



### ***RoundHouse***



Any Hero with a two-handed sword or axe may strike all adjacent enemies with a single attack. Roll the weapon's normal combat dice and apply the results to all enemies in adjacent squares.

### ***Parry & Riposte***



You are able to completely parry an attack without taking any damage, and immediately follow up with a return attack. The opponent defends against your attack with a one less combat die.

### ***Mighty Blow***



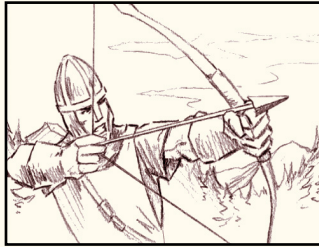
You summon up a hidden reserve of strength and will for a concentrated attack! After rolling your combat dice multiply by 2 the final die roll results, and apply that result against your opponent.

### ***Dodge & Trip***



You successfully sidestep a single opponent's attack and take no damage. Furthermore, as he rushes by you trip him, causing him to fall heavily to the ground. That opponent loses his next turn.

### ***Careful Aim***



You take careful aim to hit your opponent with a well-placed shot with an arrow, throwing knife, or any other type of missile weapon.

After rolling your combat dice multiply by 2 the final die roll results and apply that result against your opponent.

### ***Heroic Charge***



Your opponent quavers at your mighty war cry as you charge him! You attack with 2 extra combat dice and your opponent defends with one less.

### ***Slip***



Your path is blocked by one or more opponents. You may successfully slip through them unharmed as long as there is at least one empty square behind them.

### ***Heroic Sacrifice***



You take the blow intended for another member in your party! You must be adjacent to the left or right of your comrade to perform this feat.

### ***Disarm & Capture***



You need a prisoner for information! If you roll enough combat dice to kill an opponent, that opponent is disarmed and captured instead.



### ***Mob Rush***



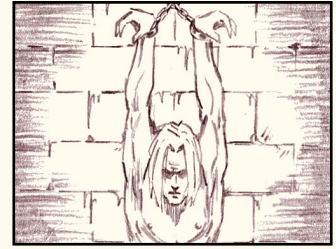
2 or more Monsters adjacent to any Hero may combine their die roll attacks into a single large attack.

### ***Harass***



A favorite tactic of Goblins! Any one Goblin may make its full movement, attack a Hero, and run away again at full movement rate. The Hero may not defend during the attack.

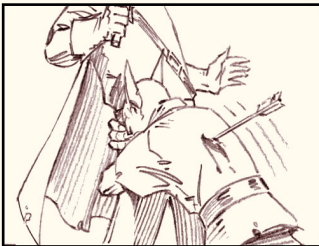
### ***Captured!***



The Chaos Master wants a Hero for a prisoner!

Any 2 or more Monsters adjacent to any Hero may combine their die roll attacks into a single large attack. If they successfully beat the Hero's Defense die roll by at least two points, that Hero is disarmed and captured!

### ***Death Grip***



Any Monster that is adjacent to a Hero after being killed will fall on that Hero and cling to him or her. That Hero loses his or her next turn as a result.

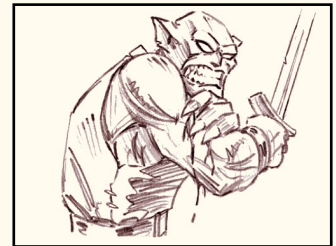
### ***Back From the Dead***



Just when you thought you had successfully dispatch your opponent, he jumps up from the ground and attacks you!

That opponent is given back one hit point and will fight until he or any and all Heroes are killed.

### ***Wounded Frenzy***



A Hero's attack has merely angered a Monster by wounding it!

Any one Monster under a Hero's attack suffers no damage and may immediately counterattack during the Hero's current turn, with two extra combat dice. The Hero may defend normally.

### ***Snatch!***

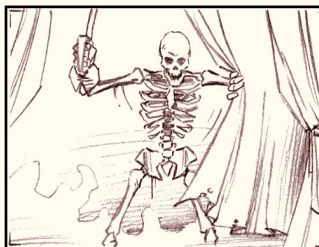


Any Goblin may run up to its full movement rate up to a hero, steal one type of item, and run away again at full movement rate.

