



**THESE UNITS IGNORE  
TERRAIN/FORTIFICATION  
DEFENSES IN BATTLE.**

**1**



**THIS UNIT MAY BATTLE  
TWICE.**



**THESE UNITS MAY MOVE 1  
HEX AFTER BATTLE.**



**THESE UNITS MAY DEPLOY  
ON ANY MAP EDGE.**



**HEAL THESE UNITS  
1 FIGURE.**



**THESE UNITS CAN MOVE AN  
EXTRA HEX.**



**THESE UNITS MAY OVERRUN.**

**1**



**HEAL THIS UNIT TO FULL  
STRENGTH.**

**1**



**THESE UNITS HIT ON STARS.**