

Targen Khovidia, Rebellious Tactician

Human Rebel Leader

Once per turn you may pay 1 Mana to play a rebel unit hidden on a territory you control. If they don't have a reveal cost, their reveal cost is equal to their production cost.
Hidden Units cost (2) less to reveal

Unique Cunning

Rocky Peaks
Mountain Territory

Common

N/A

Imp Slots: 3

Winding Coast
Ocean Territory

Common

N/A

Imp Slots: 3

The Broken Crown, Heart of the Rebellion
Citadel
Rebel Units you control gain Shielded 1 and +1 toughness

Unique Resilience **25/None/10**

Bustling Village
Village Territory

Common

N/A

Imp Slots: 3

Squelching Marsh
Swamp Territory

Common

N/A

Imp Slots: 3

Amethyst Throne, Seat of the Jagged Queen
Citadel
When a unit you control wins a challenge gain 1 gold, do this once per unit.

Unique Honor **25/5/0**

Xzaldra, Jagged Queen
Dragonborn Paladin Queen Leader
Exhaust this card: You may move one Domination or one Paladin unit to a territory you can move to.

Unique Domination

Rolling Hills
Hills Territory

Common

N/A

Imp Slots: 3

<div>Field of Honor</div> <div>Stadium Territory</div> <div>When a unit moves here, as long as you control this territory you may have them challenge an enemy unit</div> <div>Rare</div> <div>None</div> <div>Imp Slots: 3</div>	<div>Khalaran, Home of the High Order</div> <div>City Holy Territory</div> <div>None</div> <div>Unique</div> <div>Honor</div> <div>Imp Slots: 4</div>	<div>Farmland</div> <div>Production</div> <div>Exhaust: 1 Food</div> <div>Expend: 1 Food</div> <div>Common</div>
<div>Woodland Expanse</div> <div>Forest Territory</div> <div></div> <div>Common</div> <div>N/A</div> <div>Imp Slots: 3</div>	<div>Raging Volcano</div> <div>Mountain Volcano Territory</div> <div>Non High Lander Units without Flying take 1 damage when moving to this territory</div> <div>Uncommon</div> <div>N/A</div> <div>Imp Slots: 2</div>	<div>None</div> <div>None</div> <div>None</div>
<div>Windswept Plains</div> <div>Plains Territory</div> <div></div> <div>Common</div> <div>N/A</div> <div>Imp Slots: 3</div>	<div>The Obsidian Ward</div> <div>City Territory</div> <div>This territory can hold 2 extra hidden units</div> <div>Rare</div> <div>None</div> <div>Imp Slots: 3</div>	<div>Khovidia, Last Bastion of Independence</div> <div>City Leyline Node Arcane Territory</div> <div>Hidden Cards here gain Veiled</div> <div>Unique</div> <div>Resilience</div> <div>Imp Slots: 3</div>

Knight's Hall

Production

None

Exhaust: 1 Food

Expend: 1 Food. Units at target Territory you control gain +1 Shield until your next turn.

Rare

Plains Granary

Production

None

Exhaust: 1 Food

Expend: 1 Food, if you control a Plains territory add an additional Food

Uncommon

Training Grounds

Production

None

Exhaust: 1 Food

Expend: 1 Food. A Unit you control gains +1 Attack until the end of your turn

Uncommon

Frontline Supply Post

Production

None

Exhaust: 1 Food or 1 Metals

Expend: 1 Food or 1 Metals

Uncommon

Geomancer's Forge

Production

None

Exhaust: 1 Stone or 1 Mana

Expend: 1 Stone or 1 Mana. If you spent both mana and stone this turn, draw a card

Rare

Holy Forge

Production

None

Exhaust: 1 Food or 1 Metals

Expend: 1 Food or 1 Metals. If you have spent both a Food and a Metals this turn draw a card. (spending food or metals on generic costs doesn't count towards this)

Rare

Runestone Circle

Production Hybrid

None

Exhaust: 1 Stone or 1 Mana

Expend: 1 Stone or 1 Mana

Uncommon

Leyline Conduit

Siphon Production

Exhaust: 1 Mana

Expend: 1 Mana. If you control an Arcane territory gain an additional Mana

Uncommon

Mana Siphon

Basic Production

Exhaust: 1 Mana

Expend: 1 Mana

Common

Spell Nexus

Nexus Production

Exhaust: 1 Mana

Expend: 1 Mana. The next card you play this turn costs 1 less

Rare

Iron Mine

Production Basic

Exhaust: 1 Metals

Expend: 1 Metals

Common

Mithril Mine

Production

None

Exhaust: 1 Metals

Expend: 1 Metals. If you control a Mountain Territory add an additional Metals.

