

CROOK-EYE TRACKER
HEROES SOLDIER UNIT

6 3

STR 3, ARM 3, WILL 1, DEX 3, DEF 3

1 6 1

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Killshot: 1 DEX, Massive Damage
1 Mark Target: 1 Mark
1 Tether: 1 Pull 4
1 Rime Moss Poultice: 1 Heal 3

ROYAL KNIGHT
HEROES SOLDIER UNIT

8 3

STR 2, ARM 2, WILL 2, DEX 1, DEF 1

1 6 1

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Breakthrough: 1 Lance 4, Charge
1 Trample: 1 Wave 1
1 Defender's Draught: 1 Aura 1, Heroes in the area may roll one die when making a defense roll.

BLOOD-EYE
HEROES SOLDIER UNIT

6 3

STR 3, ARM 3, WILL 1, DEX 2, DEF 2

1 7 4

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Killshot: 1 DEX, Massive Damage
1 Mark Target: 1 Mark
1 Tether: 1 Pull 4

SER ANTHONY
HEROES SOLDIER UNIT

8 3

STR 2, ARM 3, WILL 3, DEX 1, DEF 1

1 6 4

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Breakthrough: 1 Lance 6, Charge
1 Trample: 1 Wave 3
1 Suffer Not: 1 Aura 2

WATCH TOWER
WATCHTOWER

ARM 1

3

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

WATCH TOWER
WATCHTOWER

ARM 1

3

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

SERGEANT-AT-ARMS
HEROES SOLDIER UNIT

6 2

STR 2, ARM 2, WILL 3, DEX 2, DEF 2

1 3 2

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Clear the Ramparts: 1 Sweep 2, Push 2
1 Veteran Tactics: 1 Aura 2, Soldiers in the area gain 1 HP
1 Redouble: 1 Wave 3, Soldiers in the area immediately make a single basic offensive action.

SERGEANT-AT-ARMS
HEROES SOLDIER UNIT

6 2

STR 2, ARM 2, WILL 3, DEX 2, DEF 2

1 3 2

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Clear the Ramparts: 1 Sweep 2, Push 2
1 Veteran Tactics: 1 Aura 2, Soldiers in the area gain 1 HP
1 Redouble: 1 Wave 3, Soldiers in the area immediately make a single basic offensive action.

LONGBOWMAN
HEROES SOLDIER UNIT

6 1

STR 2, ARM 1, WILL 1, DEX 3, DEF 3

1 1

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Wind of Blades

LONGBOWMAN
HEROES SOLDIER UNIT

6 1

STR 2, ARM 1, WILL 1, DEX 3, DEF 3

1 1

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Wind of Blades

SWORDSMAN
HEROES SOLDIER UNIT

6 1

STR 3, ARM 2, WILL 1, DEX 2, DEF 2

1 1

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Defender, MOB

SWORDSMAN
HEROES SOLDIER UNIT

6 1

STR 3, ARM 2, WILL 1, DEX 2, DEF 2

1 1

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Defender, MOB

PIKEMAN
HEROES SOLDIER UNIT

6 1

STR 3, ARM 1, WILL 1, DEX 2, DEF 2

1 1

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 MOB

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6 1

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2x Pikemen
2x Swordsmen

1 MOB

BLOOD-EYE
HEROES SOLDIER UNIT

6 3

STR 2, ARM 3, WILL 3, DEX 1, DEF 1

1 8

Spawning Pool: 1x Watchtower (Spawning Pool)
1x Sergeant-at-Arms
2x Longbowmen
2x Pikemen
2x Swordsmen

1 Tether: 1 Pull 4
1 Killshot: 1 DEX, Massive Damage

SER ANTHONY
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ARM 1

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2x Swordsmen

WATCH TOWER
SPANNING POINT

Resolve Aura: Monsters with Affinity that are within two squares of a model with Resolve Aura are immune to control effects.

Immune: Status Effects

The Crown Guard is the standing army of the King of Crystallia. Made up of highly trained and dedicated servants of the land, the Crown Guard is the primary bulwark against the forces of the Dark Council. It is their duty to maintain order and security within Crystallia, so that Heroes have the freedom to strike at the heart of the Dark Council's dungeons. While Heroes and the Crown Guard are sworn enemies, the King of Crystallia has asked the Hero to cross the line with a bit of excessive celebration or occasional shady deal that puts them at odds with the Crown Guard.

