

4 **1**
BONE TROLL
A tenebrous breed of troll that subsists on the bones of its prey.
 Death | Troll 



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2 **3**
BLOOD SCOUT
The ravenous preys opportunistically, often striking victims while they sleep.
 Death | Chiptera 



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12 **1**
BEAR
The bears of Hyrule are hostile to all but their courageous handlers.
 Order | Beast 



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1
BACKSTABBER
Backstabbers excel at ambushing and assassinating their victims.
 Death | Chiptera 



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4 **3**
AXEMAN OF CYTTAN
It is said that a Cyttan axe can fell a tree in a single stroke.
 Chaos | Cyttan 




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 **3**
BRASS SENTINEL
An enchanted brass statue bearing a hammer of crushing weight.
 Order | Construct 



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2 **3** **12**
ALMBORG SPEARMAN
In the line of defence, the spearman strikes first.
 Order | Almborg 



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24
AHTOLIM GUARD
Its tendrils allow the Antolim to smother otherwise threatening opponents.
 Life | Trychfil 



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4 **3**
ADARIAN OGRE
Those spared the ogre's wrath, must instead pay tribute.
 Chaos | Ogre 



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3 **3** **2**²

BRONZE DEURGAR
A soldier clad in bronze armour, forged in the burning heart of Mount Talnar.
 Order | Deurgar ●● **4**

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BROODROACH
By the time a single broodroach is discovered, it is often too late.
 Death | Trychfil **1**

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1+X **1+2x**

CANNONEER
The scarcity of gunpowder has made firearms increasingly expensive.
 Order | Mercenary ● **3**

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1 **3**

ARMADILLO
Their armoured hide and mace-like tails make for formidable warriors.
 Order | Beast **4**

PRINT AND PLAY VERSION
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3 **1**

CASKET VIPER
'Those that tread upon the casket viper, tread the trail of death.'
 Order | Anole **1**

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CORPSE CART
Wagons of the dead can be found strewn throughout the provinces of Holmir.
 Death | Construct **0**

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1 **7**

CYTTAN CROSSBOW
Affording less skill to shoot, even a Cytan can land with precision.
 Chaos | Cytan ● **3**

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2 **3** **1**

DEURGAR AXEMAN
'Axes quenched in giant's blood, The mountain roars as foes fall!'
 Order | Deurgar ● **4**

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1 **3** **2**

DEURGAR GUARD
Only the hardiest endure the harsh winters of Rolstag.
 Order | Deurgar ● **4**

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2x **1+2x**
DEUGAR GUNNER
The flammable rock 'folsite' makes a potent ignition for Deugar firearms.
 Order | Deugar **4**

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1
DRACO LIZARD
Draco lizards are highly mobile flyers that evade arrowfire whilst airborne.
 Life | Anole **1**

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2 **7**
ELFEN ARCHER
Those that disturb the forest of Forden do so at their peril.
 Life | Elf **2**

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1
CHACCO LIZARD
Scavengers commonplace throughout the province of Adar.
 Life | Anole **1**

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4 **1**
EMBRYON
Mysterious constructs, an fusion of clay, stone and skin.
 Death | Construct **5**

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1 **3** **1**
EOTEN RAIDER
The solitary and long-lived eoten roam the sierras of Esgar.
 Chaos | Eoten **5**

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4 **3** **12**
EXECUTIONER
Once lawful, now driven mad with an insatiable bloodlust
 Death | Mercenary **3**

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1 **1**
FILCHLING
'Gold and gullet! Taken without a trace.'
 Order | Pixie **1**

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2² **1**
FOGROD
'Gold! Meat! Let the drums beat!'
 Fogrod Chant
 Chaos | Mercenary **5**

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5 3
GIANT OF ROLSTAG
Said to have once hewn the gaping ravines that span the isle of Rolstag.
 Order | Giant ●●● **12**

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3 1
GRAW CRUSHER
These hulking brutes wreak havoc through enemy lines.
 Life | Graw Beast ● **6**

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2 1 **1**
GRAW SMASHER
Lumbering forward, the ground heaves as boulders break underfoot.
 Life | Graw Beast ● **6**

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2 5
ELFEN SCOUT
An elf's senses are much keener than a man's. They make excellent Scouts.
 Life | Elf ● **2**

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5

5 **5**
GREAT TORTOISE
Dormant for centuries, the tortoise is often mistaken for a hill or bolder.
 Life | Anole ● **8**

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2² 1 **1**
GREATER MAN EATER
Many an unwary traveller has fallen to these bloodthirsty predators.
 Chaos | Corsog ●●● **7**

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2 5
HIDIAN ARBALEST
A single bolt can penetrate the thickest of armour.
 Chaos | Hidian ● **3**

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1 5 **1**
HIDIAN ARCHER
'An arrow loosed, flown out of sight. When target falls, I find its flight.'
 Chaos | Hidian ● **3**

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1 3 **1**
HIDIAN RECRUIT
Recruits draton from the Hidian foothills must learn to fight or die.
 Chaos | Hidian ● **2**

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12 3 12

HIDIAN SWORDSMAN
'In times gone by, And ages past, A wandering sword, We built to last.'
 Chaos | Hidian

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12 1 1

HOLHOT RAIDER
Young bogs are confined to pens where they must ruthlessly vie for food.
 Chaos | Holhot

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3 3 4

HORNED KOLGORIAN
These horned brutes have an inhuman resistance to pain.
 Life | Kolgorian

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2 3² 3

MANTLET
The mantlet provides a sturdy bulwark against oncoming attacks.
 Order | Almborg

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1 1 1

HUNTING CAT
These wily hunters strike their prey at a moment's notice.
 Order | Beast

