

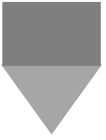































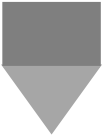

































Regroup 2 ▲ move 🔄 During your turn, move towards an allied rally zone or commander.	Flank 1 ▲ move ▲ This 🐲 may move again, but cannot end the move within 2 nodes of an enemy.	Reform 1 ▲ This 🐲 and an allied 🐲 may swap places so long as each has enough movement to arrive at the other's former node.	Advance 3 ▲ move 🔄 During your turn, move towards an enemy rally zone or commander.	Hold 5 🔄 + 🐲 against enemies in this 🐲's node	Engage 4 ▲ move	Charge 2 ▲ move + ▲ + 🐲 ▲ + 🐲 per node moved. ▲ The move must end on an enemy
Form Up 3 🔄🕒 This 🐲 may make a move (if able) to stay next to any one adjacent allied 🐲 that moves.	Shield Wall 4 🔄 Enemies cannot get fight bonuses against this 🐲. <div>HI</div>	Raise Shields 4 🔄 This 🐲 cannot be fought except by enemies in its node. <div>HI</div>	Harass 3 ▲ move ▲ In a multifight, this 🐲 gives the enemy -2 🐲, but doesn't fight. <div>SK</div>	Stalk 4 ▲ move 🔄 This 🐲 cannot be fought in terrain unless enemies engage it in a multifight. <div>SK</div>	Volley 2 ▲ + 🐲 ▲ This 🐲 may attack one node beyond its normal range. <div>AR</div>	Fire at Will 3 🔄🕒 This 🐲 may fight any one enemy that enters its fight range. <div>AR</div>
Hit and Run 2 ▲ move ▲ + 🐲 ▲ If this 🐲 fights and is not routed, it may move back to where it was before it moved. <div>RI</div>	Screen 3 ▲ move 🔄🕒 This 🐲 may move to and fight any one enemy that comes within two nodes of it. <div>RI</div>	Trample 3 ▲ move ▲ This 🐲 can move through an enemy. It fights all enemies it moved through or ended its move on. <div>KN</div>	Impact 4 ▲ move ▲ Any bonuses and effects enemies have are not applied when this 🐲 fights them. <div>KN</div>	Hope (🐲 Loses a fight) Place the 🐲 in your rally zone at least three nodes from any enemy. Place its card above 'awaiting orders'.	Ferocity (🐲 Wins a fight) The 🐲 counts as winning twice.	Courage (🐲 In a fight) The 🐲 gets + 🐲
Spirit (🐲 ▲) The 🐲 gets +1 move	Unity (🐲 ▲) One allied 🐲 in an adjacent node may also be given and carry out the same order.	Loyalty (🐲 In a fight) Another allied 🐲 (if able) may move to and then join that fight.	Awaiting Orders 3 			

