

1



1

2



2

3



3

4



4

5



5

1



1

2



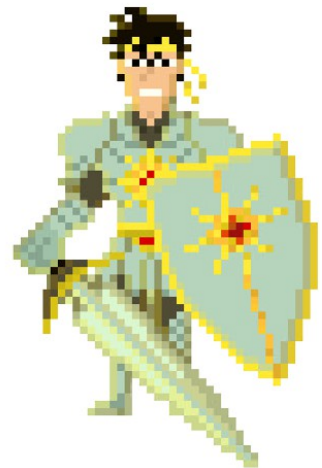
2

3



3

4



4

1



1

2



2

3



3

4



4

5



5

1



1

2



2

3



3

4



4

5



5

1



1

2



2

3



3

4



4

5



5

1



1

2



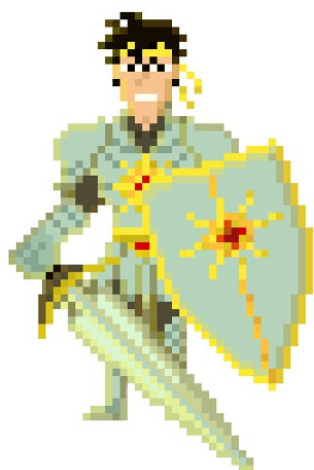
2

3



3

5



5

1



1

2



2

3



3

4



4

5



5

1



1

2



2

3



3

4



4

4



4

5



5

5



5

Potion of
Healing



Special Action
Discard this card:
Any 1 character in your current
zone recovers 1 Hit Point.

Potion of
Healing



Special Action
Discard this card:
Any 1 character in your current
zone recovers 1 Hit Point.

Potion of
Healing



Special Action
Discard this card:
Any 1 character in your current
zone recovers 1 Hit Point.

Potion of
Healing



Special Action
Discard this card:
Any 1 character in your current
zone recovers 1 Hit Point.

Acid Flask



Special Action
Discard this card:
Attack (Range 1). Deal 1
damage to up to 3 target
enemies.

Acid Flask



Special Action

Discard this card:
Attack (Range 1). Deal 1
damage to up to 3 target
enemies.

Acid Flask



Special Action

Discard this card:
Attack (Range 1). Deal 1
damage to up to 3 target
enemies.

Acid Flask



Special Action

Discard this card:
Attack (Range 1). Deal 1
damage to up to 3 target
enemies.

Potion of Teleportation



Special Action

Discard this card:
Move to any zone.

Potion of Teleportation



Special Action

Discard this card:
Move to any zone.

Potion of Teleportation



Special Action

Discard this card:
Move to any zone.

Potion of Teleportation



Special Action

Discard this card:
Move to any zone.

Second Wave



Immediately Draw and Resolve:

1 card from Wave 1 deck
1 card from Wave 2 deck

Final Wave



Immediately Draw and Resolve:

1 card from Wave 1 deck
1 card from Wave 2 deck
1 card from Lich deck



Spawn d6 + 3 Wildlings
in Spawn Zones
1, 2 and 3



Spawn d6 + 3 Wildlings
in Spawn Zones
1, 2 and 4



Spawn d6 + 3 Wildlings
in Spawn Zones
1, 3 and 4



Spawn d6 + 3 Wildlings
in Spawn Zones
2, 3 and 4



Spawn 2d6 Wildlings
in Spawn Zones
2 and 4



Spawn 2d6 Wildlings
in Spawn Zones
1 and 3



Spawn d3 + 1 Wights
in Spawn Zones
2 and 3

d3 = d6 / 2 (round up)



Spawn d3 + 1 Wights
in Spawn Zones
2 and 4

d3 = d6 / 2 (round up)



Spawn d3 + 1 Wights
in Spawn Zones
3 and 4

d3 = d6 / 2 (round up)



Spawn d3 + 1 Wights
in Spawn Zones
1 and 2

d3 = d6 / 2 (round up)



Spawn d3 + 1 Wights
in Spawn Zones
1 and 3

d3 = d6 / 2 (round up)



Spawn d3 + 1 Wights
in Spawn Zones
1 and 4

d3 = d6 / 2 (round up)



Spawn the Lich
in Spawn Zone **1**

Attack: Deal 2 damage to 1 target.
HP: 2

The Lich spawns 2 Wildlings in its zone at the beginning of its action phase and is immune to all forms of damage until all other enemies are dead.



