
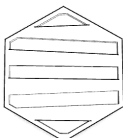

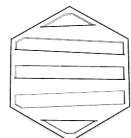

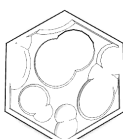

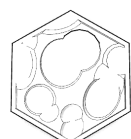

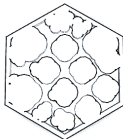



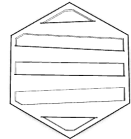
MIDGARD SPEARMAN		COST:	12
OFF	DEF	TYPE:	Human/Soldier
MEL	2	2	<i>Conscripted from the outlying villages, these brave men take up arms in the name of the Jarl</i> 
BAL	1	3	
ARC	0	2	
MARCH		TERRAIN	
Whenever a Midgard Spearman is activated to move, any allied units with this ability adjacent at the time the move is initiated may perform a free move action			
		<b>RECRUIT</b>	
		3	

HUSCARL		COST:	14
OFF	DEF	TYPE:	Human/Soldier
MEL	3	3	<i>Charged with protecting the Jarl and those in his holdings, these elite warriors will give their lives for the realm</i> 
BAL	0	3	
ARC	0	2	
GUARDIAN		TERRAIN	
Whenever an allied unit adjacent to a Huscarl would be assaulted, you may choose to swap their positions before initial rolls are made			
		<b>RECRUIT</b>	
		5	

MIDGARD ARCHER		COST:	12
OFF	DEF	TYPE:	Human/Soldier
MEL	1	2	<i>These specialists, conscripted mostly from hunters, know the beasts of the forest well</i> 
BAL	2	2	
ARC	0	2	
VOLLEY		TERRAIN	
A Midgard Archer may make BAL assaults against targets up to two tiles away			
		<b>RECRUIT</b>	
		4	

VALA		COST:	15
OFF	DEF	TYPE:	Human/Mage
MEL	1	1	<i>One of the Volur, this seeress stands watch over the Jarl's battles with distaff in hand, weaving spells of aid</i> 
BAL	0	1	
ARC	3	3	
BATTLE WEAVER		TERRAIN	
If the Vala is within a straight line of an assault, she may choose one die on a single side and re-roll it before situational re-rolls			
		<b>RECRUIT</b>	
		5	

MIDGARD SWORDSMAN		COST:	12
OFF	DEF	TYPE:	Human/Soldier
MEL	3	2	<i>Seasoned warriors, these men will defend their realm to their last breath</i> 
BAL	0	2	
ARC	0	2	
DUELIST		TERRAIN	
Provided they are in an assault with an enemy who is not benefiting from support, a Midgard Swordsman may force their opponent to re-roll a single die before situational re-rolls			
		<b>RECRUIT</b>	
		5	

JARL		COST:	14
OFF	DEF	TYPE:	Human/Noble
MEL	2	3	<i>Lord of his domain, the Jarl was once a mighty warrior himself and, in times of strife, will gladly take up his blade</i> 
BAL	0	3	
ARC	0	3	
RETINUE		TERRAIN	
In place of moving the Jarl, you may summon a single Soldier from reserves into an adjacent, open tile			
		<b>RECRUIT</b>	
		4	



POCKET-TACTICS  
Men of Midgard

*Of all the nine worlds, split as they were from great Ymir's corpse, only Midgard belongs to the race of men. Gods may war in the heavens, and trolls and dragons stalk the lands in the east, though here the sons of Askr and the daughters of Embla are given domain, and by blade and bravery shall we keep it so.*

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- Midgard Spearman x3
- Midgard Archer x2
- Midgard Swordsman x2
- Huscarl x2
- Vala x1
- Jarl x1
- Ring Fortress x1
- Field Tile x3
- Hill Tile x3
- Forest Tile x2
- Water Tile x2

RING FORTRESS			COST:	9
OFF	DEF	TYPE:	Fortification	
MEL	0	3	Often built upon hills so they may watch over the Jarl's domain, these circular fortifications house his most loyal subjects.	
BAL	0	3		
ARC	0	2		
FORTIFIED			TERRAIN	
The Ring Fortress counts as a base tile and, when assaulted, any unit in reserves may choose to fight in its place				
			BUILD	
			x5 x3	