The item stolen is determined by the following red die roll:

- 1-2 Any one Potion
- 3-4 All Gems
- 5-6 All Gold

### ***Ambush!***



One Monster appears suddenly out of nowhere to attack a Hero!

That Hero cannot roll any defense dice against the first attack by the ambushing Monster.

### ***Thick Skull***



Any successful attack by a Hero against a Monster fails due to the tough nature of the Monster.





### ***Footwork***



Your swift movement makes you difficult to strike.

You may roll two extra defense dice until the end of the turn.

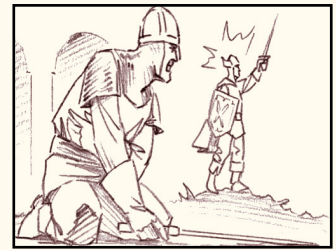
### ***Rallying Cry***



Your rallying cries inspires your comrades to victory!

From now until the end of the turn each Hero may roll one extra attack and defense dice.

### ***Charisma***



Drawing inspiration from you, one henchman instantly recovers from one wound that would otherwise have killed him.

Play this card to ignore one wound that would otherwise kill a henchman under your control.

### ***Feint***



A sudden, unexpected move puts you at an advantage!

You may reroll one set of dice, either attack, defense or movement.

### ***Luck***



Fortune smiles upon you!

You may use this card to automatically cancel the effect of one combat card played by the Evil Wizard player.

### ***Berserker Fury***



Launching into a berserker fury you hurl yourself into the fray!

From now until the end of turn you may trade any number of defense dice to roll any equal number of attack dice.

These dice may be distributed amongst any creatures adjacent to you as you see fit.

### ***Keen Hearing***



Listening cautiously at the door, you are able to discern precisely how many monsters are in the next room. The Evil Wizard player must tell you how many and what type of monsters that occupy the next room you enter. You may only use this ability when you are adjacent to a closed door.

### ***Hidden Reserves***



Drawing on hidden reserves of endurance, you shrug off wounds that might kill lesser men.

Play this card to immediately heal two body points of damage.

### ***Alertness***



Your perception is second-to-none.

You may use this card to automatically ignore one Trap, Ambush, Wandering Monster card, or Event.



### ***Cover***



Your intimate knowledge of the dungeon allows you to slip into nooks and crannies and avoid missile fire. All missiles fired by the Heroes this turn automatically miss.

### ***Dark Omen***



The powers of Chaos conspire to disrupt your opponents!

You may use this card to automatically cancel the effect of one combat card played by one Hero.

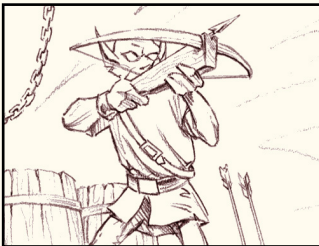
### ***Tail Strike!***



In addition to your regular attack, your Fimir use their tails as maces.

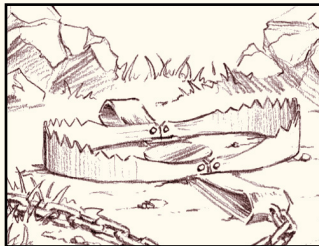
Each Fimir you control may make an additional two dice attack this turn.

### ***Goblin Crossbowman***



One of your goblins is armed with a crossbow and can shoot a three dice missile attack each turn until defeated. The crossbow is of such shoddy quality that it may not be used or sold by the Heroes.

### ***Trap!***



You cronies have set up a trap and one of the Heroes stumbles into it! Roll one combat dice, if the result is a skull, one Hero or henchman of your choice automatically suffers one wound.

### ***Dark Glory***



Evil power emulates from the undead under your control!

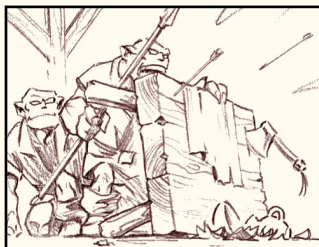
From now until the end of the turn, all undead defend with skulls instead of black shields.

### ***Overwhelming Fear***



One of your minions lets out a primal scream that terrorizes all that hear it! Choose one Monster. Until the end of the turn, to attack that Monster a Hero must roll equal to or less than their mind points on one dice, or be the recipient of a Courage spell.

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