

Main Deck  
Hero-

Koran and Tali, Reunited					
Hero-Human Elf Archer Knight					
<p><b>Aura 2</b>-At the beginning of your Combat Phase, target friendly Unit Koran and Tali gains "<b>Battalion</b>+1A" until your next Beginning Phase. If that Unit is <b>Bonded</b> to another Unit, the Unit to which it is <b>Bonded</b> gains "<b>Battalion</b>+1D" until your next Beginning Phase.</p>					
1R	3M	0D	3A	28H	UB

Units-

<div>Blackcloak Corps</div> <div>(5Ba)(4E)</div> <div></div> <div>Unit-Elf Archer</div> <div>This Unit has -4A when attacking Units within 3 tiles of it.</div> <div><div>5R</div><div>4M</div><div>0D</div><div>7A</div><div>7H</div><div></div><div>R</div></div>	<div>Conscripted Outlaws</div> <div>(2M)(2E)</div> <div></div> <div>Unit-Human Rogue</div> <div><b>Battalion</b>-Whenever this Unit deals attack damage to a Hero or kills a Unit, draw a card.</div> <div><div>1R</div><div>4M</div><div>0D</div><div>2A</div><div>9H</div><div></div><div>R</div></div>	<div>Drill Sergeant</div> <div>(1M)(2E)</div> <div></div> <div>Unit-Human Soldier</div> <div><b>Aura 1</b>-At the beginning of each Combat Phase, friendly UHs gain +1M until end of turn.</div> <div><div>1R</div><div>3M</div><div>0D</div><div>2A</div><div>5H</div><div></div><div>UX</div></div>
<div>Driven Phalanx</div> <div>(1Bl)(4M)(4E)</div> <div></div> <div>Unit-Human Soldier</div> <div><b>Aura 1</b>-Friendly Units have "<b>Battalion</b>-+1D."</div> <div><div>1R</div><div>3M</div><div>0D</div><div>2A</div><div>10H</div><div></div><div>UX</div></div>	<div>Frontline Medic</div> <div>(3Bl)(3E)</div> <div></div> <div>Unit-Human Cleric</div> <div>(2E)(3Bl): Friendly UHs adjacent to Frontline Medic Heal 4, UHs adjacent to Frontline Medic Heal 1 at your End Phase.</div> <div><div>1R</div><div>4M</div><div>0D</div><div>2A</div><div>9H</div><div></div><div>R</div></div>	<div>Guard Captain</div> <div>(1Bl)(3M)(2E)</div> <div></div> <div>Unit-Human Soldier</div> <div><b>Territory F-Aura 1</b>-Friendly UHs have +1D.</div> <div><div>1R</div><div>3M</div><div>1D</div><div>3A</div><div>7H</div><div></div><div>R</div></div>

Guardian Resurrector

(4Bl)(1M)(4E)

Unit-Human Cleric

Whenever a friendly Unit adjacent to Guardian Resurrector dies, Deplete it.  
At your End Phase, return each Unit Depleted with Guardian Resurrector to the battlefield under your control adjacent to Guardian Resurrector.

1R

3M

2D

3A

11H

Harrier Corps

(4Ba)(3E)

Unit-Elf Scout

**Skirmisher 2**  
**Bond**-Both Units have “Whenever this Unit deals attack damage to a Hero, that Hero’s controller Discards a card.”

1R

5M

0D

2A

7H

Hunting Pack

(3Ba)(3E)

Unit-Beast

**Bond**-Both Units have +3A against UHs that the other has dealt attack damage to this turn.

1R

4M

1D

3A

10H

Naïve Recruit

(1E)

Unit-Human Soldier

1R

2M

0D

1A

4H

Rampart Archers

(3E)

Unit-Elf Archer

**Call**-Put a +1R Token on a friendly Structure. While this Unit shares a tile with a friendly Structure that has a +1R Token on it, this Unit has +2A.

4R

2M

0D

2A

4H

Recruitment Officer

(3M)(5E)

Unit-Human Soldier

**Call**-Look at the top 9 cards of your deck. You may reveal a Unit with essence cost 3 or less and put it onto the battlefield.

