

# Mountain Vargath

## Starting Setup

- 1 x Wolfsbane Brute
- 1 x Shale Slinger

**Sundered**  
 Summoner • Mountain Vargath

12    

**Commander**  
 Friendly units within 2 spaces of this unit have +1 strength.

4 



## Events (2x)

**Marshal Forces**  
 Standard • Attack Phase

0 

Target a friendly unit within 3 spaces of your summoner. Place the target adjacent to your summoner.



**Battle Leader**  
 Standard • Move Phase

0 

**ACTIVE**  
 Your summoner has +1 strength. You may choose your summoner as an extra moving unit during your Move Phase and as an extra attacking unit during your Attack Phase.



**Ramming Advance**  
 Standard • Move Phase

0 

**ACTIVE**  
 Friendly units have this ability:  
**Charge**  
 When this unit moves, it may move up to 2 extra spaces if it moves only in one direction. If it moves 3 or more spaces and only in one direction, it has +1 strength until the end of the turn.



**Stronghold**  
 Epic • Magic Phase

 0 

Target a friendly gate. Place your summoner and up to 2 friendly units adjacent to the target.



## Commons (4x)

**Slagborn Fighter**  
 Common • Mountain Vargath

1  3 

**Forceful Attack**  
 After this unit attacks and damages a unit, you may force that unit 1 space away from this unit.

2 



**Shale Slinger**  
 Common • Mountain Vargath

1  2 

**Coordinated Shot**  
 This unit may attack through friendly units.

2 



**Wolfsbane Brute**  
 Common • Mountain Vargath

2  5 

**Slow**  
 This unit moves 1 fewer space.

**Ram**  
 At the start of your Move Phase, this unit may target an adjacent enemy unit. Force the target 1 space. If you do, add 1 damage to it.

2 



**Glory Caller**  
 Common • Mountain Vargath

1  4 

**Call to Arms**  
 After summoning this unit, you may target a friendly unit within 3 spaces. Force the target 1 space.

1 



# Champions

**Varn**  
Champion • Mountain Vargath

5 ♦ 7 ♥

**Form Up**  
Once per turn, during your turn, this unit may target a friendly common or champion within 2 spaces. Place the target adjacent to this unit.

3 ⚔



**Quen**  
Champion • Mountain Vargath

5 ♦ 6 ♥

**Lightning Strike**  
When this unit attacks, ⚡ = add 1 damage to each common and champion adjacent to its target.

3 ⚔



**Torodin**  
Champion • Mountain Vargath

8 ♦ 12 ♥

**Climb**  
When this unit moves, it may move 1 extra space and through structures.

**Trample**  
When this unit moves, it may move through commons. After this unit moves, add 1 damage to each common it moved through.

3 ⚔



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