

+8/+4 **Lord Belasco** **15**

4 Warlord Character – Human Noble

True Strike (*This character's strikes may not be canceled or redirected.*)

Limited Order: Move target equal or lower level character forward or backward one rank. This move may not create an illegal rank.

+8 **3**

♦ ITA-017 Illus. Jason Engle ©2024 Kingswood Games

+3 **Church Inquisitor** **13**

2 Character – Human Knight

"The flames will feast on the unbelievers, they can hide no longer!"

+3 **2**

♦ ITA-007 Illus. Brett Stump ©2024 Kingswood Games

+3 **Church Inquisitor** **13**

2 Character – Human Knight

"The flames will feast on the unbelievers, they can hide no longer!"

+3 **2**

♦ ITA-007 Illus. Brett Stump ©2024 Kingswood Games

+2 **Ambitious Squire** **12**

1 Character – Human

Ambitious Squire gains +2 ATK and AC for each adjacent higher level **H** character.

"We shall let the meaningless shed their blood first."
–Lord Belasco

+0 **1**

♦ ITA-002 Illus. Ray Greaves ©2024 Kingswood Games

+2 **Ambitious Squire** **12**

1 Character – Human

Ambitious Squire gains +2 ATK and AC for each adjacent higher level **H** character.

"We shall let the meaningless shed their blood first."
–Lord Belasco

+0 **1**

♦ ITA-002 Illus. Ray Greaves ©2024 Kingswood Games

+2 **Ambitious Squire** **12**

1 Character – Human

Ambitious Squire gains +2 ATK and AC for each adjacent higher level **H** character.

"We shall let the meaningless shed their blood first."
–Lord Belasco

+0 **1**

♦ ITA-002 Illus. Ray Greaves ©2024 Kingswood Games

+3 **Squire Fendric** **14**

2 Character – Human

Limited Order: Spend a character in this rank: Move forward one rank. If Squire Fendric moves, he may perform a melee strike.

"My blade shall take your breath."

+2 **1**

♦ ITA-020 Illus. Malcolm McClinton ©2024 Kingswood Games

+3 **Squire Fendric** **14**

2 Character – Human

Limited Order: Spend a character in this rank: Move forward one rank. If Squire Fendric moves, he may perform a melee strike.

"My blade shall take your breath."

+2 **1**

♦ ITA-020 Illus. Malcolm McClinton ©2024 Kingswood Games

+3 **Squire Fendric** **14**



2 Character – Human

Limited Order: Spend a character in this rank: Move forward one rank. If Squire Fendric moves, he may perform a melee strike.

"My blade shall take your breath."

+2 **1**

• ITA-020 Illus. Malcolm McClinton ©2024 Kingswood Games

+2 **Squire Parthus** **10**



1 Character – Human

Spend Order: Squire Parthus performs a number of melee strikes equal to his level.

"He stumbled upon our camp in the night, hungry and searching for purpose." –Jerin Foluke

+1 **1**

• ITA-021 Illus. Britt Martin ©2024 Kingswood Games

+2 **Squire Parthus** **10**



1 Character – Human

Spend Order: Squire Parthus performs a number of melee strikes equal to his level.

"He stumbled upon our camp in the night, hungry and searching for purpose." –Jerin Foluke

+1 **1**

• ITA-021 Illus. Britt Martin ©2024 Kingswood Games

+2 **Squire Parthus** **10**



1 Character – Human

Spend Order: Squire Parthus performs a number of melee strikes equal to his level.

"He stumbled upon our camp in the night, hungry and searching for purpose." –Jerin Foluke

+1 **1**

• ITA-021 Illus. Britt Martin ©2024 Kingswood Games

+2 **Taumar the Protector** **13**



3 Character – Human

Each **♣** fighter in the rank in front of Taumar the Protector gains +2 AC and skill.

He flies through the mountain passes, searching for intruders.

+7 **1**

• ITA-023 Illus. Veronica V. Jones ©2024 Kingswood Games

+2 **Taumar the Protector** **13**



3 Character – Human

Each **♣** fighter in the rank in front of Taumar the Protector gains +2 AC and skill.

He flies through the mountain passes, searching for intruders.

+7 **1**

• ITA-023 Illus. Veronica V. Jones ©2024 Kingswood Games

+2 **Taumar the Protector** **13**



3 Character – Human

Each **♣** fighter in the rank in front of Taumar the Protector gains +2 AC and skill.

