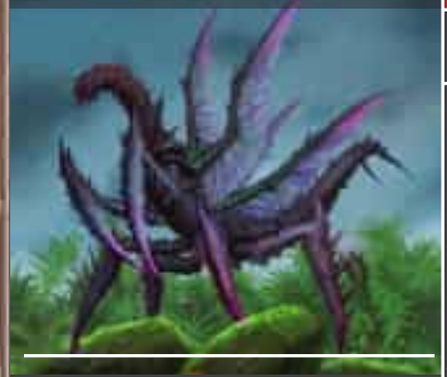
Galeaper



A

❤	7
🛡	0
✳	✹
🔥	-1
💧	+0
✹	-1
〰	+2
◈	+0
◎	+1

Gale Shot

3

2 | 3

1

Rending Squall

3

1 | 3 | 🛡

If at least one ally is adjacent to the target, perform:

0 | ❤ 2

2

Power Strike

2-4 | 3

2

2

3

Swarm Instinct

4

1 | 3

If at least one ally is adjacent to the target, gain +2 ✹.

4

Streak

B

❤	8
🛡	0
✳	✹
🔥	+0
💧	+0
✹	-1
〰	+1
◈	+1
◎	+0

Drill Beak

4

1 | 3 | 🛡

1

Grasping Talons

4

1 | 3

Logic: Retreat.

2

2

Whirling Winds

1-3 | 1 | 🛡

1

all

0 | ❤ 1

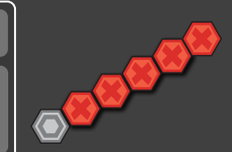
3

Blitz Strike

2

3

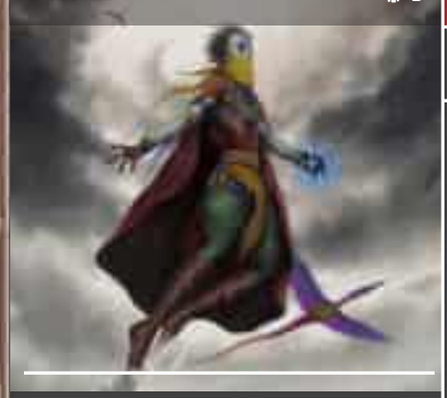
all enemies within ✪



Teleport this unit to the furthest unoccupied red space of the attack action.

4

Stormcaller



D

❤	14
🛡	0
✳	✹
🔥	-1
💧	+1
✹	-2
〰	+2
◈	+2
◎	-1

This unit gains 🛡 1 against ➶ targeting it.

Air Well

2

2 | 1

all enemies within ✪

Thunder Crash

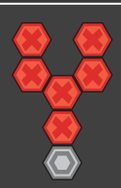
2-5 | 4 | 🛡

Forked Lightning

3

3 | 🛡

all enemies within ✪



Hurricane

1

3 | 2

2

all enemies within ✪

4

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Squall — D

10*R | 0

-1 | -1 | -1 | +3 | +1 | +0

Rising Squall	Piercing Pinions	Eye of the Storm	Typhoon Rush
3	3	3	2-4 / 2 / 3 / all
3 / 2 / all enemies within	3 / all enemies within	1-2 / 2 / 1 / all	1 / 2 / 3 / all
		0 / 2	
1	2	3	4

Breath of Uzem — E

18 | 0

+0 | +0 | -1 | +2 | +2 | +0

Slip Stream	Bolts of Crux	Final Breath	Scion of Power
3	1	**Logic:** Retreat.	3
3 / 1 / all enemies within	2-4 / 2 / all enemies within	2	3 / all enemies within
Logic: Retreat.	**Logic:** Retreat.	2-4 / 5 / 3	0 / 1
2	2	0 / 1	
1	2	3	4

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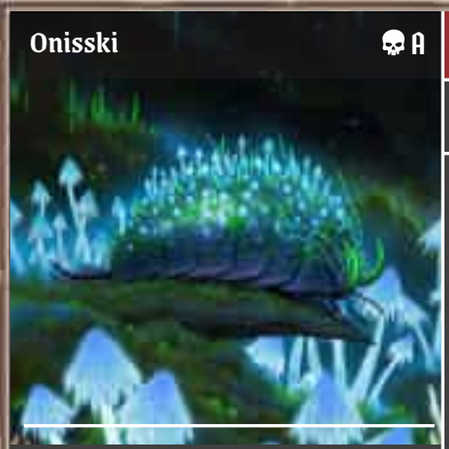
Onisski

A



Ignores the movement penality of mushroom terrain.

