

CASSANDRA



-0-
WRATH

Increase the damage dealt
by an allied hero by 1 for 1 round



-2-
EXECUTION

Discard an active skill,
allied or enemy



-4-
FRENZY OF CONQUEST

Increase the damage dealt
by all fighter allied hero
by 2 for 1 round



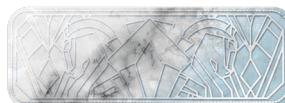
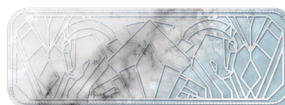
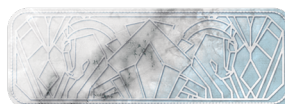
-4-
STORM

Deal 1 damage to an allied hero
to deal 3 damage to an enemy hero



-5-
LETHAL BOND

Bond 1 allied hero and 1 enemy hero
in the death until the end
of the game



NURIYAH



-1-
DIDACTY

Deal 2 damage
to an enemy hero



-2-
GREAT ESCAPE

Add a Destrier token on an allied hero,
allowing the hero to avoid
the enemy attack of his choice



-2-
CAVALCADE

Add a Destrier token on the flank,
when 3 tokens are cumulated,
deal 4 damage
to all enemy heroes



-4-
EQUESTRIAN STUNT

Discard 2 cards
to an enemy hero



-5-
FURUSIYYA AL-ULWIYYA

Deal 3 damage
to all enemy heroes

NURIYAH



-1-
DIDACTY

Deal 1 damage
to an enemy hero



-2-
GREAT ESCAPE

Add a Destrier token on an allied hero,
allowing the hero to avoid
the enemy attack of his choice



-2-
CAVALCADE

Add a Destrier token on the flank,
when 3 tokens are cumulated,
deal 4 damage
to all enemy heroes



-4-
BUCKING

Deal 1 damage to herself
and freeze an enemy hero



-5-
FURUSIYYA AL-SUPLIYYA

Deal 2 damage
to all enemy heroes

Heroes Tokens

This expansion offers new active skills with no round limit. To symbolize they were cast, tokens are added to the game area. The Spirit of Light cards used to activate them are discarded, and the tokens are destructible by an attack. Tokens are not considered active skills, so they can not be canceled or moved.

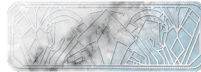
Heroes Skills

Nuriyah

Destrier tokens

Each Destrier token has only 1 health point, so you do not need to use a 1-point health token. Destrier tokens are not heroes, they do not receive skills like other heroes (so they can not be frozen or protected).

Destrier tokens are not active skills, so they can not be canceled or moved. They are not hit during an attack that deals damage to all enemy heroes, so you have to target them specifically to reach them.



Great Escape

Place a Destrier token on the back of the allied Hero's card. During an enemy attack, the hero with a Destrier token can use it to avoid the attack. The hero retains the token until it is used, so there is no token conservation limit.

Once used, the token is discarded, and can be used again by Nuriyah during the game.

The hero can not discard a Destrier token.

Cavalcade

Add 1 Destrier token next to the game area, when 3 tokens are cumulated, Horses attack and deal 4 damage to all enemy heroes. Once used, the tokens are discarded, and can be used again by Nuriyah during the game.



Bucking

Deals 1 damage and freeze an enemy hero.

Nuriyah can die by damaging herself, if she dies during her turn, she must wait for her next turn before using her Spectral version.

Spectral Nuriyah



Once dead, Nuriyah uses her Spectral card (black background) during her turn, which makes her immortal and play throughout the game. The skills of the Spectral Nuriyah card are different from her living version.

When she dies, Nuriyah keeps her Spirit of Light cards, however **she will only draw one card at the beginning of her turn**. In this version, she is considered dead, if the rest of her allies die, the battalion loses the game.

Once dead, Nuriyah can continue to add Destrier tokens, previously placed tokens are kept.

Active skills on the living version of Nuriyah, are preserved at her death.

The Spectral version of Nuriyah does not have health point.

It is possible to resurrect Nuriyah, in this case she takes back her living hero card (white background) and keeps her Spirit of Light cards. She can draw 2 cards again at the beginning of her turn.



Cassandra

Lethal Bond



Bond 1 allied hero and 1 enemy hero in the death, until the end of the game.

Place 1 token on the allied hero and the second on the enemy hero. They can not be destroyed. This skill can only be used once during the game.

When one of the two heroes dies, the second one will die at the beginning of his next turn. If one of the 2 heroes is resurrected, the second will be resurrected at the beginning of his next turn with the same number of health points as the bonded hero.

The Lethal Bond can not be avoided by a skill, however, if the second hero is invincible at the beginning of his turn, he will not suffer the damage and shift his death to the next turn.