Spawn the Lich
in Spawn Zone **2**

Attack: Deal 2 damage to 1 target.
HP: 2

The Lich spawns 2 Wildlings in its zone at the beginning of its action phase and is immune to all forms of damage until all other enemies are dead.



MONSTER
REFERENCE
Wildling

Attack: Deal 1
damage (Melee)
HP: 1

*"Strike hard and true, or
we'll come back and
haunt you."*



Spawn the Lich
in Spawn Zone **3**

Attack: Deal 2 damage to 1 target.
HP: 2

The Lich spawns 2 Wildlings in its zone at the beginning of its action phase and is immune to all forms of damage until all other enemies are dead.



Spawn the Lich
in Spawn Zone **4**

Attack: Deal 2 damage to 1 target.
HP: 2

The Lich spawns 2 Wildlings in its zone at the beginning of its action phase and is immune to all forms of damage until all other enemies are dead.



MONSTER
REFERENCE
Wight

Attack: Deal 2
damage (Melee)
HP: 2

*"Sometimes, the world
doesn't need another
hero, what it needs is a
monster."*

MAESTER

HP: 2 Armour: 0

Actions

Move: Move to an adjacent zone.

Attack: Deal 1 damage (melee).

Draw a Card

Special Actions

Chain Lightning (Discard any card)

Deal 1 damage (range 1) to 2 targets. Both targets must be in range and in the same, or adjacent, zone(s).

Thunderwave (Discard any card)

Push 3 targets back 1 zone.

Teleport (Discard any pair)

Move to any zone, or move any other character to your zone.

Fireball (Discard any 3-card straight)

Deal 1 damage (range 2) to 5 targets in the same zone.

(Cards matching your character may be used as any value)



COMMANDER

HP: 4 Armour: 1

Actions

Move: Move to an adjacent zone.

Attack: Deal 1 damage (melee).

Draw a Card

Special Actions

Power Attack (Discard any card)

Deal 2 damage (melee)

Total Defense (Discard any card)

Armour +2 until start of next turn.

Heroic Leap (Discard any pair)

Move to an adjacent zone. Deal 2 damage (melee).

Cleave (Discard any 3-card straight)

Deal 2 damage (melee) to 2 targets.

(Cards matching your character may be used as any value)



RANGER

HP: 3 Armour: 0

Actions

Move: Move to an adjacent zone.

Attack: Deal 1 damage (melee).

Draw a Card

Special Actions

Power Shot (Discard any card)

Deal 2 damage (range 1) to 1 target.

Summon Wolf (Discard any card)

Summon a wolf in your zone.

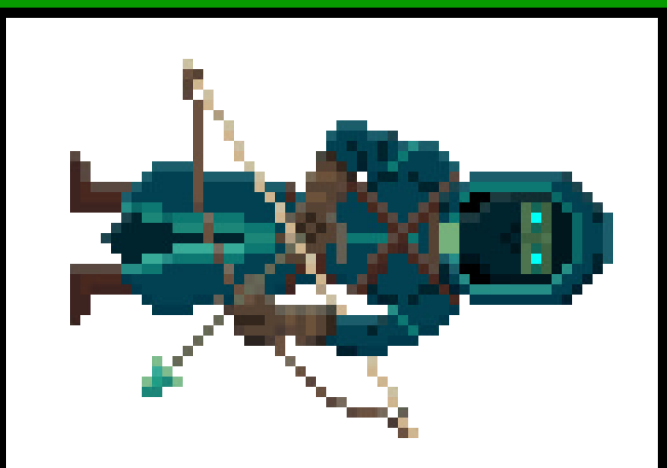
Set Trap (Discard any pair)

Lay a trap in your zone.

Twin Strike (Discard any 3-card straight)

Deal 2 damage (range 2) to 2 targets.

(Cards matching your character may be used as any value)



BUILDER

HP: 3 Armour: 0

Actions

Move: Move to an adjacent zone.

Attack: Deal 1 damage (melee).

Draw a Card

Special Actions

Grenade (Discard any card)

Deal 1 damage (range 1) to 2 targets in the same zone.

Mine (Discard any card)

Lay mine in your current zone.

Barricade (Discard any pair)

Re-build a wall segment in an empty wall segment adjacent to you.

Collapse Wall (Discard any 3-card straight)

Destroy a wall adjacent to you. Deal 6 damage (divided as you choose) to enemies on the far side of the wall.

(Cards matching your character may be used as any value)



