

Opposing Strike

1

Attack ⚡ 3

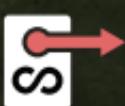


⚡ 2

⚡ 2

46

On the next six melee attacks
targeting you, gain Retaliate ⚡ 2.



Cragheart



Crushing Grasp

1

Attack ⚡ 3 •

IMMOBILIZE 🦶



⚡ 2

⚡ 2

35

Loot ⚡ 1

146

Cragheart



Avalanche

1

Attack ⚡ 4



: +1 Attack ⚡, 1

⚡ 2

⚡ 2

75



Create one single-hex obstacle
in an adjacent empty hex.



Cragheart



Rumbling Advance

1

Heal ♦ 4

Range ⚡ 2



⚡ 2

⚡ 2

29

Move ⚪ 2

All adjacent allies and enemies
suffer 1 damage.



Cragheart



Massive Boulder



Attack ⚡ 3 •

Range ⚡ 3 •

All allies and enemies adjacent to the target suffer 1 damage.



⚡ 2

⚡ 2

87

Move ⚡ 4 •

Cragheart



Backup Ammunition



On your next four ranged Attack actions,
gain Add Target



2

2

77

Move 3

150

Cragheart



Rock Tunnel



Destroy one adjacent obstacle.



★ 2

✖ 2



Move ✖ 5

Jump ↪

IMMOBILIZE

Target all enemies moved through



Cragheart



Unstable Upheaval



Attack 3 •

Target all adjacent enemies

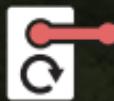


: Target all enemies within Range 2 instead,

All adjacent allies suffer 2 damage.



All allies suffer 1 damage
and gain Shield 2.



Cragheart



Crater



Attack 3 •

Range 3 •



2

2

6

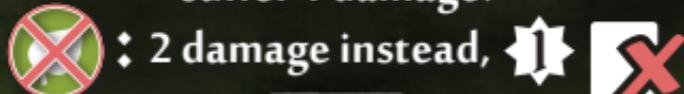
All adjacent allies and enemies
suffer 1 damage.

Move 4 •

Jump



All adjacent allies and enemies
suffer 1 damage.



Cragheart



Dirt Tornado



Attack 1 •

Range 2



MUDDLE all allies and enemies
in the targeted area.

2

2

82

Move 3 •

Cragheart



Earthen C�d



Attack 2 •

Range 5



: IMMOBILIZE 1

2

2

38

Heal 2 •

Range 3

Cragheart



Heaving Swing



Attack 3 •

PUSH 1 •

You may push the target into a hex with an obstacle. In this case, destroy the obstacle, the target suffers 2 damage, and you gain .

2

2

57

Add +1 Attack to all your ranged attacks this round.



Cragheart



Forceful Storm



Attack 3

Range 3

DISARM

Gain for each
enemy targeted

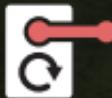


2

2

53

Add +2 Attack to all your
melee attacks this round.



Cragheart



Nature's Lift



Heal 2 •

Range 3 •

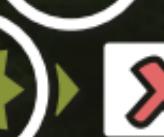
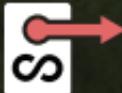
Target 2 •

2

2

64

On your next six ranged Attack actions when
 is Strong, to add +2 Range .



Cragheart



Explosive Punch



Destroy one adjacent obstacle of any size.

Attack 4 •

Target all enemies adjacent to the destroyed obstacle



2

2

28

Move 4 •

Cragheart



Sentient Growth



Attack 2

Range 3

Heal 2

Affect all allies
in the targeted area



2

2

78

Move 2

Heal 1

Affects all adjacent allies

Attack 1

Target all adjacent enemies



160

Cragheart



Clear the Way



Move one adjacent single-hex obstacle to an empty hex within Range ⚡ 4.

Attack ⚡ 2 •

Target all enemies adjacent to the moved obstacle



: +1 Attack ⚡, ⚡ 1

⚡ 2

✖ 2

43

Move ✖ 5 •

Jump ↗

Destroy all obstacles and disarm all traps moved through.



