

Darken the sky – fire a second time as disadvantaged in one turn if unit did not move (2)

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Caltrops – *enemy movement* - cavalry or beast attacking the defender is disadvantaged (2)

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Conch – immediately activate a second unit *after end of friendly activation* (cancelled by enemy conch) (2)

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Hold the line - Troops only – *reroll phase* - reroll all/any defence dice v melee attack (2)

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Shields up – Troops only – *reroll phase* reroll all/any defence dice v missile fire attack (2)

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Seize initiative – *start of turn* take initiative if lost roll, cancelled by enemy take initiative(2)

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Recover – *Start of activation* heal 2 points (4)

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Parthian cut – *enemy movement* roll 1 attack die against enemy that moves away from adjacent hex (2)

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Self control – *start of activation* remove 1 condition ie poison, slow, etc (4)

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All attack – a group with the advance special rule may All move one extra movement point. (2)

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Unseen path – group of 3 identical units may move on advance through terrain as if open ground (except river/lake) (2)

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Whizz – a magician may reroll any failures during the casting of any spell (2)

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Wrath – enemy unit successfully attacked in melee is made 'Slow' (2)

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Arrowstorm – unit successfully attacked by missile fire is staggered(2)

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Cancel – *after enemy play of tactical card* cancels any enemy tactical card (2)

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Desperate defence – *after combat* cancel one enemy hit. (2)

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Hidden enemy – remove 1 random card from enemy hand

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