

<p><b>Targent Khovidia, Rebellious Tactician</b></p> <p>Human Rebel Leader</p> <p>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.</p> <p>Hidden Units cost (2) less to reveal</p>	<p><b>The Broken Crown, Heart of the Rebellion</b></p> <p>Citadel</p> <p>Rebel Units you control gain Shielded 1 and +1 toughness</p>	<p>Unique      Cunning</p>
<p><b>Xzaldra, Jagged Queen</b></p> <p>Dragonborn Paladin Queen Leader</p> <p>Exhaust this card: You may move one Domination or one Paladin unit to a territory you can move to.</p>	<p><b>Bustling Village</b></p> <p>Village Territory</p>	<p>Common      N/A</p>
<p><b>Amethyst Throne, Seat of the Jagged Queen</b></p> <p>Citadel</p> <p>When a unit you control wins a challenge gain 1 gold, do this once per unit.</p>	<p><b>Squelching Marsh</b></p> <p>Swamp Territory</p>	<p>Common      N/A</p>
<p><b>Common</b></p> <p><b>N/A</b></p>	<p><b>Common</b></p> <p><b>N/A</b></p>	<p><b>Common</b></p> <p><b>N/A</b></p>

**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

**Khalaran, Home of the High Order**  
City Holy Territory  
None

Rare  
None

**Woodland Expanse**  
Forest Territory

Unique  
Honor

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

Common  
N/A

Uncommon  
N/A

None  
None  
None

**Windswept Plains**  
Plains Territory

Common

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

**Farmland**  
Production

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

Common

N/A

Unique

Rare  
None  
Resilience

**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

<p><b>Unchecked Power</b>    4MaMa</p> <p>Action</p> <p>Destroy all territories, and units and territory improvements on those territories. Each player draws and plays three more territories.</p> <p>Rare                  Cunning</p>	<p><b>Guerrilla Warfare</b>    2MaMa</p> <p>Edict</p> <p>When a hidden unit is revealed it gets +1 power and preemptive strike</p> <p>Rare                  Cunning</p>	<p><b>Tithes</b>                  3MeMe</p> <p>Edict</p> <p>Exhaust a temple you control: Suppress that temple and gain 1 gold</p> <p>Rare                  Domination</p>
<p><b>Worker's Compensation</b>    4FoFo</p> <p>Edict</p> <p>Production cards can't be expended</p> <p>Rare                  Honor</p>	<p><b>Jagged Crown</b>    (6)</p> <p>Gear Equipment</p> <p>When this Gear enters you may attach it to a unit you control at your Citadel</p> <p>Paladin and Dragonborn Units on this Unit's Territory get +2/+2</p> <p>3 Domination: Move all friendly units in this territory to an adjacent territory.</p> <p>Unique                  Domination</p>	<p><b>Restrict Supply Routes</b>    2Ma</p> <p>Reaction</p> <p>Production cards can't be expended this turn</p> <p>Uncommon                  Cunning</p>
<p><b>Shield Wall</b>    2St</p> <p>Reaction</p> <p>Units at target territory take no physical damage this skirmish</p> <p>Uncommon                  Resilience</p>	<p><b>Silence</b>    2Ma</p> <p>Reaction</p> <p>Suppress target card until that player's next turn</p> <p>Uncommon                  Cunning</p>	<p><b>Thought Shatter</b>    1Ma</p> <p>Reaction</p> <p>Prevent target Action or Reaction card</p> <p>Common                  Cunning</p>

<p><b>Veto</b></p> <p>Reaction</p> <p>Prevent target Edict, Action or Territory improvement</p>	<p><b>MaMa</b></p>	<p><b>Chapel of Honor</b></p> <p>Territory Improvement Temple</p> <p>Reduce the cost of Honor spells by (1)</p>	<p><b>1FoFo</b></p>	<p><b>Guard Post</b></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><b>2Fo</b></p>
Common	Cunning	Uncommon	Honor	Uncommon	Honor
<p><b>Hidden Stash</b></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><b>2StSt</b></p>	<p><b>Palisade</b></p> <p>Territory Improvement Fortification</p> <p>Units without saboteur or flying cannot deal damage to friendly units here</p>	<p><b>2Wo</b></p>	<p><b>Recruitment Post</b></p> <p>Territory Improvement Fortification</p> <p>You may play a unit on this territory once per turn</p>	<p><b>1Fo</b></p>
Rare	Resilience	Common	N/A	Rare	Honor
<p><b>Wall</b></p> <p>Territory Improvement Fortification</p> <p>Units without saboteur or flying cannot deal damage to friendly units here</p>	<p><b>2StSt</b></p>	<p><b>Backstreet Bruiser</b></p> <p>Unit Rebel Physical Fighter</p> <p>Shielded 1</p>	<p><b>3St</b></p>	<p><b>Gryffhound Pack</b></p> <p>Companion Unit Physical Bond</p>	<p><b>3MaMa</b></p>
Uncommon	N/A	Common	Resilience	Common	Cunning

**Khalaran Gate Keepers** 4FoFo

Unit Guard Paladin Physical

Shielded 1

Common

Honor

**Khovidian Provoker**

Human Rebel Unit Physical

1Ma

Common

Cunning

**Pyrria's Blitzers**

Unit Physical Dragonborn

Charge 1

2Me

**Xzaaldrian Guard**

Physical Unit Guard

FoFo

Common

Honor

**Backstreet Informer**

Rebel Investigator

3MaMa

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)

**Dracolith Riders**

Dragonborn Unit Cavalry Physical

Haste

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

2MeMe

Rare

Domination

**Underground Medic**

Unit Citizen Medic Magical

2StSt

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

<p><b>Exuberant Spectator</b>      2Fo</p> <p>Unit Physical Citizen</p> <p>When a Unit you control wins a challenge draw a card. Do this once per turn.</p> <p>Uncommon      Domination</p>	<p><b>Subversive Saboteur</b>      2MaMa</p> <p>Rebel Unit Physical</p> <p>Hidden (1 Mana) Reveal ( (2) )</p> <p>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.</p> <p>Uncommon      Cunning</p>	<p><b>Xzaaldrian Militia</b>      1FoFo</p> <p>Unit Physical Militia</p> <p>When defending a territory on your side of the board this unit gains +2 toughness until the end of the skirmish</p> <p>Uncommon      Honor</p>
<p><b>Aurelius Maximus</b>      3StSt</p> <p>Human Fighter Rebel Unit Physical</p> <p>Shielded 1</p> <p>Other friendly Rebel Units on this Unit's territory gain Withdraw and Preemptive Strike</p> <p>Unique      Resilience</p>	<p>None</p> <p>None</p> <p>None      None</p>	<p><b>Avatar of Hevana</b></p>
<p><b>Avatar of Lucas</b></p>	<p><b>Avatar of Zeddicus</b></p>	<p><b>Pyrria, High Paladin of Edawn</b>      3MeMe</p> <p>Dragonborn Unit Physical</p> <p>When a card you control becomes the target of a Reaction you may pay 2 Metals to prevent that card.</p> <p>Unique      Honor</p>

**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