

General Bosh



40 HP
3/11

Ringer Militia

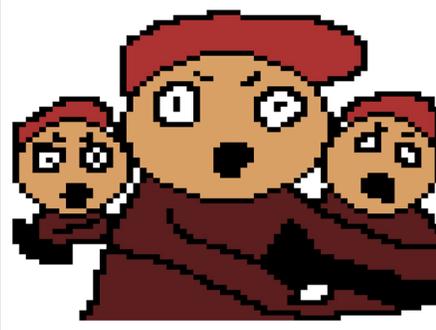
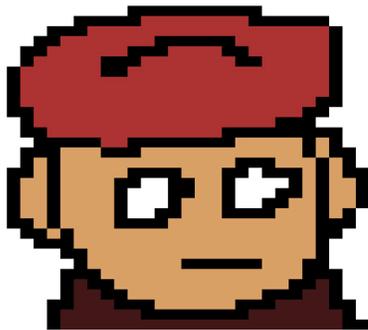


8 HP
1

Ringer Militia



8 HP
1



If Bosh rolls 20 play any infantry during that turn once.

Missile units do +1 damage.

Spawn row 1
1 attack reach
Move 1

Roll a d8 the result is the damage delt.

Spawn row 1
1 attack reach
Move 1

Roll a d8 the result is the damage delt.

Ringer Militia



8 HP
1

Ringer Militia

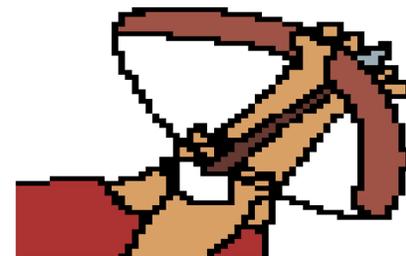


8 HP
1

Ringer Bowmen



5 HP
2



Spawn row 1
1 attack reach
Move 1

Roll a d8 the result is the damage delt.

Spawn row 1
1 attack reach
Move 1

Roll a d8 the result is the damage delt.

Spawn row 1
2 attack reach
Move 1

Roll a d6 the result is the damage dealt

Ringer Bowmen



5 HP
2

Ringer Bowmen

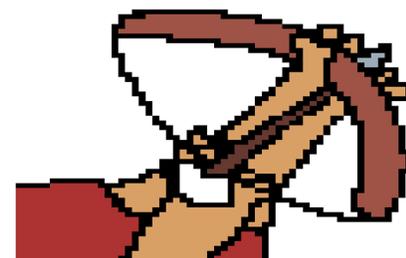
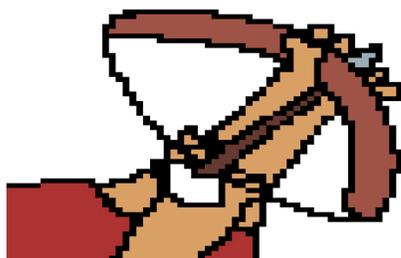


5 HP
2

Ringer Bowmen



5 HP
2



Spawn row 1
2 attack reach
Move 1

Roll a d6 the result is the damage dealt

Spawn row 1
2 attack reach
Move 1

Roll a d6 the result is the damage dealt

Spawn row 1
2 attack reach
Move 1

Roll a d6 the result is the damage dealt

Ringer Bomber		Airstrike ✦ 5
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Roll a d20 on any tile. The result is the damage dealt.
(can't target generals)
Then discard this card

Ringer Bomber		Airstrike ✦ 5
---------------	---	------------------



Roll a d20 on any tile. The result is the damage dealt.
(can't target generals)
Then discard this card

Ringer Bomber		Airstrike ✦ 5
---------------	---	------------------



Roll a d20 on any tile. The result is the damage dealt.
(can't target generals)
Then discard this card

Ringer Bomber		Airstrike ✦ 5
---------------	---	------------------



Roll a d20 on any tile. The result is the damage dealt.
(can't target generals)
Then discard this card

Ringer Light Infantry		HP 12 ✦ 3
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Spawn Row 1
Attack reach 1
Move 1
Roll a d20 the result is the damage dealt.

Ringer Light Infantry		HP 12 ✦ 3
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Spawn Row 1
Attack reach 1
Move 1
Roll a d20 the result is the damage dealt.

Ringer Light Infantry		HP 12 ✦ 3
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Spawn Row 1
Attack reach 1
Move 1
Roll a d20 the result is the damage dealt.

Ringer Light Infantry		HP 12 ✦ 3
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Spawn Row 1
Attack reach 1
Move 1
Roll a d20 the result is the damage dealt.

Ringer
Sniper



HP 1
4

Ringer
Sniper



HP 1
4

Ringer
Sniper



HP 1
4



Spawn Row any (can not stack)
Attack reach 4
Move 0

Spawn Row any (can not stack)
Attack reach 4
Move 0

Spawn Row any (can not stack)
Attack reach 4
Move 0

Roll a d20 the result is the damage
dealt. Cant snipe general.

Roll a d20 the result is the damage
dealt. Cant snipe general.

Roll a d20 the result is the damage
dealt. Cant snipe general.

Ringer
Sniper



HP 1
4



Spawn Row any (can not stack)
Attack reach 4
Move 0

Roll a d20 the result is the damage
dealt. Cant snipe general.