
















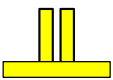

















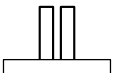



Bandit Guard (6) 	Inox Guard (6) 	Harrower Infestor (4) 	Living Bones (10) 	Forest Imp (10) 	Black Imp (10) 
Bandit Archer (6) 	Inox Archer (6) 	Cultist (6) 	Living Corpse (6) 	Doze (10) 	Deep Terror (10) 
City Guard (6) 	Inox Shaman (4) 	Flame Demon (6) 	Living Spirit (6) 	Hound (6) 	Rending Drake (6) 
City Archer (6) 	Inox Bodyguards (2) 	Wind Demon (6) 	Sun Demon (6) 	Giant Viper (10) 	Spitting Drake (6) 
Vermling Scout (10) 	Savvas Icestorm (4) 	Earth Demon (6) 	Frost Demon (6) 	Cave Bear (4) 	Lurker (6) 
Vermling Shaman (6) 	Savvas Lavaflow (4) 	Stone Golem (6) 	Night Demon (6) 	Ancient Artillery (6) 	

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<p>Strengthen (6)</p> 	<p>Invisible (6)</p> 	<p>Immobilize (6)</p> 	<p>Disarm (6)</p> 	<p>Summon Tokens (16)</p> 	
<p>Money Tokens 5 (10)</p> 	<p>Scenario Aid Tokens (10)</p> 	<p>Poison (10)</p> 	<p>Stun (6)</p> 	<p>Summon Trackers (16)</p> 	<p>Objective Tokens (12)</p> 
<p>Money Tokens 1 (40)</p> 	<p>Wound (10)</p> 	<p>Muddle (10)</p> 	<p>Damage Tokens 5 (12)</p> 	<p>Damage Tokens 10 (6)</p> 	
<p>Normal Standee Clips (16)</p> 		<p>Elite Standee Clips (8)</p> 		<p>Damage Tokens 1 (28)</p> 	

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<p>Money Tokens 1 (40)</p> 	<p>Wound (10)</p> 	<p>Muddle (10)</p> 	<p>Damage Tokens 5 (12)</p> 	<p>Damage Tokens 10 (6)</p> 	
<p>Normal Standee Clips (16)</p> 	<p>Elite Standee Clips (8)</p> 	<p>Damage Tokens 1 (28)</p> 