

Field of Honor
Stadium Territory
When a unit moves here, as long as you control this territory you may have them challenge an enemy unit

Rare

None

Imp Slots: 3

Woodland Expanse
Forest Territory

Common

N/A

Imp Slots: 3

Raging Volcano
Mountain Volcano Territory
Non High Lander Units without Flying take 1 damage when moving to this territory

Unique

Honor

Imp Slots: 4

Khalaran, Home of the High Order
City Holy Territory
None

Farmland
Production
Exhaust: 1 Food
Expend: 1 Food

Common

None

None

None

The Obsidian Ward
City Territory
This territory can hold 2 extra hidden units

Uncommon

N/A

Imp Slots: 2

Khovidia, Last Bastion of Independence
City Leyline Node Arcane Territory
Hidden Cards here gain Veiled

None

None

None

Common

N/A

Imp Slots: 3

Rare

None

Imp Slots: 3

Unique

Resilience

Imp Slots: 3

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	Tithes	3MeMe	Worker's Compensation	4FoFo
Edict When a hidden unit is revealed it gets +1 power and preemptive strike		Edict Exhaust a temple you control: Suppress that temple and gain 1 gold		Edict Production cards can't be expended	
Rare	Cunning	Rare	Domination	Rare	Honor

Jagged Crown	5Me	Restrict Supply Routes	2Ma	Shield Wall	2St
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.		Reaction Production cards can't be expended this turn		Reaction Units at target territory take no physical damage this skirmish	
Unique	Domination	Uncommon	Cunning	Uncommon	Resilience

Silence	2Ma	Thought Shatter	1Ma	Veto	MaMa
Reaction Suppress target card until that player's next turn		Reaction Prevent target Action or Reaction card		Reaction Prevent target Edict, Action or Territory improvement	
Uncommon	Cunning	Common	Cunning	Common	Cunning

<p>Chapel of Honor 1FoFo</p> <p>Territory Improvement Temple</p> <p>Reduce the cost of Honor spells by (1)</p> <p>Uncommon Honor</p>	<p>Guard Post 2Fo</p> <p>Territory Improvement Fortification</p> <p>When this territory is attacked create 2 1/1 recruit tokens they leave the battlefield at the end of the skirmish</p> <p>Uncommon Honor</p>	<p>Hidden Stash 2StSt</p> <p>Territory Improvement Rebel</p> <p>Hidden(1 Stone) Reveal ((2) 1 Stone)</p> <p>When this card is revealed units you control on this territory gain +1 attack</p> <p>Rebel units here get shielded 2</p> <p>Rare Resilience</p>
<p>Palisade 2Wo</p> <p>Territory Improvement Fortification</p> <p>Units without saboteur or flying cannot deal damage to friendly units here</p> <p>Common N/A</p>	<p>Recruitment Post 1Fo</p> <p>Territory Improvement Fortification</p> <p>You may play a unit on this territory once per turn</p> <p>Rare Honor</p>	<p>Wall 2StSt</p> <p>Territory Improvement Fortification</p> <p>Units without saboteur or flying cannot deal damage to friendly units here</p> <p>Uncommon N/A</p>
<p>Backstreet Bruiser 3St</p> <p>Unit Rebel Physical Fighter</p> <p>Shielded 1</p> <p>Common Resilience</p>	<p>Gryffhound Pack 3MaMa</p> <p>Companion Unit Physical</p> <p>Bond</p> <p>Common Cunning</p>	<p>Khalaran Gate Keepers 4FoFo</p> <p>Unit Guard Paladin Physical</p> <p>Shielded 1</p> <p>Common Honor</p>

<p>Khovidian Provoker Human Rebel Unit Physical</p>	1Ma	<p>Pyrria's Blitzers Unit Physical Dragonborn Charge 1</p>	2Me	<p>Xzaaldrian Guard Physical Unit Guard</p>	FoFo
Common	Cunning	Common	Domination	Common	Honor
<p>Backstreet Informer Rebel Investigator</p> <p>When this unit moves to a City or Village territory you may reveal a hidden card there. If you do draw a card.</p>	3MaMa	<p>Bjorland Mercenaries Mercenary High Lander Unit Physical</p> <p>Pay 1 Gold: Give this unit +1/+1 indefinitely</p> <p>Pay 2 Gold: Gain control of this unit (any player may activate this ability)</p>	MeMeMe	<p>Dracolith Riders Dragonborn Unit Cavalry Physical</p> <p>Haste</p> <p>This Unit may move to an additional territory if that territory is occupied</p>	2MeMe
Rare	Cunning	Uncommon	N/A	Rare	Domination
<p>Underground Medic Unit Citizen Medic Magical</p> <p>1 Stone: Heal target unit 2 damage</p>	2StSt	<p>Duel Coordinator Unit Paladin Physical Trainer</p> <p>(1) 1 Food Exhaust: Another Target Unit you control Challenges Target unit an opponent controls.</p>	3MeMe	<p>Exuberant Spectator Unit Physical Citizen</p> <p>When a Unit you control wins a challenge draw a card. Do this once per turn.</p>	2Fo
Rare	Resilience	Uncommon	Honor	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 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

Targent, 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