

The Assassin

11

4/5

Hero - Rogue

Once per turn, Trick: A Rogue action card gains Refresh. Lose 1 Endurance.
Your first Movement each turn is increased by 1.

Thoughts of Speed

Rogue - Aura

Whenever you attack for the second time each turn, draw a card.

Thousand Cuts

Rogue - Action

Move 1, then you may deal 2 damages to any adjacent opponent. Movement must be done. Repeat this process 2 more times. Lose 1 Endurance for each attack done this way.

Lebelheim 006

Main Gauche



Rogue - Aura

Once per turn, Action: Lose 1 Endurance then deal 1 damage to any adjacent opponent. Refresh.

Lebelheim 189

Sneak Through



Rogue - Trick

If you are attacked by an adjacent opponent and the case behind him is free, move your hero on that case and prevent all damages that would be dealt this way. Lose 1 Endurance.

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Speed of Light



Rogue - Action

Move 4. For each movement completed next to an opponent, that hero loses 1 Endurance. You cannot move on the same case twice. Lose 1 Endurance.

Lebelheim 106

Potion of Strength



Generic - Aura

This comes into play with 4 Counters on it. Whenever you would deal non-magical damages, remove 1 Counter from this aura and that attack deals 1 more damage. Whenever this has no more Counters, destroy it.

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Backstab



Rogue - Action

Move 1. Deal 2 damages to any adjacent opponent. If there is another ally adjacent to defender, you deal 5 damages instead.

Lebelheim 167

Backstab



Rogue - Action

Move 1. Deal 2 damages to any adjacent opponent. If there is another ally adjacent to defender, you deal 5 damages instead.

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Lebelheim 010

Dagger's Stab



Rogue - Action

Deal 1 damage to any adjacent opponent. If that hit, defender gets a Bleeding Counter. Draw a card. Refresh.

Dagger's Stab



Rogue - Action

Deal 1 damage to any adjacent opponent. If that hit, defender gets a Bleeding Counter. Draw a card. Refresh.

Poisonous Dagger



Rogue - Action

Deal 3 damages to any adjacent opponent. If that hit, opponent gets a Poison Counter. Each hero loses 1 Endurance at beginning of its turn for each Poison Counter.

Lebelheim 035

Poisonous Dagger



Rogue - Action

Deal 3 damages to any adjacent opponent. If that hit, opponent gets a Poison Counter. Each hero loses 1 Endurance at beginning of its turn for each Poison Counter.

Lebelheim 035

Too Slow



Rogue - Trick

If you are being attacked by an adjacent opponent dealing 4 or more damages, that opponent loses 1 Endurance and gets a Poison Counter. Prevent the next 1 physical damage this turn.

Lebelheim 122

Roll Back



Generic - Trick

Move 1 step behind. If you are becoming out of range from the attacker, prevent all damages that attack would deal. Lose 1 Endurance.

Lebelheim 122

Roll Back



Generic - Trick

Move 1 step behind. If you are becoming out of range from the attacker, prevent all damages that attack would deal. Lose 1 Endurance.

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Healing Potion



Generic - Aura

Trick : Gain 3 Endurance. Destroy Healing Potion afterwards.

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Bolas' Throw



Rogue - Action

Deal 1 damage to any opponent within Range 2. If that hit, opponent cannot move during its next turn. Refresh.

Bolas' Throw



Rogue - Action

Deal 1 damage to any opponent within Range 2. If that hit, opponent cannot move during its next turn. Refresh.

Coordinated Movements



Rogue - Action

Move 1. Up to one Ally may move 1. Refresh.

Lebelheim 016

Coordinated Movements



Rogue - Action

Move 1. Up to one Ally may move 1. Refresh.

Lebelheim 016

Puncturing Arrow



Rogue - Action

Deal 2 damages to any opponent within Range 2. If that hit, opponent gets a Bleeding Counter. Draw a card.

Lebelheim 030

Puncturing Arrow



Rogue - Action

Deal 2 damages to any opponent within Range 2. If that hit, opponent gets a Bleeding Counter. Draw a card.

Lebelheim 030

Silent Move



Rogue - Action

Move 3. Your movement ends as soon as you become adjacent to any other hero. Refresh.

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Silent Move



Rogue - Action

Move 3. Your movement ends as soon as you become adjacent to any other hero. Refresh.

Lebelheim 132

Wanted



Rogue - Action

Put a Bounty Counter on any opponent with the highest Endurance. Refresh. Rogue attacks deal 1 more damage to any hero with a Bounty Counter.

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Power Strike



Generic - Action

Deal 4 damages to any adjacent opponent.

Power Strike



Generic - Action

Deal 4 damages to any adjacent opponent.

Gliona's Support



Generic - Action

Deal 3 damages to any adjacent opponent.
If you are adjacent to an allied cleric, deal 4 damages instead and draw a card.

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Nald's Support



Generic - Action

Deal 3 damages to any adjacent opponent.
If you are adjacent to an allied warrior, deal 5 damages instead.

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Uqor's Support



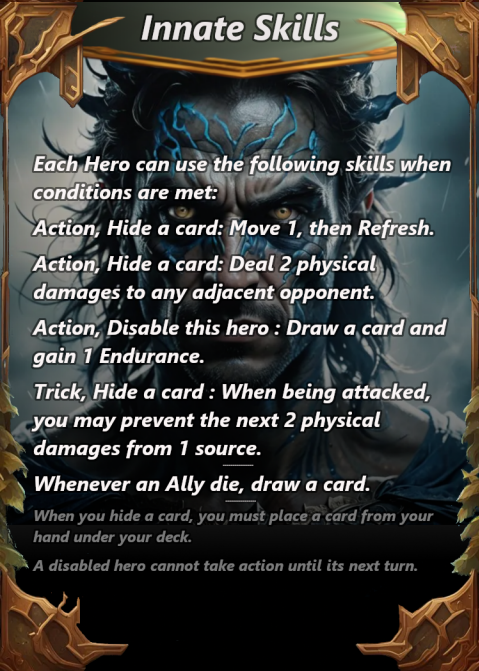
Generic - Action

Deal 3 damages to any adjacent opponent.
If you are adjacent to an allied wizard, you deal 3 magical damages instead.

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Innate Skills



Each Hero can use the following skills when conditions are met:

Action, Hide a card: Move 1, then Refresh.

Action, Hide a card: Deal 2 physical damages to any adjacent opponent.

Action, Disable this hero : Draw a card and gain 1 Endurance.

Trick, Hide a card : When being attacked, you may prevent the next 2 physical damages from 1 source.

Whenever an Ally die, draw a card.

When you hide a card, you must place a card from your hand under your deck.

A disabled hero cannot take action until its next turn.

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Bleeding Counter



Token

At beginning of your turn, lose 1 Endurance.

Whenever you gain Endurance, destroy this token.

Poison Counter



Token

At beginning of your turn, lose 1 Endurance.