10 | 0 | +0 | +2 | +1 | -1 | +1 | -2

Fungal Spit

Logic: Wants to move toward the nearest mushroom space.

2

2-4 | 2

If this unit is within 0-1 of a mushroom space, gain .

1

Roll Up

3

1 | 3

If this unit is within 0-1 of a mushroom space, gain +2 .

2

Frenzy Spores

0-4 | 2

If this unit is within 0-1 of a mushroom space, gain +2 .

3

Bounce Around

2

1 | 2

2

Logic: Wants to attack the next closest enemy.

2

1 | 2

2

4

Bulwauros

B

If this unit is damaged, reduce its by 3.

8 | 3 | +0 | -2 | +2 | -1 | +0 | +0

Iron Claws

3

3

all enemies within

1

Hold Tight

3

1 | 3

2

Pincer Attack

4

2

all enemies within

3

Striking Tail

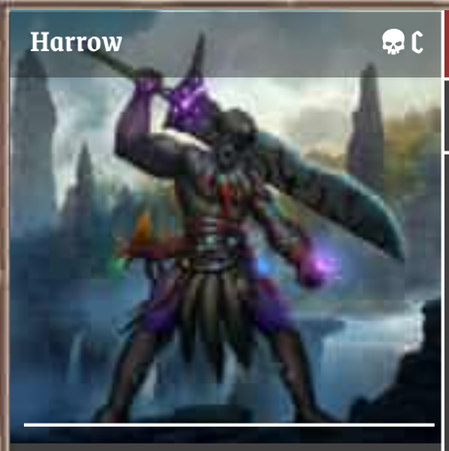
2

1-2 | 4

4

Harrow

C



16 | 0 | +0 | +0 | +0 | +0 | +2 | +2

Heavy Cleaver

2

1 | 4

All other enemies within 1 of the target suffer 1.

Venomous Helper

3

1 | 3

Logic: Wants to attack the next nearest enemy.

1-2 | 1

Mighty Leap

4

3

all enemies within

Final Swing

1 | 6

4

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Tremorcaller

D

10*R

0

-1 | +1 | +2 | +1 | +2 | -2

While there is an earth dice on an ether node, this unit reduces all sources of ✸ by 2.

Rolling Stone

2

3 | all enemies within ✪

1

Thunder Crash

Logic: Wants to maximize distance for the next attack.

3

2-5 | 5

2

Forked Lightning

3

3 | all enemies within ✪

Logic: Retreat.

3

3

Quake

1-4 | 4 | all enemies within ✪

Logic: Retreat.

2

4

Urn

E

4xR

3

+2 | +2 | +2 | +2 | +0 | +0

Absorb Mucus

0 | R

1

Slime Trail

Logic: Retreat.

1

Create one ✸ 2 ✪ trap in each space exited.

2

Interior Renovations

Logic: Retreat.

2

0 | 2

3

Elemental Calcification

1

1 | 2

The target must return one ◉ dice from their personal pool to the general pool, if able to. If they do, they then perform +✪.

4

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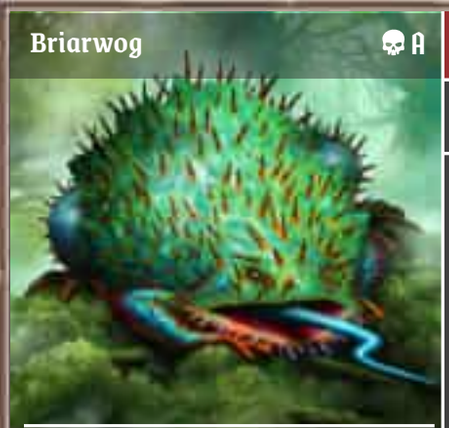
Briarwog (A)



♥ 10 | 🛡 0

✳ ✸	
🔥	-1
💧	+2
✓	-1
〰	+0
◈	+0
✦	+1

After this unit is attacked from within ↗1:

The attacker suffers ✸1.

