
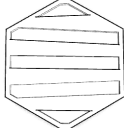

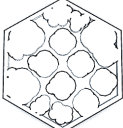

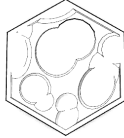

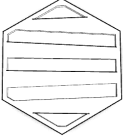

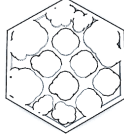



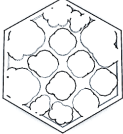
MIDGARD SPEARMAN		COST:	9
OFF	DEF	TYPE:	Human/Soldier
MEL	1	2	<i>Conscripted from the outlying villages, these brave men take up arms in the name of the Jarl</i> 
BAL	1	2	
ARC	0	1	
MARCH		TERRAIN	
<p>Whenever a <b>Midgard Spearman</b> is activated to move, any allied units with this ability adjacent at the time the move is initiated may perform a free move action</p>		 <b>FIELD</b>	



MIDGARD SWORDSMAN		COST:	11
OFF	DEF	TYPE:	Human/Soldier
MEL	2	2	<i>Seasoned warriors, these men will defend their realm to their last breath</i> 
BAL	0	2	
ARC	0	2	
DUELIST		TERRAIN	
<p>Provided they are in an assault with an enemy who is not benefiting from support, a <b>Midgard Swordsman</b> may force their opponent to re-roll a single die before situational re-rolls</p>		 <b>FOREST</b>	



MIDGARD ARCHER		COST:	8
OFF	DEF	TYPE:	Human/Soldier
MEL	1	1	<i>These specialists, conscripted mostly from hunters, know the beasts of the forest well</i> 
BAL	1	1	
ARC	0	1	
VOLLEY		TERRAIN	
<p>A <b>Midgard Archer</b> may make <b>BAL</b> assaults against targets up to two tiles away</p>		 <b>HILL</b>	

VALA		COST:	16
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	
<p>If the <b>Vala</b> 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</p>		 <b>FIELD</b>	

TROLLSPAWN WARRIOR		COST:	9
OFF	DEF	TYPE:	Troll/Barbarian
MEL	2	2	<i>Born to the endless forest, the savage trollspawn swing thick wooden clubs too heavy for men to wield</i> 
BAL	0	2	
ARC	0	1	
WOODLAND INFILTRATOR		TERRAIN	
You may summon a <b>Trollspawn Warrior</b> directly into any open Forest tile			
		FOREST	

TROLLWIFE		COST:	10
OFF	DEF	TYPE:	Troll/Mage
MEL	0	1	<i>Weaving spells of transformation, these vile troll-women breed hordes of troll-blooded warriors</i> 
BAL	0	1	
ARC	1	3	
TROLLBROOD		TERRAIN	
Whenever a <b>Trollwife</b> defeats an enemy during an <b>ARC</b> assault, you may return an allied <b>Troll</b> from enemy captures and place them in any open Forest tile			
		FOREST	

TROLLSPAWN LOBBER		COST:	10
OFF	DEF	TYPE:	Troll/Barbarian
MEL	1	2	<i>Striking from the rocky hills, the half-blooded trollspawn hurl boulders to crush their enemies' skulls</i> 
BAL	2	2	
ARC	0	1	
STONEHIDE		TERRAIN	
During assaults, a <b>Trollspawn Lobber</b> may re-roll all of their DEF dice once before situational re-rolls			
		HILL	

HILL TROLL		COST:	13
OFF	DEF	TYPE:	Troll/Barbarian
MEL	3	3	<i>Oafish and slow, these powerful brutes live for battle and the breaking of bones</i> 
BAL	0	3	
ARC	0	2	
HILLSTRIDE		TERRAIN	
The <b>Hill Troll</b> may move or close assault into any Forest tile			
		HILL	