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SER ANTHONY
HERALD SOLDIER PHOENIX

Charge: When a model with Charge uses a to attack a model with Resolve Aura, the model may be placed in any unoccupied square that was affected by the Lance for free.

Defender: Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.

Immune: Status Effects

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing effects in those squares are ignored.

Blade-Eye: Ser Anthony rose through the ranks of the Crown Guard quickly. Taken under the wing of the venerable knight Sir Charles, he excelled at his studies—both physical and mental. He has readily found work among the militia of the Dark Council.

BLOOD-EYE
ORPHAN BOSS

Mark: Place a crystal token on the target. Friendly models attacking the target gain to their offense rolls. The model may be placed in any unoccupied square that was affected by the Lance for free.

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing effects in those squares are ignored.

Blade-Eye: was called from the Blood-Eye tribe for his lack of honor and tendency towards unnecessary violence. In truth, Blood-Eye cared little about his early, having long chafed under the "Civilized" ways of the Crown Guard. He has readily found work among the militia of the Dark Council.

ROYAL KNIGHT
HERALD SOLDIER PHOENIX

Charge: When a model with Charge uses a to attack a model with Resolve Aura, the model may be placed in any unoccupied square that was affected by the Lance for free.

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token. (Academy commands until the next Move command. Instead of moving it must remove the Knockdown token.)

Surefoot: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing effects in those squares are ignored.

Royal Knights are military masters without peer. Trained in the ways of the Dark Council, they are the most powerful of the King's elite. A Royal Knight must mean more than mere strength in arms. A Royal Knight also be true in heart and spirit. They must pledge to a life of duty and honor, and they must be ready to sacrifice their lives for the sake of the Dark Council.

CROOK-EYE TRACKER
ORPHAN BOSS

Heal X: A model affected by Heal may remove a crystal token from the target. The model may be placed in any unoccupied square that was affected by the effect token. In any combination, equal to the value of X.

Mark: Place a crystal token on the target. Friendly models attacking the target gain to their offense rolls. The model may be placed in any unoccupied square that was affected by the effect token. In any combination, equal to the value of X.

Massive Damage: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

Crook-Eye Trackers are highly sought after by merchants or Heroes to lead them safely through treacherous areas.

SWORDSMAN
HERALD SOLDIER PHOENIX

Defender: Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.

Mob: When making a offensive action, a model with Mob adds to their offense roll for every additional model with Mob that is in range of their target, up to .

Swordsmen are specially trained soldiers within the Crown Guard tasked with protecting their fellow soldiers, and ensuring that the Hero does not have the freedom to strike at the heart of the Dark Council's dungeons. While Heroes and the Crown Guard are sworn enemies, the King of Crystallia has asked the Hero to cross the line with a bit of excessive celebration or occasional shady deal that puts them at odds with the Crown Guard.

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LONGBOWMAN
HERALD SOLDIER PHOENIX

Wind of Blades: A model with Wind of Blades may spend all of its movement points to make a single Missile Attack basic offensive action.

Mob: When making a offensive action, a model with Mob adds to their offense roll for every additional model with Mob that is in range of their target, up to .

Longbowmen train from an early age to become masters of their craft. Drawing bows too thick and powerful for a normal person to use, Longbowmen can rain arrows down upon their foes with incredible speed and accuracy.

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HERALD SOLDIER PHOENIX

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SERGEANT-AT-ARMS
HERALD SOLDIER PHOENIX

Feint: When a model with Feint makes an offensive action, it may choose one dice from the roll and force them to reroll the result.

Mob: When making a offensive action, a model with Mob adds to their offense roll for every additional model with Mob that is in range of their target, up to .

Sergeants-at-Arms are veteran soldiers, who have spent their life in service to Crystallia and its people. They are cunning tacticians who survey the field of battle and ensure their troops are positioned in the most efficient and effective manner possible.

