Play as an action for the chosen MONSTER unit.
If the chosen unit attacks alone and damages an adjacent enemy unit this activation, heal one point of health to the chosen unit for every point of damage dealt to the target by this attack.
Play as an action for the chosen MONSTER unit.
You may move the chosen unit up to 8 hexes with a move action on this activation, as long as it ends its move on a hex adjacent to a damaged enemy unit.
Play when the chosen unit has an activation token.
You may activate the chosen unit a second time with an activation token of the same rank.
**Frenzied Charge**

*Play before the chosen unit rolls its attack dice.*

You may move the chosen unit one hex closer to the target.
NECRO-MUSCLES

Play as an action for the chosen unit.

If the chosen unit attacks alone against an adjacent enemy unit this activation, double the number of ♦ symbols rolled on red (light melee) and yellow (heavy melee) dice for that attack.
Play as an action for the chosen unit.

Choose an adjacent friendly unit. Spend a Bronze order to heal that unit up to 2 points of health.
Play when you activate the chosen unit.

The chosen unit gains an additional action from this activation.
Play as 2 actions for the chosen unit.

Choose any empty hex within the chosen unit’s LOS. Then, roll 1 yellow (heavy melee) die, damaging any unit adjacent to the chosen hex once for each blast rolled. This damage can be absorbed by armor, but not by cover.
REINFORCED WALLS

Play after the chosen unit is attacked if it is standing adjacent to a wall.
For the duration of this attack, the chosen unit gains armor 1.
Play as an action for the chosen CAVALRY unit.

The chosen unit can make two attacks, against two different enemy targets, this activation. One of the targets must be adjacent to the chosen unit.
Play as an action for the chosen unit.

Until the end of your opponent’s next turn, enemy units within LOS of the chosen unit suffer a -2 Penalty to all Accuracy rolls.
CURED BY FAITH

Play as an action for the chosen unit.

Choose an adjacent friendly unit. Heal that unit 1 point of health.
Play after the chosen unit is destroyed.

Roll 1 green (light ranged) die. If a ✴ is rolled, place the unit on any empty hex in your deployment zone, with 1 point of health.
Play before the chosen unit rolls its attack dice.

This attack gains ø.
**SEEK AND DESTROY**

_Play as 2 actions for the chosen ASSASSIN unit._

Place a dark WILD token on the chosen unit and on any one un-activated enemy unit within LOS of the chosen unit. At the end of your opponent’s next turn, the chosen unit can take 4 free attacks against the enemy unit if it is still in LOS.

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Play as an action for the chosen unit.

Choose an un-activated enemy unit within LOS of the chosen unit. Your opponent must activate that unit on his next turn.
Play when the chosen unit attacks an enemy unit that is stationed on a Victory Zone.

This attack gains an additional blue (heavy melee) die and 1 ⚔.
Play as 3 actions for the chosen unit.

Place the chosen figure on any empty hex within its LOS. Then, take 1 free attack action against any adjacent enemy figure. Then, roll 1 green (light melee) die. If a ⚫ is scored, you may place the chosen figure on any empty hex in your deployment zone.
Field Specialist

Play when you activate the chosen unit.

Reduce the cost of any “Action” ability triggered during this activation by 1.
Play as an action for the chosen **RANGER** unit.

Place a light WILD token on the chosen unit. At the end of the round, before order tokens are removed, the chosen unit can take 1 free action. Remove the WILD token at that time.
**SURGICAL STRIKE**

*Play as an action for the chosen unit.*

Choose an enemy figure still in its controller’s deployment zone. Roll 1 green die, ignoring accuracy and LOS, against that unit. Any damage rolled is dealt to the target, and cannot be absorbed by armor or cover.
Play when you activate the chosen unit.

For the duration of this activation, the chosen unit gains Infiltrate.
Play as an action for the chosen unit when it is adjacent to an enemy unit.
If the adjacent enemy unit is completely surrounded by $ units you control and/or walls, destroy that unit.
EVIL FOG

Play as an action for the chosen unit.

Place a dark WILD token on the map on any hex within the chosen unit’s LOS. Until the end of the round, that hex is considered to be covering and hindering terrain. Remove the WILD token at the end of the round.
GHOST WALK

Play after the chosen unit has completed a move action.

The chosen unit may be moved an additional 2 hexes in any direction, ignoring the effects of walls and hindering terrain. Guard attacks cannot be made against the chosen figure while it is using this effect. It must end its move in an unoccupied hex.
Play as three actions when the chosen unit is holding a Victory Zone.

Remove that Victory Zone from the map. Then, place this card with your destroyed enemy figures, where it counts as 1 Victory Point for you.
Swayed by the Dark

Play any time the chosen unit does not have an order token assigned.

The chosen unit gains the **HERETIC** trait until the end of your next turn.
TOXIC CLOUD

Place as an action for the chosen unit.
Place a dark WILD token on any enemy unit within LOS of the chosen unit. That enemy unit is dealt 1 point of Armor Piercing damage at the start of every round.
Play after the chosen unit has been left on guard at the end of a round.
If no opponent is holding the Command Tower Victory Zone, you become the first player. No other player can play the Advance Scout command card this round.
Anti-Targeting Maneuvers

Play when the chosen unit is declared as the target of a combined attack.

The chosen unit gains Dodge 6 against each of the supporting attacks, and Dodge 1 against the lead attack.
Play as three actions when the chosen unit is holding a Victory Zone.

Remove that Victory Zone from the map, and replace it with a different Victory Zone that is not currently in play.
Play as 3 actions for the chosen unit.

Roll 2 green (light ranged) dice. Each ⚡ rolled deals 1 point of Armor Piercing damage to every unit with the Armor keyword within LOS of the chosen unit.
Play when the chosen unit is attacked.

Spend any number of Bronze order tokens. For each order token spent, the chosen unit gains Armor 1 for the duration of this attack.
Climb Walls

Play as an action for the chosen unit.

Until the end of this activation, the chosen unit can move over walls if it is a single-based unit.
Play as an action for the chosen unit when it is holding a Victory Zone.

Place the chosen unit on any unoccupied Victory Zone on the map.
FEAR OF THE DARK

*Play as an action for the chosen unit.*

On each opponent’s next turn, only Gold units can be activated. If no Gold units are available for activation, skip the remainder of that player’s turn.
Fear of the Faith

Play as an action for the chosen unit.
On each opponent’s next turn, only Gold units can be activated. If no Gold units are available for activation, skip the remainder of that player’s turn.
Play after one of your units has been damaged by an attack.
Place the damaged unit on any empty space in your deployment zone.
Play when the chosen unit takes a move action.

Place a light WILD token on the hex from which the unit begins its move. At the end of the activation, return the chosen unit to that hex.
FORCED MARCH

Play as an action for the chosen INFANTRY unit. The chosen unit can take an additional move action this activation.
LITANY OF JUSTICE

Play as an action for the chosen unit.

Place a light WILD token on the chosen unit. Until the end of the round, any enemy unit attacking the chosen unit rolls 1 green (light ranged) attack die instead of its regular dice.
Quickdraw

Play when the chosen unit is chosen as the target of an attack.

The chosen unit can take a free attack action against the enemy unit leading the attack before the enemy’s attack is made.
Play as 2 actions for the chosen unit after it has taken a move action.
You may activate any number of units with the icon this turn, but they may only take move actions.
Play when the chosen unit could make a guard attack, but does not have a guard order.

The chosen unit may make a guard attack against the active enemy unit. After the attack, you may place the chosen unit on guard with an order from your order pool.