<div><div>Regroup</div><div>2</div><div>▲ move</div><div>🔄 During your turn, move towards an allied rally zone or commander.</div></div>	<div><div>Flank</div><div>1</div><div>▲ move</div><div>▲ This 🐲 may move again, but cannot end the move within 2 nodes of an enemy.</div></div>	<div><div>Reform</div><div>1</div><div>▲ This 🐲 and an allied 🐲 may swap places so long as each has enough movement to arrive at the other's former node.</div></div>	<div><div>Advance</div><div>3</div><div>▲ move</div><div>🔄 During your turn, move towards an enemy rally zone or commander.</div></div>	<div><div>Hold</div><div>5</div><div>🔄 + 🐲 against enemies in this 🐲's node</div></div>	<div><div>Engage</div><div>4</div><div>▲ move</div></div>	<div><div>Charge</div><div>2</div><div>▲ move +</div><div>▲ + 🐲</div><div>▲ + 🐲 per node moved.</div><div>▲ The move must end on an enemy</div></div>
<div><div>Form Up</div><div>3</div><div>🔄🕒 This 🐲 may make a move (if able) to stay next to any one adjacent allied 🐲 that moves.</div></div>	<div><div>Shield Wall</div><div>4</div><div>🔄 Enemies cannot get fight bonuses against this 🐲.</div><div>HI</div></div>	<div><div>Raise Shields</div><div>4</div><div>🔄 This 🐲 cannot be fought except by enemies in its node.</div><div>HI</div></div>	<div><div>Harass</div><div>3</div><div>▲ move</div><div>▲ In a multifight, this 🐲 gives the enemy -2 🐲, but doesn't fight.</div><div>SK</div></div>	<div><div>Stalk</div><div>4</div><div>▲ move</div><div>🔄 This 🐲 cannot be fought in terrain unless enemies engage it in a multifight.</div><div>SK</div></div>	<div><div>Volley</div><div>2</div><div>▲ + 🐲</div><div>▲ This 🐲 may attack one node beyond its normal range.</div><div>AR</div></div>	<div><div>Fire at Will</div><div>3</div><div>🔄🕒 This 🐲 may fight any one enemy that enters its fight range.</div><div>AR</div></div>
<div><div>Hit and Run</div><div>2</div><div>▲ move</div><div>▲ + 🐲</div><div>▲ If this 🐲 fights and is not routed, it may move back to where it was before it moved.</div><div>RI</div></div>	<div><div>Screen</div><div>3</div><div>▲ move</div><div>🔄🕒 This 🐲 may move to and fight any one enemy that comes within two nodes of it.</div><div>RI</div></div>	<div><div>Trample</div><div>3</div><div>▲ move</div><div>▲ This 🐲 can move through an enemy. It fights all enemies it moved through or ended its move on.</div><div>KN</div></div>	<div><div>Impact</div><div>4</div><div>▲ move</div><div>▲ Any bonuses and effects enemies have are not applied when this 🐲 fights them.</div><div>KN</div></div>	<div><div>Hope</div><div>(🐲 Loses a fight)</div><div>Place the 🐲 in your rally zone at least three nodes from any enemy. Place its card above 'awaiting orders'.</div></div>	<div><div>Ferocity</div><div>(🐲 Wins a fight)</div><div>The 🐲 counts as winning twice.</div></div>	<div><div>Courage</div><div>(🐲 In a fight)</div><div>The 🐲 gets + 🐲</div></div>
<div><div>Spirit</div><div>(🐲 ▲)</div><div>The 🐲 gets +1 move</div></div>	<div><div>Unity</div><div>(🐲 ▲)</div><div>One allied 🐲 in an adjacent node may also be given and carry out the same order.</div></div>	<div><div>Loyalty</div><div>(🐲 In a fight)</div><div>Another allied 🐲 (if able) may move to and then join that fight.</div></div>	<div><div>Awaiting Orders</div><div>3</div><div></div></div>			

Regroup 2 ▲ <i>move</i> ↻ During your turn, move towards an allied rally zone or commander.	Flank 1 ▲ <i>move</i> ▲ This ♞ may move again, but cannot end the move within 2 nodes of an enemy.	Reform 1 ▲ This ♞ and an allied ♞ may swap places so long as each has enough movement to arrive at the other's former node.	Advance 3 ▲ <i>move</i> ↻ During your turn, move towards an enemy rally zone or commander.
Form Up 3 ↻ This ♞ may make a move (if able) to stay next to any one adjacent allied ♞ that moves.	Hold 5 ↻ + ♜ against enemies in this ♞'s node	Engage 4 <i>move</i>	Charge 2 ▲ <i>move +</i> ▲ + ♜ ▲ + ♜ per node moved. ▲ The move must end on an enemy
Initiative (Assigning orders) One ♞ that is readying may be chosen to receive new orders.	Genius (Assigning orders) A ♞ may receive a type-based order in addition to its assigned order. Use the base movement and fight value of the latter.	Initiative (Assigning orders) One ♞ that is readying may be chosen to receive new orders.	Genius (Assigning orders) A ♞ may receive a type-based order in addition to its assigned order. Use the base movement and fight value of the

Heavy Infantry <i>HI</i> 2 HP 	C	Skirmishers <i>SK</i> If moved only one node, may move one more +2  in Terrain 	C	Archers <i>AR</i> Range 2 (move) -  in node 	C	Riders <i>RI</i> +2 Move 	C	Knights <i>KN</i> +  +1 Move 	C	Heavy Infantry <i>HI</i> 2 HP 	III	Skirmishers <i>SK</i> If moved only one node, may move one more +2  in Terrain 	III
Heavy Infantry <i>HI</i> 2 HP 	I	Skirmishers <i>SK</i> If moved only one node, may move one more +2  in Terrain 	I	Archers <i>AR</i> Range 2 (move) -  in node 	I	Riders <i>RI</i> +2 Move 	I	Knights <i>KN</i> +  +1 Move 	I	Archers <i>AR</i> Range 2 (move) -  in node 	III	Riders <i>RI</i> +2 Move 	III
Heavy Infantry <i>HI</i> 2 HP 	II	Skirmishers <i>SK</i> If moved only one node, may move one more +2  in Terrain 	II	Archers <i>AR</i> Range 2 (move) -  in node 	II	Riders <i>RI</i> +2 Move 	II	Knights <i>KN</i> +  +1 Move 	II	Knights <i>KN</i> +  +1 Move 	III		

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