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WATCH TOWER
SPANNING POINT

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Immune: Status Effects

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SER ANTHONY
HERALD SOLDIER PHOENIX

Charge: When a model with Charge uses a Lance, place the model in an unoccupied square that was affected by the Lance, and which is as close as possible to the Hero with the most wounds.

Defender: Models without Defender that are adjacent to a friendly model with Defender cannot be targeted by offensive actions.

Blade-Eye: Ser Anthony rose through the ranks of the Crown Guard quickly. Taken under the wing of the venerable knight Sir Charles, he excelled at his studies—both physical and mental. At Ser Charles' retirement, it was the great knight's honor to see his spare rise to fill his shoes.

BLOOD-EYE
ORPHAN BOSS

Massive Damage: When an offensive action with Massive Damage inflicts a wound it instead inflicts two wounds.

Blade-Eye: was called from the Blood-Eye tribe for his lack of honor and tendency towards unnecessary violence. In truth, Blood-Eye cared little about his early, having long chafed under the "Civilized" ways of the Crown Guard. He has readily found work among the militia of the Dark Council.

PIKEMAN
HERALD SOLDIER PHOENIX

Mob: When making a offensive action, a model with Mob adds to their offense roll for every additional model with Mob that is in range of their target, up to .

Pikemen are the first line of defense among the Crown Guard. These proud warriors brandish long-bladed pikes, and train tirelessly in fighting as a unified regiment.

PIKEMAN
HERALD SOLDIER PHOENIX

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THE CRIMSON WATCHER

+1 WILL

Grave Visions: When this model is destroyed, this model's owner may discard **1** from the Crimson Watcher when it makes any roll to add **1** to the roll.



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DIVINE DESTRIER



2 Breakthrough.  Lance & Charge
 (After resolving the Lance, the model may be placed in any unoccupied square that was affected by the Lance for free.)

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CROWN GUARD LONGBOWMAN
MAGICAL WEAPON

STR 1 RING 8 ARM 1

LONGBOWMAN
HUMAN SOLDIER BLITE

6 1

Wind of Blades

LONGBOWMAN
HUMAN SOLDIER BLITE

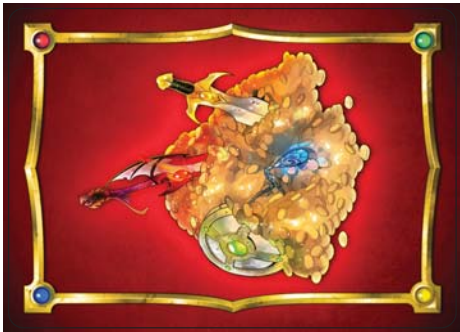
6 1

Wind of Blades

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The image shows a single card from the 'Sword of Blades' deck. The card is purple and features a character in a blue and white outfit with a sword. The card has a '1' in a red circle in the top left corner. The text on the card includes 'CROWN GUARD LONGGROWMAN', 'LONGGROWMAN', 'ARM', 'STR', 'RNG', '8', '6', '1', 'WIND of Blades', and 'LONGGROWMAN'.

[illegible][illegible]



CROWN GUARD LONGBOWMEN
CROWN GUARD LONGBOWMEN

Wind of Blades: If a model with Wind of Blades didn't move this turn, it gains 1 wound. If its gang gains 3 or more wounds, this model gains 1 wound for the remainder of the turn.

Hold. Hooocooold. Hooocooold. FIRE! Let the land darken in the shade of our arrows!

CROWN GUARD LONGBOWMEN
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Wind of Blades: If a model with Wind of Blades didn't move this turn, it gains 1 wound. If its gang gains 3 or more wounds, this model gains 1 wound for the remainder of the turn.

Hold. Hooocooold. Hooocooold. FIRE! Let the land darken in the shade of our arrows!

CROWN GUARD PATROL
CROWN GUARD PATROL

Feint: When a model with Feint makes an offensive action, decrease the **DEFEND** of target model by 1.

Fodder: When an Elite within 2 squares, that has no bonded minions, suffers a wound, apply the wound to this model instead as if it were one of the Elite's bonded minions.

Mob: When a gang with Mob numbers more than 3 models it gains 1 wound.

"So you're saying the team was always like this, and that you had nothing to do with these broken tables, smashed chairs, or fifteen mourning persons lying about?"

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