1 — Hooked Tongue

2

⚔ ↗1-3 ✸2 🛡 | ⇦1

2 — Leaping Tackle

3

⚔ ↗1 ✸3

3 — Bounce Around

4

⚔ ↗1 ✸3 | ⇨2

Logic: Retreat.

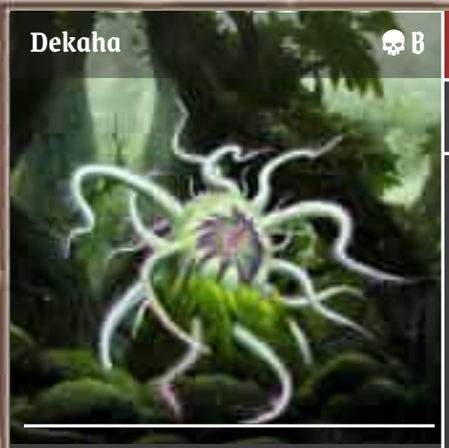
3

4 — Bile Venom

2

↗ ↗2-3 ✸3 | ⬡

Dekaha (B)



♥ 9 | 🛡 0

✳ ✸	
🔥	-2
💧	+2
✓	+1
〰	+0
◈	+0
✦	+0

Immune to enemy forced movement.

1 — Hydraulic Whip

⚔ ↗1-3 ✸2 | ⇨1 | ⊗ all enemies within ⊗

2 — Draining Tendrils

⚔ ↗1-4 ✸2

♥+ ↗0 ♥2 | ⬡

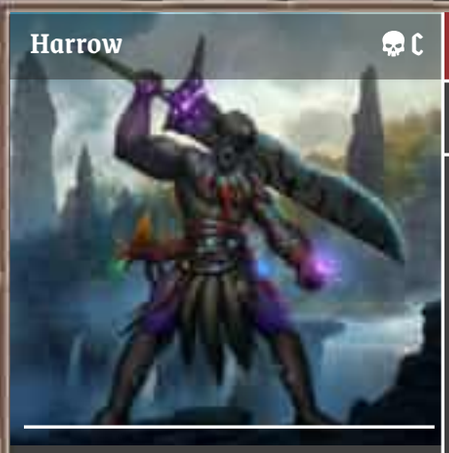
3 — Water Spout

♥+ ↗0-5 ♥4

4 — Sap Spray

⚔ ✸2 | ❄ | ⊗ all enemies within ⊗

Harrow (C)



♥ 16 | 🛡 0

✳ ✸	
🔥	+0
💧	+0
✓	+0
〰	+0
◈	+2
✦	+2

1 — Heavy Cleaver

2

⚔ ↗1 ✸4

All other enemies within ↗1 of the target suffer ✸1.

2 — Venomous Helper

3

⚔ ↗1 ✸3

Logic: Wants to attack the next nearest enemy.

⚔ ↗1-2 ✸1 | ⬡

3 — Mighty Leap

4

⚔ ✸3 | ⊗ all enemies within ⊗

4 — Final Swing

⚔ ↗1 ✸6 🛡

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Wavecaller

D

At the beginning of this unit's turn, if the Tears of Uzem is alive, this unit performs:

0 | R*2

10*R

0

-1 | +2 | -1 | +1 | +2 | -2

Conjured Geyser

2

2-3 | 2

2

2

1

Thunder Crash

Logic: Wants to maximize distance for the next attack.

3

2-5 | 5

2

Forked Lightning

3

3

all enemies within

Logic: Retreat.

3

3

Flood

2

4 | 3

all enemies within

4

Tears of Uzem

E

18

0

+0 | +2 | +0 | -1 | +2 | +0

Raging Rapids

Logic: Retreat.

2

5

1 | 1+X

X

Where X equals the number of spaces entered by the ability.

1

Bolts of Crux

1

2-4 | 2

all enemies within

Logic: Retreat.

