

Sorcerous Aid

Play when a Wizard fails a casting attempt. The attempt succeeds, but the Wizard suffers D3 mortal wounds.

Power Stone

Play during any Hero phase. Roll a D3 add that number to all Casting and Unbinding rolls this turn.

Cunning Ruse

Play during the Combat phase. When a unit declares a attack on your unit. You can immediately attack first if your unit has not attacked yet (or is allowed to attack again).

Traitor in the Ranks

Pick any unit about to take a battleshock test. Subtract 2 from its Bravery for this test.

Riches

Play during the Charge phase when a unit is nominated to charge. Halve the charge result rounded up.

Bribe

Play during the Shooting phase when a unit is about to shoot. It cannot shoot this phase.

Null Stone

Play during any Hero phase. Roll a D3 subtract that number to all Casting and Unbinding rolls this turn.

Surprise Attack

Play during the Movement phase. Pick a friendly unit add D3" movement for that phase.

Magical Misdirection

Play when a wizard declares a unit a target of a spell. The player MUST pick a new target within range.

Paranoia

If any player picks you as a target of any action. The player must pick a different target if possible, or forfeit that action.

Dirty Trick

Play during the Battleshock phase. You can pick any one unit add or subtract 1 from the battleshock test.

Oil Slick

Play at the start of any Combat phase. Enemy units must re-roll successful to-hit rolls if they target your units.

Control Your Own Fate

Change the result of a single dice roll to any number you want!

Ambush Fire

Play at the start of your Shooting phase. Pick one unit that unit may shoot twice during the phase.

Secret Agenda

Draw a one card when any unit is destroyed by any player.

On the Hunt

Play at the start of the Movement phase. Pick one unit this unit can both run and later during the Charge phase still charge.

Inspired by Glory

Change the result of a battleshock test dice roll to 1.

Bad Luck Sir!

Play this during any phase. Pick one hero that must reroll all saving rolls this phase.

No fly Zone

Play when a unit with FLY is about to move or charge. This unit cannot benefit from the FLY special rule during this phase.

Retribution

Play this when you destroy any unit during an enemy player turn you may draw one extra card.

Inspire Fury

Play this at the start of your Combat phase. Pick one unit that can re-roll its failed hit rolls this Combat phase.

Inspire Rage

Play this at the start of your Combat phase. Pick one unit that can re-roll its failed wound rolls this Combat phase.

Inspire Hope

Play this at the start of your Combat phase. Pick one unit that can re-roll its failed saves rolls this Combat phase.

Unbreakable

Play this during the Battleshock phase. Pick one unit that is immune to battleshock this phase.

Spikey Bits

Play this at the start of your Charge phase. Pick one friendly unit if this unit successfully make a charge move within 1" of any enemy units they suffer D3 mortal wounds.

Secret Raid

Play this at the start of any Shooting phase. Pick one unit that MUST re-roll successful hit rolls this phase.

Trickster

Pick one player if he rolls any doubles when he rolls a casting, unbinding and charge roll he suffers D3 mortal wounds this turn.

Forgery

Play this when any player declares a retreat at any time he cannot make the retreat.

Dull Weapon

Play this at the start of any Combat phase. Pick one enemy unit reduce the rend characteristic of every melee weapon by 1 to a minimum of 0.

Sabotage

Play this at the start of any Movement phase. Pick one unit halve its movement this phase.

Snakes in the Grass

Play this at the start of any phase. Pick one unit the does not benefit from cover this phase.

Supreme Arrogance!

Play this at the start of your turn. Pick one enemy unit and declare that you will destroy it this turn. Draw 2 cards if you do this turn.

Gods Intervene

Play this at the end of your movement phase. Resurrect one of your heroes that died this game place it 9" away from any enemy models.

Fortified

Play this at the start of any phase. Pick one friendly unit it gains the cover rule this phase.

Run Away!

Play this during the Combat phase. If an enemy unit declares your unit as target make a retreat move.

Useful Idiots

Play if your general suffers any damage. Pick a friendly unit within 6" they suffer the damage instead do not make any saves rolls for them.

Cacophony

Play this when a command ability is used. That command ability does not work.

Nullify

Play this to remove any summoned unit or terrain feature from the game.

Unspoken Alliance

Play this at the start of any enemy phase. If you do so you can pick one of your units make a action during that phase as if it was your phase you cannot target the player whose turn it actually is.

Military Counsel

Play this at the start of your Hero phase. Gain 1 command point for every friendly hero that is on the battlefield.

Runic Denial

Play this at the start of any Combat phase. Pick one enemy unit they must re-roll successful 6's to-hit and to-wound this phase.

Marked for Death

Play this at the start of the Combat phase. Pick one enemy unit whenever you target that unit in the Combat phase re-roll failed hit rolls of 1 this phase.

Eager for Battle

Play this at the start of the Charge phase. Pick one friendly unit roll 3D6 dice instead of 2D6 when making a charge roll pick the 2 highest dice this phase.

Holy Protection

Play this during any phase. Pick one friendly unit each time you allocate a mortal wound to this unit. On a 6+, that wound or mortal wound is negated this phase.

Bloodlust!

Play this at the start of the combat phase. Pick one friendly unit. If the unmodified wound roll for an attack made with a melee weapon is a 6 that attack inflicts 1 mortal wound in addition to any other damage this phase.

Worthy Sacrifice

Play this whenever one of your monsters is slain. Draw one card.

No You See Me Now You Don't

Play this at the end of your Movement phase. Pick one friendly unit and place it anywhere on the battlefield 9" away from any enemy units.

Ranger Accuracy

Play this at the start of your Shooting phase. Pick one unit add 1 to the hit roll made by their missile weapons.

United We Stand

Play this at the start of any Battleshock phase. All friendly unit gain 1 bravery to their bravery characteristic this phase.

Knowledge is Power

Play this at the start of your Hero phase. Pick a friendly hero it may attempt to cast one spell during this phase as if he was a wizard (if the hero is an wizard it may cast one additional).

The Blissful Host

Play this at the end of your Movement phase. Roll 2D6 if the result is equal or greater than 6 summon 10 daemonetts more than 9" away from enemy units and with 12" of any friendly hero.

Unholy Ring

Play this when your general is slain. Roll a D6 if the result is an 4 or greater the general remains alive with 3 wounds remaining.

Free For All

Play this after the turn order is decided. Every player rolls a new D6 highest to lowest dice becomes the new turn order.

The Fog of War

Play this at the start of any turn. All range is limited to 12" for this battle round.

Higher Ground

Play this at the start of any Combat phase. Pick one friendly unit they may attack first.