He flies through the mountain passes, searching for intruders.

+7 **1**

• ITA-023 Illus. Veronica V. Jones ©2024 Kingswood Games

I Have Your Back



1 Action

React: After another character in this rank is targeted with a strike: Redirect the strike to this character.

Safety in numbers.

1

• ITA-191 Illus. Steve Ellis ©2024 Kingswood Games

I Have Your Back



Action

React: After another character in this rank is targeted with a strike: Redirect the strike to this character.

Safety in numbers.

● ITA-191 Illus. Steve Ellis ©2024 Kingswood Games

I Have Your Back



Action

React: After another character in this rank is targeted with a strike: Redirect the strike to this character.

Safety in numbers.

● ITA-191 Illus. Steve Ellis ©2024 Kingswood Games

Blast



Action – Fire

Order: Perform a +3 ranged strike.

"SILENCE!" –Barrow

● ITA-216 Illus. Jim Pavelec ©2024 Kingswood Games

Blast



Action – Fire

Order: Perform a +3 ranged strike.

"SILENCE!" –Barrow

● ITA-216 Illus. Jim Pavelec ©2024 Kingswood Games

Blast



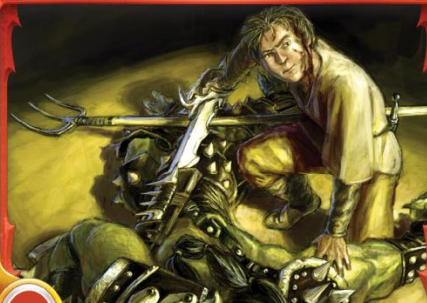
Action – Fire

Order: Perform a +3 ranged strike.

"SILENCE!" –Barrow

● ITA-216 Illus. Jim Pavelec ©2024 Kingswood Games

Leveled!



Action

React: After this character performs a strike or action that killed an opposing character of equal or higher level: This character permanently gains +1 level, +3 ATK, +3 AC, +2 skill, and +1 HP. Banish this card.

● ITA-254 Illus. Drew Baker ©2024 Kingswood Games

Leveled!



Action

React: After this character performs a strike or action that killed an opposing character of equal or higher level: This character permanently gains +1 level, +3 ATK, +3 AC, +2 skill, and +1 HP. Banish this card.

● ITA-254 Illus. Drew Baker ©2024 Kingswood Games

Leveled!



Action

React: After this character performs a strike or action that killed an opposing character of equal or higher level: This character permanently gains +1 level, +3 ATK, +3 AC, +2 skill, and +1 HP. Banish this card.

● ITA-254 Illus. Drew Baker ©2024 Kingswood Games

+2 **Eager Blade**



4 Item – Weapon Sword

If this character moved this turn, they gain advantage on melee strikes. (Roll two dice and use the better result.)

"Near as thirsty as I am!" –Doo'run

• ITA-286 Illus. Ray Greaves ©2024 Kingswood Games

+2 **Eager Blade**



4 Item – Weapon Sword

If this character moved this turn, they gain advantage on melee strikes. (Roll two dice and use the better result.)

"Near as thirsty as I am!" –Doo'run

• ITA-286 Illus. Ray Greaves ©2024 Kingswood Games

+2 **Eager Blade**



4 Item – Weapon Sword

If this character moved this turn, they gain advantage on melee strikes. (Roll two dice and use the better result.)

"Near as thirsty as I am!" –Doo'run

• ITA-286 Illus. Ray Greaves ©2024 Kingswood Games

+1 **War Horse**



4 Item – Steed

Order: Spend War Horse: Move forward one rank.

Order: Spend War Horse: Gain +2 ATK this turn.

"With well-trained creatures like these, you could lead a squadron against an army." –Retsov

• ITA-299 Illus. Heather Bruton ©2024 Kingswood Games

+1 **War Horse**



4 Item – Steed

Order: Spend War Horse: Move forward one rank.

Order: Spend War Horse: Gain +2 ATK this turn.

"With well-trained creatures like these, you could lead a squadron against an army." –Retsov

• ITA-299 Illus. Heather Bruton ©2024 Kingswood Games

+1 **War Horse**



4 Item – Steed

Order: Spend War Horse: Move forward one rank.

Order: Spend War Horse: Gain +2 ATK this turn.

"With well-trained creatures like these, you could lead a squadron against an army." –Retsov

• ITA-299 Illus. Heather Bruton ©2024 Kingswood Games