
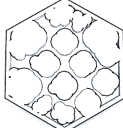

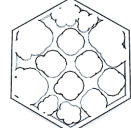

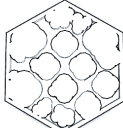

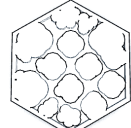






IRONWOOD STALKER		COST:	10
	OFF	DEF	TYPE: Troll/Wolf/Scout
MEL	2	2	<i>These vargr are born with the traits of lesser beasts and, as such, form the vanguard of the Ironwood war host</i> 
BAL	1	2	
ARC	0	1	
WOODLAND INFILTRATOR		TERRAIN	
You may summon an Ironwood Stalker directly into any open Forest tile			
RECRUIT		3	

FOREST TROLL		COST:	17
	OFF	DEF	TYPE: Troll
MEL	3	3	<i>Lumbering through the ancient growth, this angry brute is older than the forest itself</i> 
BAL	0	3	
ARC	1	3	
OAKENHIDE		TERRAIN	
During assaults, the Forest Troll may re-roll all of their DEF dice once before situational re-rolls			
RECRUIT		5	

IRONWOOD WARRIOR		COST:	11
	OFF	DEF	TYPE: Troll/Wolf/Raider
MEL	3	3	<i>These troll-born warriors are the right hand of the trolls of the Ironwood, pillaging the settlements close to the forest</i> 
BAL	0	2	
ARC	0	1	
BESTIAL FURY		TERRAIN	
When assaulting with an Ironwood Warrior , you may re-roll all of their OFF dice once before situational re-rolls			
RECRUIT		4	

IRONWOOD FIRSTBORN		COST:	14
	OFF	DEF	TYPE: Troll/Wolf/Mage
MEL	2	2	<i>Favored among the vargr, these special few are born with a ken for magic and the secret ways of the Ironwood</i> 
BAL	0	2	
ARC	2	1	
FOREST STRIDER		TERRAIN	
The Ironwood Firstborn may move or close assault into any Forest tile			
RECRUIT		4	

BOG DRAUGR		COST:	13
	OFF	DEF	TYPE: Human/Undead
MEL	1	3	<i>Legends tell that those who wander into the Ironwood bogs rarely return, and those that do are cursed and driven mad</i> 
BAL	0	3	
ARC	0	2	
BLACKWATER CURSE		TERRAIN	
Whenever a Bog Draugr would be defeated by anything but an ARC assault roll a die and, on a 4+ they are not defeated and may either be returned to reserves or placed into an open Swamp tile			
RECRUIT		4	

TROLLWIFE		COST:	19
	OFF	DEF	TYPE: Troll/Mage
MEL	2	3	<i>Ancient as they are evil, the these bog-born hags birth the great wolven vargr in the hope of the day that mighty Fenrir will arrive</i> 
BAL	0	3	
ARC	2	3	
WOLFSPAWN		TERRAIN	
Whenever the Trollwife defeats an enemy during an ARC assault, you may return an allied Wolf from enemy captures and place them in any open Forest tile			
RECRUIT		5	


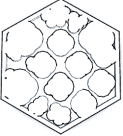




POCKET-TACTICS
Brood of the Ironwood

To the east, my son, there lies a vast, dark forest. Therein, the trollwives breed monstrous wolves, called Vargr by some who know better. It is foretold that one day, the greatest of these wolves will take to the sky and swallow the moon. It is an accursed place, filled with all the horrors of the night. Do not tread there.

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- Ironwood Stalker x3
- Ironwood Warrior x2
- Bog Draugr x3
- Forest Troll x1
- Ironwood Firstborn x1
- Trollwife x1
- Troll Den x1
- Forest Tile x7
- Swamp Tile x3

TROLL DEN			COST:	9
OFF	DEF	TYPE:	Fortification	
MEL	0	3	<i>Deep in the heart of the Ironwood, the giant stone houses of the trollwives shield their vargr litters from danger</i> 	
BAL	0	3		
ARC	0	3		
				TERRAIN
The Troll Den counts as a base tile and, when summoning Trolls, they may be summoned up to two tiles away				
				BUILD
				 x2  x5