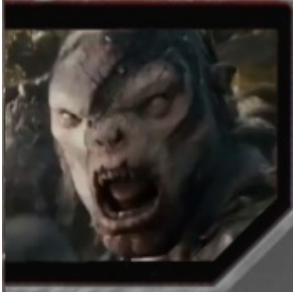




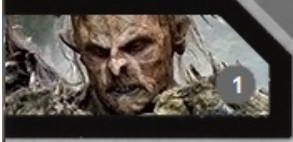
Bolg



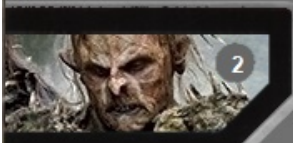
	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	



Orcs



	1	2	3	
-----------------------------------------------------------------------------------	---	---	---	-----------------------------------------------------------------------------------



	1	2	3	
-----------------------------------------------------------------------------------	---	---	---	-----------------------------------------------------------------------------------



 <p>Attack 4*</p> <p>Bolg</p> <p>INTIMIDATION</p> <p>Play when Bolg is attacking. *If this attack does damage, add 2 to its attack value.</p>	 <p>Attack 4*</p> <p>Bolg</p> <p>INTIMIDATION</p> <p>Play when Bolg is attacking. *If this attack does damage, add 2 to its attack value.</p>	 <p>Attack 4*</p> <p>Bolg</p> <p>INTIMIDATION</p> <p>Play when Bolg is attacking. *If this attack does damage, add 2 to its attack value.</p>
 <p>Attack 4*</p> <p>Bolg</p> <p>INTIMIDATION</p> <p>Play when Bolg is attacking. *If this attack does damage, add 2 to its attack value.</p>	 <p>Attack 3</p> <p>Bolg</p> <p>BRUTE STRENGTH</p> <p>Play when Bolg is attacking. Any defense card that is not a Power Combat card is discarded and defender takes full damage. Power combat cards are not affected.</p>	 <p>Attack 3</p> <p>Bolg</p> <p>BRUTE STRENGTH</p> <p>Play when Bolg is attacking. Any defense card that is not a Power Combat card is discarded and defender takes full damage. Power combat cards are not affected.</p>
 <p>Attack 5*</p> <p>Bolg</p> <p>MERCILESS</p> <p>Play when Bolg is attacking. *Add 2 to the attack value for each of your Orc minors that has been destroyed.</p>	 <p>Attack 5*</p> <p>Bolg</p> <p>MERCILESS</p> <p>Play when Bolg is attacking. *Add 2 to the attack value for each of your Orc minors that has been destroyed.</p>	<p>SPECIAL</p>  <p>Bolg</p> <p>AGE OF THE ORC</p> <p>Play anytime on your turn. Move Bolg up to 4 spaces. Then, you may move each Orc minor adjacent to Bolg. Draw a card for each of your Orc minors that has been destroyed.</p>

SPECIAL



Bolg

AGE OF THE ORC

Play anytime on your turn.
 Move Bolg up to 4 spaces. Then, you may move each Orc minor adjacent to Bolg. Draw a card for each of your Orc minors that has been destroyed.

SPECIAL



Bolg

DETERMINATION

Play anytime on your turn.
 Bolg recovers 3 damage. Draw a card for each of your Orc minors that has been destroyed.

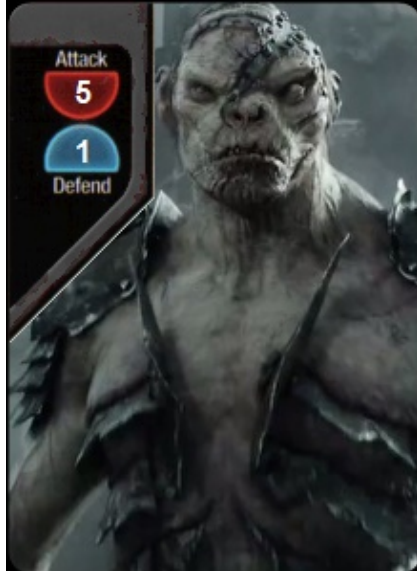
SPECIAL



Bolg

DETERMINATION

Play anytime on your turn.
 Bolg recovers 3 damage. Draw a card for each of your Orc minors that has been destroyed.



Attack **5**

Defend **1**



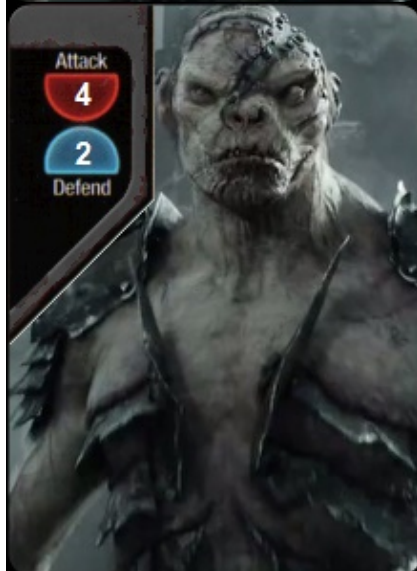
Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **3**