1R

3M

1D

3A

11H

Scout Corps	(2Ba)(2E)
Unit-Elf Scout	
<b>Skirmisher 2</b> <b>Bond</b> -Both Units have +1M.	
1R	3M 0D 2A 6H

Scoutmaster Alril	(3Ba)(4E)
Unit-Elf Scout	
<b>Unique</b> <b>Aura 3</b> -At the beginning of your Combat Phase, Undamaged friendly UHs gain <b>Skirmisher 3</b> and +2A until end of turn.	
1R	4M 0D 2A 8H

Shock Troops	(1Ba)(1M)(3E)
Unit-Elf Scout	
<b>Bond</b> -Both Units have <b>Assault</b> and have +2M and +3A as long as they entered the battlefield this turn.	
1R	4M 0D 4A 7H

Silverheart Rangers	(2Ba)(3E)
Unit-Elf Archer	
<b>Bond</b> -If damage would be dealt to Silverheart Rangers while it is adjacent to a Unit it is <b>Bonded</b> to, that damage is dealt to the <b>Bonded</b> Unit instead.	
3R	3M 0D 5A 3H

Sunning Komodo	(1Bl)(1E)
Unit-Beast	
1R	2M 0D 1A 8H

Temeril, the Awoken Wood	(4Ba)(2Bl)(6E)
Unit-Spirit Elemental	
<b>Unique</b> <b>Aura 3</b> -Friendly Non-Elemental UHs Heal 2 at your End Phase and have +2D.	
1R	2M 3D 5A 14H

Timber Wolf	(2Ba)(2E)
Unit-Beast	
<b>Bond</b> -Both Units have +2A.	
1R	3M 0D 2A 5H

Town Guard	(2E)
Unit-Human Soldier	
<b>Territory F</b> -+2A.	
1R	3M 0D 1A 6H

Village Watch	(2E)
Unit-Human Scout	
Whenever an enemy UH moves into the Range of Village Watch or an adjacent friendly UH, you may pay (2B)(1E). If you do, that friendly UH may immediately make an attack against that enemy UH as if it were your Combat Phase. Each UH may make only one attack this way each turn.	
1R	3M 0D 1A 5H

Warsworn Squire	(1B)(1E)
Unit-Human Soldier	
<b>Battalion</b> -Place 0.5 +1H Tokens on this Unit (round down) at your End Phase. While this Unit has 8 or more Health, it has +2A.	
1R	3M 0D 2A 2H

Woodland Titan	(5Ba)(4E)
Unit-Beast	
<b>Bond</b> <b>Aura 3</b> -Friendly <b>Bonded</b> Beasts have +2A. Other <b>Bonded</b> friendly Units have +2D.	
1R	4M 2D 4A 11H

Spells-

<div>Call Up</div> <div>(2E)</div>	<div>Thin Their Ranks</div> <div>(3E)</div>	<div>Vengeance for the Fallen</div> <div>(2BI)(2E)</div>
<div>Spell</div>	<div>Spell</div>	<div>Spell</div>
<div>Place 2 <b>Militia Unit Tokens</b> following normal Unit placement rules.</div> <div>UC</div>	<div>Whenever a friendly UH Kills an enemy Unit this turn, that friendly UH may move and attack again as if it had not done so this Combat Phase. Each UH may make a maximum of one additional move and attack this way each turn.</div> <div>UC</div>	<div><b>Burst</b></div> <div>For each Unit you controlled that Died this turn, look at the top 9 cards of your deck. You may reveal a Unit with equal or lesser Essence Cost and put it onto the battlefield. Put the rest of those cards on the bottom of your deck in any order.</div> <div>R</div>

Structures-

Healer's Glade	(3Ba)(1E)
Structure	
At each End Phase, friendly UHs sharing a tile with this Structure Heal 2.	
3R	UC

Equipment-

<div>Hero's Blade</div> <div>(1Bl)(2M)(2E)</div>	<div>Hope, the Thousand Lights</div> <div>(3Bl)(4E)</div>	<div>Runestone of Unity</div> <div>(2Ba)(2Bl)(1M)(4E)</div>
<div>Equipment</div>	<div>Equipment-Light Arm</div>	<div>Equipment-Relic</div>
<div>Equipped UH has "Battalion-+2A."</div>	<div>Unique</div> <div>Equipped Unit has "Battalion-+2A and +2D."</div>	<div>Unique</div> <div>Whenever you play a Unit, put a Militia Unit Token onto the battlefield adjacent to the equipped Hero.</div> <div>Equipped Hero has +2A for each pair of friendly Bonded Units on the battlefield.</div>
<div>4D</div> <div>CC</div>	<div>8D</div> <div>a</div>	<div>6D</div> <div>UR</div>



# Supplemental Cards

Wild Call	(*)(*)
Spell	Unit-Beast Scout
The next time you play non-Beast Unit this turn, you may play a Beast Unit with equal or lesser essence cost from your hand for (0).	<b>Skirmisher</b> <b>Bond</b> -Both Units have +3D against Units that Scoutmaster's Hawk has dealt damage to this turn.
1C	1R4M0D1A3H1C