2

2

Water of Life

Logic: Retreat.

2

R

the Wavecaster

3

Scion of Power

3

3

all enemies within

0 | 1

4

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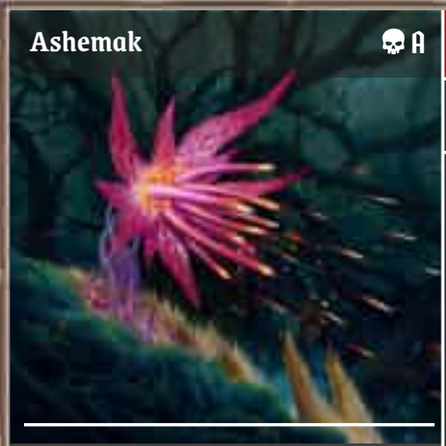
Ashemak

A



Immune to forced movement.

Before this unit is slain: All units within 1 suffer 3.

♥	8
🛡	0
✳	✹
🔥	+3
💧	-2
✹	+0
〰	-1
◈	+0
✹	+0

Burst Pod

2-4 | 2
2

1

Backdraft

2-4 | 2
2

2

Absorb Nutrients

1-2 | 3

0 | 3

3

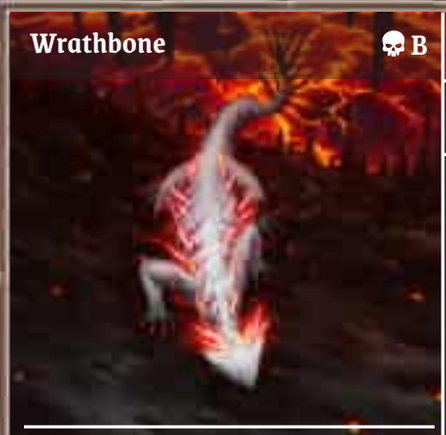
Throw Pod

2-4 | 2
🔥

4

Wrathbone

B



At the end of the Rover phase: All enemies within 1-2 suffer 1.

Enemies within 1 suffer an additional 1.

♥	18
🛡	0
✳	✹
🔥	+2
💧	-2
✹	+1
〰	+0
◈	+0
✹	+0

Searing Bite

3

1 | 3
🔥

1

Burnbile Vomit

2

2-3 | 2
🔥

All other enemies within 1-2 of the target suffer 1.

2

Tailbone Sweep

4

3
all enemies within

3

Combustion Flare

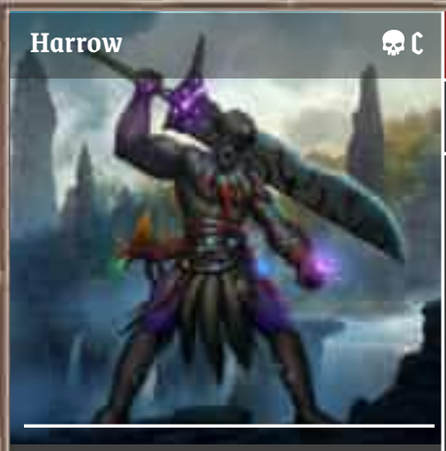
1-3 | 2
all

If the target of the attack is within 1, that attack gains +1.

4

Harrow

C



♥	16
🛡	0
✳	✹
🔥	+0
💧	+0
✹	+0
〰	+0
◈	+2
✹	+2

Heavy Cleaver

2

1 | 4

All other enemies within 1 of the target suffer 1.

1

Venomous Helper

3

1 | 3

Logic: Wants to attack the next nearest enemy.

1-2 | 1

2

Mighty Leap

4

3
all enemies within

3

Final Swing

1 | 6

4

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Embercaller

D

10*R

0

+3 | -1 | -1 | +1 | +2 | -2

After enemies attack this unit: That enemy suffers 2.

Ring of Fire

2

2-3 | 3

all enemies within

1

Thunder Crash

Logic: Wants to maximize distance for the next attack.

3

2-5 | 5

2

Forked Lightning

3

3

all enemies within

Logic: Retreat.

3

3

Inferno

On Advance:

5

all enemies within 0-1 of a .