Cragheart



Blunt Force



Attack ⚡ 4 • •



: +4 Attack ⚡, ♦ 2



⚡ 2

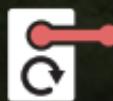
⚡ 2



Move ⚪ 2 •

Retaliate ⚡ 1 •

Self



Cragheart



Rock Slide

4

Create three single-hex obstacles
in empty hexes within Range ⚡ 4.

All allies and enemies adjacent
to a created obstacle suffer 2 damage.



⚡ 2

✖ 2

81

Move ✖ 6

The movement must be in a straight line.

Cragheart



Kinetic Assault

4

Move Δ 1 •

Attack \star 4 •

\star 2

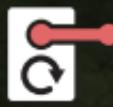
Δ 2

19

Retaliate \paw 3

Range \square 3

2



164

Cragheart



Petrify



Kill one normal enemy within Range 4.

Create one single-hex obstacle in the hex in which the enemy died.



2

2

47

Move 3

IMMOBILIZE



Target all adjacent enemies

Cragheart



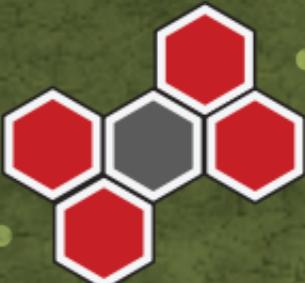
Stone Pummel

5

Attack ⚡3

MUDDLE ?

1



⚡2

⚡2

32

On your next four melee attacks, if possible,
destroy an adjacent obstacle for +3 Attack ⚡.



Cragheart



Dig Pit



Create one 2 damage STUN  trap
in an adjacent empty hex.

MUDGLE

Target all adjacent enemies

Move  2

INVISIBLE

Self

Cragheart

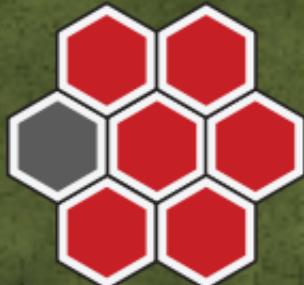


Cataclysm

6

Attack  4

 : +2 Attack , 



IMMOBILIZE  all allies and enemies
in the targeted area.

 2

 2

26



Move  3

 : +3 Move 

Cragheart



Meteor



Create one three-hex triangular obstacle
in empty hexes within Range ⚡3.

Attack ⚡4 •

IMMOBILIZE

Target all enemies adjacent to the obstacle



⚡2

•2

23

Move •4

Jump ↪

Cragheart



Brutal Momentum

7

Attack ⚡ 3 •

PUSH ➔ 2 •

For each hex you cannot push the target because of a wall or obstacle, the target suffers 2 damage and you gain ⚜.

⚡ 2

⚡ 2

52

Add +1 Attack ⚡ to all ranged attacks this round.



: Add +2 Attack ⚡ instead, ⚜



170

Cragheart



Rocky End



Destroy all obstacles within Range 2.



: Range 3 instead,

Attack X



where X is equal to twice the number of hexes the destroyed obstacles occupied.

2

2

37



Move 6

The Move action must end in a hex adjacent to an obstacle.

Cragheart



Lumbering Bash



Move \checkmark 2 •

Attack \star 5 •



\star 2

\checkmark 2

85

At the start of your next five turns,
perform a "Heal \bullet 2, Range \diamond 2" action.



Cragheart



Blind Destruction



Attack  4

Range  4 •

All allies and enemies adjacent to the target suffer damage equal to the damage the target suffered.

 2

 2

 74

Move  4 •

All allies and enemies adjacent to any hexes you enter during the movement suffer 2 damage.



Cragheart



Pulverize



Attack 3 •

PUSH 2 •

Target all adjacent enemies

You may push the targets into hexes containing obstacles. In each case, the obstacle is destroyed, the target suffers 2 damage, and you gain .



2

2

1

Attack 2 •

Target all adjacent enemies

Move 5

Jump

2

Attack 3 •

Target all adjacent enemies



Cragheart

