## Archer
x4

**TACTIC: Attack** a unit two spaces away. The intervening space may be occupied by a unit.

⊗ The Archer can only **attack** by using its **tactic**.

## Berserker
x5

⚠ After the Berserker **maneuvers**, you may **maneuver** it again by discarding a **bolstered** coin from the Berserker unit. You may do this multiple times, but you may not remove the final coin.

## Cavalry
x4

**TACTIC: Move** and then **attack**.

## Crossbowman
x5

**TACTIC: Attack** a unit two spaces away in a straight line. The intervening space cannot be occupied by a unit.

## Ensign
x5

**TACTIC:** Choose a friendly unit within two spaces of the Ensign. The chosen unit performs a normal **move** to a space within two spaces of the Ensign.

## Footman
x5

**TACTIC:** Perform one **maneuver** with each Footman unit on the board.

⚠ Two Footman units may be **deployed** at a time.

## Knight
x4

⚠ The Knight can only be **attacked** by units that are **bolstered**.

## Lancer
x4

**TACTIC: Move** one or two spaces and then **attack**, all in a straight line.

⊗ The Lancer can only **attack** by using its **tactic**.

## Light Cavalry
x5

**TACTIC: Move** two spaces.

## Marshall
x5

**TACTIC:** Choose a friendly unit that is within two spaces of the Marshall. The chosen unit **attacks**, if able.

## Mercenary
x5

⚠ After you **recruit** a Mercenary, you may **maneuver** your Mercenary unit.

## Pikeman
x4

⚠ When the Pikeman is **attacked** by an adjacent unit, remove a coin from that unit.

## Royal Guard
x5

**TACTIC:** Discard the Royal Coin to **move** the Royal Guard.

⚠ When the Royal Guard is **attacked**, you may remove a Royal Guard coin from the supply rather than from its unit.

## Scout
x5

⚠ The Scout may be **deployed** adjacent to any friendly unit.

## Swordsman
x5

⚠ After the Swordsman **attacks**, it may **move**.

## Warrior Priest
x4

⚠ After the Warrior Priest **attacks** or **controls**, draw one coin from your bag and immediately use it to take any **action**.