4

Rage of Uzem

E

18

0

+2 | +0 | +0 | -1 | +2 | +0

This unit is immune to the Embercaller's trait.

Fire Pillars

3

2 | 2

3

1

Bolts of Crux

1

2-4 | 2

all enemies within

Logic: Retreat.

2

2

Blast Flare

1-3 | 1

all

Attacks targeting enemies at 1 gain +2 .

Attacks targeting enemies at 2 gain +1 .

3

Scion of Power

3

3

all enemies within

0 | 1

4

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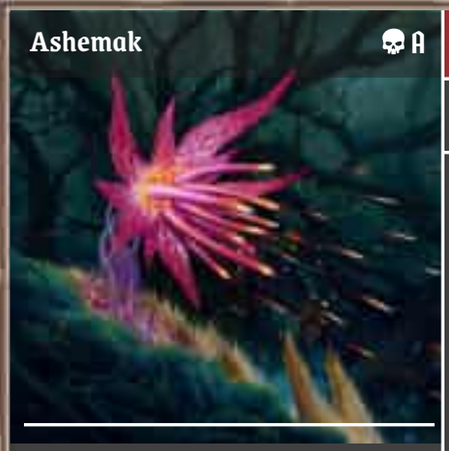
Ashemak (A)



Immune to forced movement.

Before this unit is slain: All units within 1 suffer 3.

♥	8
🛡	0
✳	✹
🔥	+3
💧	-2
✶	+0
☁	-1
◈	+0
✺	+0

Burst Pod	Backdraft	Absorb Nutrients	Throw Pod
2-4 / 2 / 2	2-4 / 2 / 2	1-2 / 3 / 0 / 3	2-4 / 2
1	2	3	4

Bulwauros (B)

If this unit is damaged, reduce its 🛡 by 3.

♥	8
🛡	3
✳	✹
🔥	+0
💧	-2
✶	+2
☁	-1
◈	+0
✺	+0

Iron Claws	Hold Tight	Pincer Attack	Striking Tail
3 / 3 / all enemies within	3 / 1 / 3	4 / 2 / all enemies within	2 / 1-2 / 4
1	2	3	4

Briarwog (C)

After this unit is attacked from within 1:

The attacker suffers 1.

♥	10
🛡	0
✳	✹
🔥	-1
💧	+2
✶	-1
☁	+0
◈	+0
✺	+1

Hooked Tongue	Leaping Tackle	Bounce Around	Bile Venom
2 / 1-3 / 2 / 1	3 / 1 / 3	4 / 1 / 3 / 2 / **Logic:** Retreat. / 3	2 / 2-3 / 3
1	2	3	4

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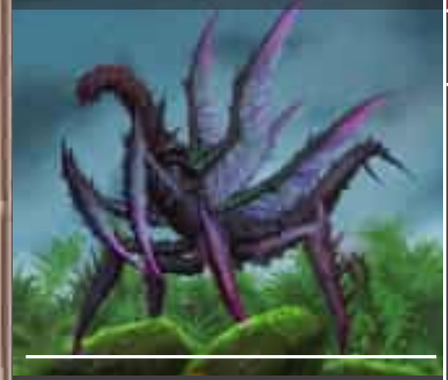
Galeaper

D



♥	7
🛡	0
✳	✹
🔥	-1
💧	+0
🌿	-1
🌊	+2
◈	+0
✦	+1

Gale Shot

3

2 | 3

1

Rending Squall

3

1 | 3

If at least one ally is adjacent to the target, perform:

0 | 2

2

Power Strike

2-4 | 3

2

2

3

Swarm Instinct

4

1 | 3

If at least one ally is adjacent to the target, gain +2 ✹.

4

The King of Storms

E

Immune to forced movement and teleport.

♥	-
🛡	0
✳	✹
🔥	+1
💧	+1
🌿	+1
🌊	+1
◈	+3
✦	+0

Ball of Rage

2-4 | 3

all enemies within ✦

1

Roaring Tantrum

1-3 | 4

2

Welling Tears

2-4 | 2

2

R-1

3

Wild Breath

3-5 | 1

2

all

4

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