

Mountain Vargath

Starting Setup

- 1 x Wolfsbane Brute
- 1 x Shale Slinger

Sundered
 Summoner Unit • Mountain Vargath

12  

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

4 



Events (2x)

Marshal Forces
 Standard Event • Attack Phase

0 

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



Battle Leader
 Standard Event • 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 Event • 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 your turn.



Stronghold
 Epic Event • 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 Unit • 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 Unit • Mountain Vargath

1  2 

Coordinated Shot
 This unit may attack through friendly units.

2 



Wolfsbane Brute
 Common Unit • 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 Unit • Mountain Vargath

1  4 

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

1 



Champions

Varn
Champion Unit • 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 Unit • Mountain Vargath

5♦ 6♥

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

3⚡



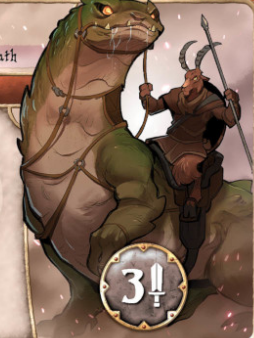
Torodin
Champion Unit • Mountain Vargath

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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