



FLURRY OF BLOWS

When Maegrim erupts in anger, his axe-strikes fall like a rain of flaming boulders.

1 3 2



OATHSWORN

Fyreslayers would gladly die before dishonouring their oaths.

Reaction: Play this after a friendly fighter's Attack action that fails. That fighter can make another Attack action that targets the same fighter.



'ARD HEAD

Some orruks have skulls so thick they could beat iron into shape.

When this fighter suffers damage, reduce that damage by 1 to a minimum of 1.

RESTRICTED:
MAEGRIM

RESTRICTED:
HAKKA, BASHA



FUELLED BY FURY

Enraged that the foe escaped their strike, this warrior whips their blade back across for a killing blow.

You can re-roll any attack dice for the first friendly fighter's Attack action in the next activation.



LEGACY

The memory of the fallen inspires the living to great deeds.

Reaction: Play this after an Attack action or play that takes a friendly fighter out of action. Choose one of their universal upgrades and give it to an adjacent friendly fighter.

TOO DUMB TO DIE

'What's got two legs and bleeds?' - orruk riddle

Score this immediately if a friendly fighter suffers 3 or more damage in a single attack and is not taken out of action.



NO ESCAPE

Retreating from attacking Blood Warriors is rarely an option, for they will pursue tirelessly, like maddened hounds.

Score this immediately if three or more of your fighters made a Charge action this phase.



FURIOUS INSPIRATION

'You will earn me glory, or I will flay the skin from your back. The choice is yours.'
- Magore Redhand

Choose a friendly fighter. They become Inspired.



SILVER TETHER

Another link is forged in the endless chain of twisted fate.

If this fighter is holding an objective in the third end phase, gain 1 glory point.

