

The Hunter

11 4/5

Hero - Rogue

Ranged attacks on non-adjacent opponents deal 1 more damage.

Once per turn, Action: Deal 1 damage to any opponent within Range 2.

Thoughts of Sharpness

Rogue - Aura

The first time each turn you deal damages to a hero at least 3 cases away, draw a card.

Smoke Bomb

Rogue - Aura

At end of your turn, if there is an adjacent opponent, you may Move 1.

Lebelheim 091

Bull's Eye

Rogue - Aura

Whenever an attack with Range is unblocked, it deals double damages and it loses and cannot gain Refresh.

Lebelheim 188

Enhanced Arrow

Rogue - Action

If you are adjacent to a wizard, choose a direction and deal 3 magical damages to each heroes in that direction.
Otherwise, deal 3 damages to any opponent within Range 3.

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Rain of Arrows

Rogue - Action

Deal 3 damages to any opponent within Range 3.
Then, deal 2 damages to each other adjacent opponents to this hero.
Lose 1 Endurance.

Lebelheim 021

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.

Lebelheim 057

Poisoned Arrow

Rogue - Action

Deal 2 damages to any opponent within Range 4.
If that hit, opponent gets a Poison Counter.
Each hero loses 1 Endurance at beginning of its turn for each Poison Counter.

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Poisoned Arrow

Rogue - Action

Deal 2 damages to any opponent within Range 4.
If that hit, opponent gets a Poison Counter.
Each hero loses 1 Endurance at beginning of its turn for each Poison Counter.

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Lebelheim 121

Hunter's Mark



Rogue - Action

Place a Bounty Counter on any opponent.
Rogue attacks deal 1 more damage to any
hero with a Bounty Counter.
Draw a card.

Hunter's Mark



Rogue - Action

Place a Bounty Counter on any opponent.
Rogue attacks deal 1 more damage to any
hero with a Bounty Counter.
Draw a card.

Shift



Rogue - Action

Move 1. You cannot end your movement
adjacent to any opponent.
Draw a card.
Refresh.

Lebelheim 092

Shift



Rogue - Action

Move 1. You cannot end your movement
adjacent to any opponent.
Draw a card.
Refresh.

Lebelheim 092

Tracing Arrow



Rogue - Action

Deal 3 damages to any opponent within
Range 4. If that hit, put a Bounty Counter
on it and Refresh.
Rogue attacks deal 1 more damage to any
hero with a Bounty Counter on it.

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Run Away



Generic - Action

Move 4.

Lebelheim 157

Run Away



Generic - Action

Move 4.

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Healing Potion



Generic - Aura

Trick : Gain 3 Endurance. Destroy Healing
Potion afterwards.

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Dawn Promenade



Rogue - Action

Move 2. You may move through another hero. Refresh.

Dawn Promenade



Rogue - Action

Move 2. You may move through another hero. Refresh.

End of the Hunt



Rogue - Action

Deal 3 damages to any opponent within Range 4. If that opponent has a Bounty Counter on it, this deals 6 damages instead. Lose 1 Endurance.

Lebelheim 037

End of the Hunt



Rogue - Action

Deal 3 damages to any opponent within Range 4. If that opponent has a Bounty Counter on it, this deals 6 damages instead. Lose 1 Endurance.

Lebelheim 037

Neverending Arrow



Rogue - Action

Deal 2 damages to any opponent within Range 4. If that hit, return this card into your hand instead of your discard pile.

Lebelheim 054

Neverending Arrow



Rogue - Action

Deal 2 damages to any opponent within Range 4. If that hit, return this card into your hand instead of your discard pile.

Lebelheim 054

On the Fly



Rogue - Trick

If any opponent is moving within Range 4, deal 2 damages to it.

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On the Fly



Rogue - Trick

If any opponent is moving within Range 4, deal 2 damages to it.

Lebelheim 114

Set Trap



Rogue - Action

Put a Trap Marker on this hero's case, then Move 2. If any hero moves on a case with a Trap Marker, that hero loses 3 endurance. Then remove this marker.

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Lebelheim 116

Lebelheim 154

Deflect



Generic - Trick

Prevent the next 1 damage from any one source.
Draw a card.

Deflect



Generic - Trick

Prevent the next 1 damage from any one source.
Draw a card.

Run



Generic - Action

Move 2.
Refresh (Whenever this action is completed, you may play again.)

Lebelheim 039

Run



Generic - Action

Move 2.
Refresh (Whenever this action is completed, you may play again.)

Lebelheim 039

Energy Shield



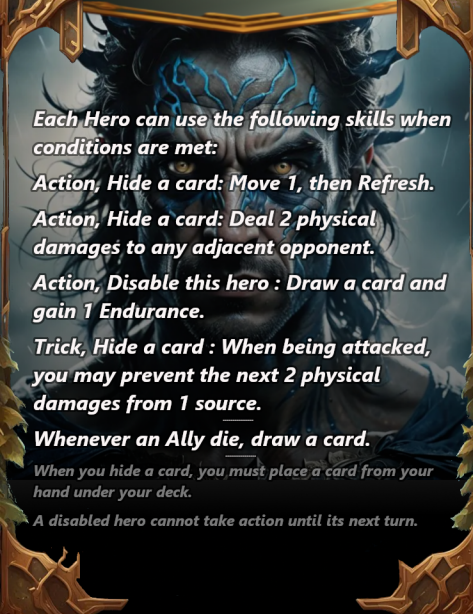
Generic - Trick

Prevent the next 3 magical damages from any one source.

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Lebelheim 147

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.

Lebelheim 056

Poison Counter



Token

At beginning of your turn, lose 1 Endurance.