

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

Winding Coast
Ocean Territory

Common N/A

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

Unique Resilience

Bustling Village
Village Territory

Common N/A

Squelching Marsh
Swamp Territory

Common N/A

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

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

<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>Woodland Expanse</div> <div>Forest Territory</div> <div></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>Windswept Plains</div> <div>Plains Territory</div> <div></div>	<div>The Obsidian Ward</div> <div>City Territory</div> <div>This territory can hold 2 extra hidden units</div>	<div>Khovidia, Last Bastion of Independence</div> <div>City Leyline Node Arcane Territory</div> <div>Hidden Cards here gain Veiled</div>
<div></div> <div>Common</div> <div>N/A</div>	<div></div> <div>Uncommon</div> <div>N/A</div>	<div></div> <div>None</div> <div>None</div>
<div></div> <div>Rare</div> <div>None</div>	<div></div> <div>Unique</div> <div>Honor</div>	<div>Farmland</div> <div>Production</div> <div>Common</div>

Geomancer's Forge

Production

Rare

Runestone Circle

Production Hybrid
None

Uncommon

Leyline Conduit

Production Siphon

Uncommon

Mana Siphon

Production Basic

Common

Spell Nexus

Production Nexus

Rare

Untitled

Iron Mine

Production Basic

Common

Front Line Quarry

Production Quarry

Rare

Mason's Guild

Production Guild

Uncommon

Quarry Watchtower

Production Quarry

Uncommon

Stone Quarry

Production Basic

Common

Lumbermill

Production Basic

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 (2)

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 (1)

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 (6)

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

Chapel of Honor 1FoFo

Territory Improvement Temple

Reduce the cost of Honor spells by (1)

Uncommon Honor

Guard Post 2Fo

Territory Improvement Fortification

When this territory is attacked create 2 1/1 recruit tokens they leave the battlefield at the end of the skirmish

Uncommon Honor

Hidden Stash 2StSt

Territory Improvement Rebel

Hidden(1 Stone) Reveal ((2) 1 Stone)
When this card is revealed units you control on this territory gain +1 attack
Rebel units here get shielded 2

Rare Resilience

Palisade 2Wo

Territory Improvement Fortification

Units without saboteur or flying cannot deal damage to friendly units here

Common N/A

Recruitment Post 1Fo

Territory Improvement Fortification

You may play a unit on this territory once per turn

Rare Honor

Wall 2StSt

Territory Improvement Fortification

Units without saboteur or flying cannot deal damage to friendly units here

Uncommon N/A

Backstreet Bruiser 3St

Unit Rebel Physical Fighter
Shielded 1

Common Resilience

Gryffhound Pack 3MaMa

Companion Unit Physical
Bond

Common Cunning

Unit Guard Paladin Physical
Shielded 1

Common Honor

Human Rebel Unit Physical

Common Cunning

Unit Physical Dragonborn
Charge 1

Common Domination

Physical Unit Guard

Common Honor

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

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
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Dragonborn Unit Cavalry Physical

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

Rare Domination

Unit Citizen Medic Magical

1 Stone: Heal target unit 2 damage

Rare Resilience

Unit Paladin Physical Trainer

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

Uncommon	Honor
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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