Uncommon

Siege Workshop

Production

None

Exhaust: 1 Metals

Expend: 1 Metals. Deal 1 damage to a Structure in an adjacent Territory.

Uncommon

Trophy Grounds

Production

None

Exhaust: 1 Metals

Expend: 1 Metals. If you won a skirmish this turn, draw a card.

Uncommon

Warfoundry

Production

None

Exhaust: 1 Metals

Expend: 1 Metals. Move a Unit you control to an unoccupied or friendly territory

Uncommon

Front Line Quarry

Quarry Production

Exhaust: 1 Stone

Expend: 1 Stone. Choose a territory, all territory improvements there heal 2 health

Rare

Mason's Guild

Guild Production

Exhaust: 1 Stone

Expend: 1 Stone. If you control a City territory gain an additional stone

Uncommon

Quarry Watchtower

Quarry Production

Exhaust: 1 Stone

Expend: 1 Stone. If you control a fortification deal 1 damage to an enemy unit

Uncommon

Stone Quarry

Production Basic

Exhaust: 1 Stone

Expend: 1 Stone

Common

Lumbermill

Production Basic

Exhaust: 1 Wood

Expend: 1 Wood

Common

Forced March

2Me

Action

Move 1 exhausted unit you control to a friendly or unoccupied territory. This unit gets -1 toughness until your next turn

Uncommon

Domination

Marked for Death

2Me

Action Magical

Target unit becomes vulnerable

Common

Domination

Overrule

1Fo

Action

Remove target Edict

Common

Honor

Rain of Arrows

2Me

Action Physical

Deal 2 damage to each unit on target territory

Common

Domination

Recruitment Drive

1Fo

Action

Create 2 1/1 Recruit tokens at your citadel

Common

Honor

Sanctioned Fight

1Fo

Action

Target unit you control challenges a target unit your opponent controls

Common

Honor

Unchecked Power

4MaMa

Action

Destroy all territories, and units and territory improvements on those territories. Each player draws and plays three more territories.

Rare

Cunning

Guerrilla Warfare 2MaMa

Edict

When a hidden unit is revealed it gets +1 power and preemptive strike

Rare

Cunning

Tithes 3MeMe

Edict

Exhaust a temple you control: Suppress that temple and gain 1 gold

Rare

Domination

Worker's Compensation 4FoFo

Edict

Production cards can't be expended

Rare

Honor

Jagged Crown 5Me

Gear Equipment

When this Gear enters you may attach it to a unit you control at your Citadel
Paladin and Dragonborn Units on this Unit's Territory get +2/+2
3 Domination: Move all friendly units in this territory to an adjacent territory.

