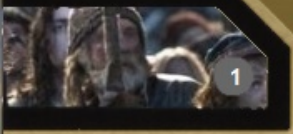


Bard the Bowman



	1	2	3	4	5
6	7	8	9	10	11
12	13				

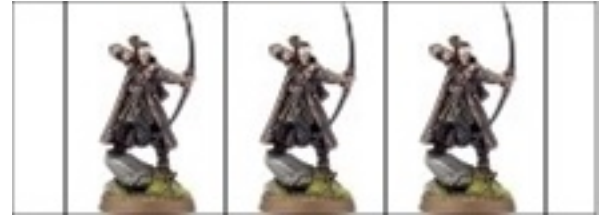
Village Militia












	1	2	3	
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	1	2	3	
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 <p><b>Attack</b> 4</p> <p><b>Bard the Bowman</b> <b>LUCKY SHOT</b></p> <p>Play when Bard is attacking. If this attack does damage, then the player controlling the target character must discard a card at random.</p>	 <p><b>Attack</b> 4</p> <p><b>Bard the Bowman</b> <b>LUCKY SHOT</b></p> <p>Play when Bard is attacking. If this attack does damage, then the player controlling the target character must discard a card at random.</p>	 <p><b>Attack</b> 4</p> <p><b>Bard the Bowman</b> <b>LUCKY SHOT</b></p> <p>Play when Bard is attacking. If this attack does damage, then the player controlling the target character must discard a card at random.</p>
 <p><b>Attack</b> 2*</p> <p><b>Bard the Bowman</b> <b>CLEVER SHOT</b></p> <p>Play when Bard is attacking. *After any defense card is played, you may play a Bard attack card and add its value to this card.</p>	 <p><b>Attack</b> 2*</p> <p><b>Bard the Bowman</b> <b>CLEVER SHOT</b></p> <p>Play when Bard is attacking. *After any defense card is played, you may play a Bard attack card and add its value to this card.</p>	 <p><b>Attack</b> 10</p> <p><b>Bard the Bowman</b> <b>BLACK ARROW</b></p> <p>Play when Bard is attacking. Draw a card.</p>
<p><b>SPECIAL</b></p>  <p><b>Bard the Bowman</b> <b>SHOOT AND RUN</b></p> <p>Play anytime on your turn. Bard does 2 damage to a character he can attack. Then move Bard up to 5 spaces.</p>	<p><b>SPECIAL</b></p>  <p><b>Bard the Bowman</b> <b>SHOOT AND RUN</b></p> <p>Play anytime on your turn. Bard does 2 damage to a character he can attack. Then move Bard up to 5 spaces.</p>	<p><b>SPECIAL</b></p>  <p><b>Bard the Bowman</b> <b>RALLY THE PEOPLE</b></p> <p>Play anytime on your turn. Bard and each Village Militia recover up to 3 damage.</p>

**SPECIAL**



**Bard the Bowman**

**RALLY THE PEOPLE**

Play anytime on your turn.  
Bard and each Village Militia recover up to 3 damage.

**SPECIAL**

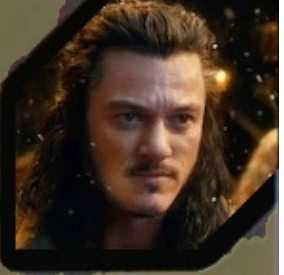


**Bard the Bowman**

**THRUSH**

Play anytime on your turn.  
Choose an opponent. You may search that opponent's draw pile, choose a card, and put it in that opponent's discard pile. Then reshuffle the opponent's draw pile.

**SPECIAL**



**Bard the Bowman**

**BAIN**

Play anytime on your turn.  
Search your draw pile for the BLACK ARROW card and put it into your hand. Then shuffle your draw pile.



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

Defend **2**