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1 1 6

HURNOS
These onory beasts can charge at the slightest threat.
 Chaos | Beast

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3 3 3

IRON SENTINEL
An enchanted spirit bound to heavy iron plate.
 Death | Construct

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12 5 3

KNIFE THROWER
'Lean against the tree and hold still.'
 Apprentice knife thrower
 Chaos | Hidian

PRINT AND PLAY VERSION
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12 1 6

MAN EATER
These ravenous predators stalk the Drangian Wastes.
 Chaos | Corsog

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1 **MERCENARY CORPSE**
"What need have the dead for gold?"
The Pirates of Galna
 Death | Undead **3**



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1 **MEYRELIAN GECKO**
Its three heads allow the meyrelian gecko to relentlessly strike cornered prey.
 Life | Anole **3**



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1 **NOST HOG**
The tusks of a nost hog are used to plough through dry ground.
 Chaos | Beast **4**



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2 **RAVISHER**
In taming a ravisher, many have lost their lives.
 Order | Almborg **4**



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 HIGH FELL GAMES 2019 ALPHA **3**

2 **PAPIAN RAIDER**
Papians are aggressive, territorial and partial to drink.
 Life | Papian **3**



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1 **PAPIAN SOLDIER**
Papian soldiers scavenge their weapons from the ruined barracks of Balkmar.
 Life | Papian **3**



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2 **PAVISSE PIKEMAN**
The pavisse of the Pikemen of Almborg together form an impentable wall.
 Order | Almborg **3**



PRINT AND PLAY VERSION
 HIGH FELL GAMES 2019 ALPHA **2**

3 **PAYMASTER**
"What, prey tell, is the cost of loyalty?"
 Order | Mercenary **3**



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2 **PENNANT OF DEATH**
"Draw forth denizens of the dead! Rise like hungering worms!"
 Death | Undead **3**



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3

3

SKELETAL GUARD
Skeletal guards reanimate when intruders approach their master's tomb.
 Death | Undead

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♥-X

3

SKELETAL SENTINEL
Skeletal sentinels are created from the bones of various fallen creatures.
 Death | Construct

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1

3

SKELETAL SOLDIER
Once arisen from the dead, a skeleton forever heeds the summons of its master.
 Death | Undead

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12

3

VANGUARD
The vanguards of Mokru are silent but deadly assassins.
 Order | Mercenary

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2

6

SNIGILL
The gellatinous snigill has remarkable powers of healing.
 Life | Trychfil

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12

1

STONE SENTINEL
The hide of this sentinel hardens under stress.
 Life | Construct

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• = ♠ or •

12

THE BLACK BANNER
These torturers and executioners now bear only the grim cry of death.
 Death | Undead

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1

7

TORCHER
'A blaze that chases shadows, A smoke that shrouds the light!'
 Order | Scratching

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12+2x

1

NEREID
The ever changing nereids sprout branch-like limbs when threatened.
 Life | Silvam

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1³ 5
UKARI BLOWPIPE
A skilled piper can fire a hail of darts in an instant.
 Life | Ukari 2

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3 5
UKARI FIREPOT
With a single shot, the victim's head bursts open like a grape.
 Life | Ukari 2

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2 3
VAPORIAN LIZARD
The lizard emits a jet of noxious gas that burns, blinds and disables its prey.
 Chaos | Anole 4

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2²
PACK COW
The hardy cattle of Solden are renowned for their size and resilience.
 Order | Beast 8

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1² 1 3
WAR TORTOISE
A fierce kind of tortoise, cast adrift from the remote Isles of Drangar.
 Life | Anole 4

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2 1
WARTHOG
Warthogs are emboldened with drink before a fight.
 Life | Beast 3

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5
WIGHT ARCHER
A wight is imbued with the strength of a soul desperately bound to life.
 Death | Undead 3

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3
WIGHT WARRIOR
Many will simply flee in the face of these reanimated soldiers.
 Death | Undead 3

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BASIC RULES REFERENCE

Deck
x 10 cards

Your Hand
x 3 cards

Treasury
x 3 gold

Battleground

Your Deployment Zone

Boneyard

start turn

ACTION PHASE either:
move · attack · reform · retreat · special ability

DEPLOYMENT PHASE
draw a card · pay gold cost · deploy

end turn

BASIC RULES REFERENCE

- Attack value is deducted permanently from the target character's health value.
- If a character's health value is reduced to 0 or below the character is slain.
- Defence value is deducted from the offending character's attack value. Flanking attacks negate defence.
- Multiplier values denote the number of repeated consecutive attacks or defences made per turn.
- Range value determines the number of tiles directly in front of the character, plus one tile directly to its left and right, that may be targeted.
- If a character has a gold cost, that gold must be deducted from your treasury and placed on the card during deployment phase.
- Characters may move one tile forward, left, right or back.
- Characters may reform, turning their range 180°

SPECIAL RULES REFERENCE

- HEAL:** restore target health value
- STEAL:** add living or slain enemy target gold to your treasury
- BRIBE:** pay target gold cost to control target for the rest of the game except current action phase
- SPRAY ATTACK:** indiscriminately attack all characters within range except those left and right
- REAR RANGE:** target directly behind and left and right
- FLYING:** move onto any tile unoccupied by a living character
- CORPSE COST:** must be deployed onto a slain character
- SACRIFICE COST:** must discard a character from your hand into your boneyard
- X GOLD COST:** may pay any gold: values that equal x, equal gold paid

SPECIAL RULES REFERENCE

- INFILTRATE:** may be deployed onto opponent deployment zone
- REDEPLOY:** return to owner's hand if slain and moved or deployed onto
- AURA:** condition applies to all characters you control
- CHARGE:** perform one action when deployed
- X HEALTH VALUE:** equals current health value

Special Movement / Aura

CHARACTER NAME
Character Description

Alignment | Type

Special Deployment Special Cost