Unique

Domination

Restrict Supply Routes 2Ma

Reaction

Production cards can't be expended this turn

Uncommon

Cunning

Shield Wall 2St

Reaction

Units at target territory take no physical damage this skirmish

Uncommon

Resilience

Silence 2Ma

Reaction

Suppress target card until that player's next turn

Uncommon

Cunning

Thought Shatter 1Ma

Reaction

Prevent target Action or Reaction card

Common

Cunning

Veto MaMa

Reaction

Prevent target Edict, Action or Territory improvement

Common

Cunning

<div><div>Chapel of Honor1FoFo</div><div>Territory Improvement Temple</div><div>Reduce the cost of Honor spells by (1)</div></div> <div><div>UncommonHonor</div></div>	<div><div>Guard Post2Fo</div><div>Territory Improvement Fortification</div><div>When this territory is attacked create 2 1/1 recruit tokens they leave the battlefield at the end of the skirmish</div></div> <div><div>UncommonHonor</div></div>	<div><div>Hidden Stash2StSt</div><div>Territory Improvement Rebel</div><div>Hidden(1 Stone) Reveal ((2) 1 Stone)</div><div>When this card is revealed units you control on this territory gain +1 attack</div><div>Rebel units here get shielded 2</div></div> <div><div>RareResilience</div></div>
<div><div>Palisade2Wo</div><div>Territory Improvement Fortification</div><div>Units without saboteur or flying cannot deal damage to friendly units here</div></div> <div><div>CommonN/A</div></div>	<div><div>Recruitment Post1Fo</div><div>Territory Improvement Fortification</div><div>You may play a unit on this territory once per turn</div></div> <div><div>RareHonor</div></div>	<div><div>Wall2StSt</div><div>Territory Improvement Fortification</div><div>Units without saboteur or flying cannot deal damage to friendly units here</div></div> <div><div>UncommonN/A</div></div>
<div><div>Backstreet Bruiser3St</div><div>Unit Rebel Physical Fighter</div><div>Shielded 1</div></div> <div><div>CommonResilience</div></div>	<div><div>Gryffhound Pack3MaMa</div><div>Companion Unit Physical</div><div>Bond</div></div> <div><div>CommonCunning</div></div>	<div><div>Khalaran Gate Keepers4FoFo</div><div>Unit Guard Paladin Physical</div><div>Shielded 1</div></div> <div><div>CommonHonor</div></div>

Khovidian Provoker 1Ma

Human Rebel Unit Physical

Common Cunning

Pyrria's Blitzers 2Me

Unit Physical Dragonborn
Charge 1

Common Domination

Xzaaldrian Guard FoFo

Physical Unit Guard

Common Honor

Backstreet Informer 3MaMa

Rebel Investigator

When this unit moves to a City or Village territory you may reveal a hidden card there. If you do draw a card.

Rare Cunning

Bjorland Mercenaries MeMeMe

Mercenary High Lander Unit Physical

Pay 1 Gold: Give this unit +1/+1 indefinitely

Pay 2 Gold: Gain control of this unit (any player may activate this ability)

Uncommon N/A

Dracolith Riders 2MeMe

Dragonborn Unit Cavalry Physical

Haste

This Unit may move to an additional territory if that territory is occupied

Rare Domination

Underground Medic 2StSt

Unit Citizen Medic Magical

1 Stone: Heal target unit 2 damage

Rare Resilience

Duel Coordinator 3MeMe

Unit Paladin Physical Trainer

(1) 1 Food Exhaust: Another Target Unit you control Challenges Target unit an opponent controls.

Uncommon Honor

Exuberant Spectator 2Fo

Unit Physical Citizen

When a Unit you control wins a challenge draw a card. Do this once per turn.

Uncommon Domination

Subversive Saboteur 2MaMa

Rebel Unit Physical
Hidden (1 Mana) Reveal (2))
When this Unit is revealed deal twice X damage to an adjacent territory improvement, or X damage to an adjacent Unit, where X is this unit's power.

Uncommon Cunning

Xzaaldrian Militia 1FoFo

Unit Physical Militia
When defending a territory on your side of the board this unit gains +2 toughness until the end of the skirmish

Uncommon Honor

Aurelius Maximus 3StSt

Human Fighter Rebel Unit Physical
Shielded 1
Other friendly Rebel Units on this Unit's territory gain Withdraw and Preemptive Strike

Unique Resilience

None
None

None None

Avatar of Hevana

Avatar of Lucas

Avatar of Zeddicus

Pyrria, High Paladin of 3MeMe Edawn

Dragonborn Unit Physical
When a card you control becomes the target of a Reaction you may pay 2 Metals to prevent that card.

Unique Honor

Targen, In the Know 3MaMa

Unit Human Physical
Hidden (1 Mana) Reveal ((2) 1 Mana)
When you reveal this card, draw X cards where X is the number of hidden cards you control
When you play a card Hidden on a territory draw a card, do this once per territory.

Unique Cunning

**Xarion, High Paladin of 3FoFo
Xzarine**

Paladin Dragonborn Unit Physical
Shielded 2
When this unit enters and moves
Challenge a target enemy unit.
This Unit gains 1 power when
challenging

Unique Honor