



## Logistics

🕒 At the end of your turn, move your Hero's model to an adjacent empty field.



🚀 Your Hero gains +1 Movement.

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## Luck

🕒 You can reroll a Treasure die and a Resource die once during this turn.



🕒 You can reroll each of your dice once during this round.

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## Mysticism

🚀 Play this card immediately after casting a spell. Instead of discarding the Spell card, take it back into your hand.



🚀 Play this card after casting a spell. Instead of discarding the Spell card and all other cards played together with it, take them back to your hand.

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## Necromancy

🕒 Play after winning Combat other than Quick Combat. You can **Reinforce** a ★ or ☆ unit of your choice for half the 🎲 cost (rounded down).



🕒 Play after winning Combat other than Quick Combat. You can **Reinforce** any unit for half of the 🎲 cost (rounded down).

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## Leadership

🚀 Gain a 🦅 token.



🚀 Draw 2 cards. Then, gain a 🦅 token.

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