.

Valkerie- Dive Bomb (Target enemy below, Fly 8" into melee range, then roll a +2 atk)

Monk - Flurry of Blows (Roll 2 D4 atk, target 1 or 2 units) Still Mind (+2 def vs. Ranged.)

D10 (½ Move Speed [5"])

Paladin- Double Hammers (Roll 2D6 atk, target 1 or 2 units) Holy Aura (Und + vamp roll disadv)

Sorceress - Ranged Attack, Soul Magic (Souls give her an additional +1 atk/def bonus to the roll)

Ogre - Blood Rush (Move 10" in straight line) Bloodthirsty (+1 to atks vs. full health)

Gorgon- Stone Gaze - (Roll a D10 ranged atk, on hit grapple [no dmg]) Slither- Moves thru bases

Cleric - Healing Strike - (AttackCards that hit this turn heal a nearby unit 2hp) Steadfast -12hp

D12 (½ Move Speed [6"])

Golem - Ether Fists (AttackCards that hit this turn push units 3")

Stone Skin: Roll 2D6 on def

Shaman - Lightning Strike (AttackCards this turn are ranged 6" and hit all units in a straight line)

Windfury Totem: Roll 2D6 on atks

Storm Giant - Phase (MovesCards freely through walls, terrain squares, cover, and other units)

Spirit Guardian: (Friendly units can make ranged attacks through Storm Giant)

Lich - Toll Dead (harvest 4 souls, then revive a unit next to Lich)

Soul Essence: Give +3 souls on death instead of 1

Minotaur - Bull Rush (Move 12" in a straight line)

Intimidator (Can move through units' bases)

RITUAL CARDS

Meteor - Spend X souls. Deal $X/2$ damage in $X/2$ inch radius rounded up.

Cold Snap - Spend X souls to remove X Cards from your opponent's card pool, cards are returned at the start of your next turn.

Earthquake - Spend X souls to remove $X/2$ pieces of terrain round down.

Gust of wind - Spend X souls to push a unit $2X$ inches

Rebirth - Revive a unit of up to $D(2x)$