CT-001 Hedge Wall 12 0 3 (Card 1/1)

CT-003 Stone Wall 15 1 6 (Card 1/1)

CT-006 Yak Hide Tent
13 0 2

CT-002 Fieldstone Wall
14 1 5

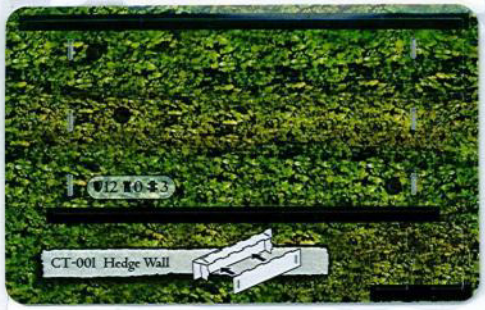
CT-004 Barrel Wall
13 0 4

CT-007 Canvas Tent 13 0 1 (Card 1/1)
13 0 1

CT-003 Stone Wall 15 1 6 (Card 1/1)
15 1 6

CT-005 Rawhide Tent
12 0 2

CT-007 Canvas Tent
13 0 1


12 0 3
CT-001 Hedge Wall

15 1 6
CT-003 Stone Wall

13 0 2
CT-006 Yak Hide Tent 13 0 2 (Card 1/1)

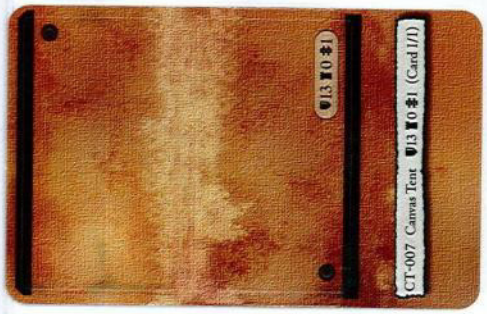
14 1 5
CT-002 Fieldstone Wall 14 1 5 (Card 1/1)

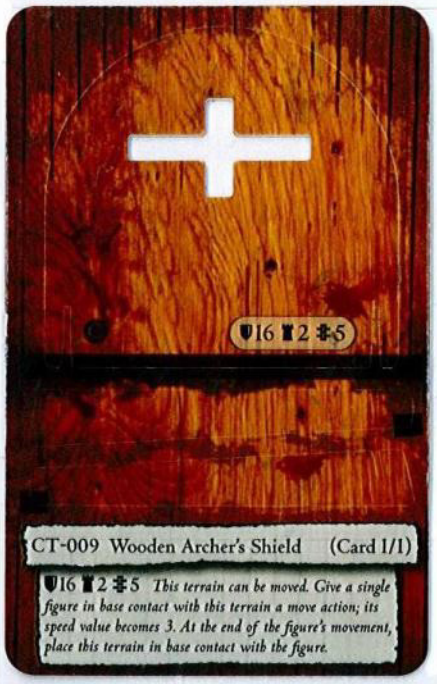
13 0 4
CT-004 Barrel Wall 13 0 4 (Card 1/1)

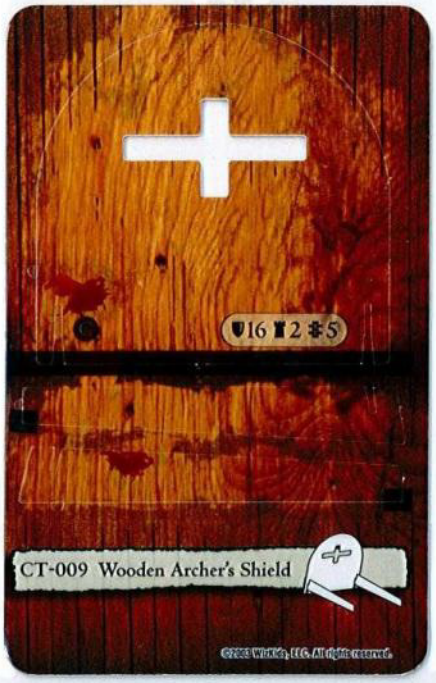
13 0 1
CT-007 Canvas Tent

15 1 6
CT-003 Stone Wall

12 0 2
CT-005 Rawhide Tent 12 0 2 (Card 1/1)


13 0 1
CT-007 Canvas Tent 13 0 1 (Card 1/1)


16 2 5
CT-009 Wooden Archer's Shield (Card 1/1)
16 2 5 This terrain can be moved. Give a single figure in base contact with this terrain a move action; its speed value becomes 3. At the end of the figure's movement, place this terrain in base contact with the figure.


16 2 5
CT-009 Wooden Archer's Shield
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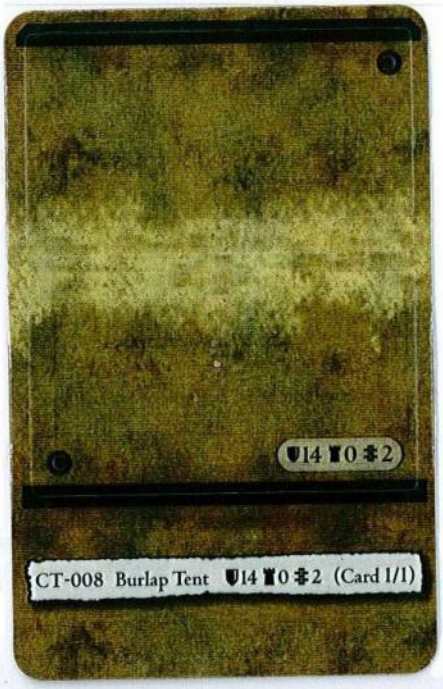
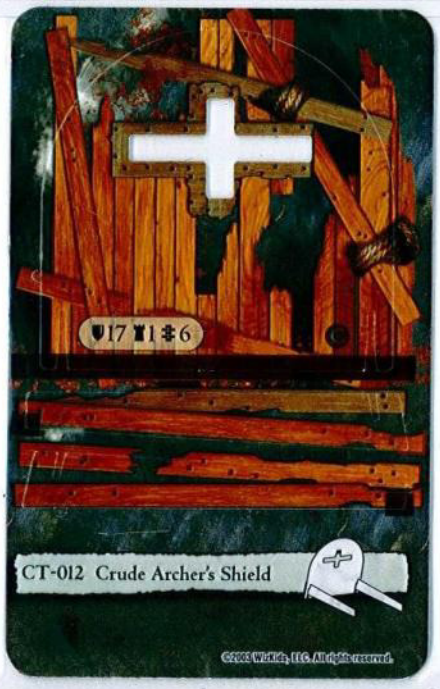

14 0 2
CT-008 Burlap Tent 14 0 2 (Card 1/1)


17 1 6
CT-012 Crude Archer's Shield
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17 2 6
CT-011 Living Archer's Shield
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18 0 7
CT-010 Metal Archer's Shield
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14 0 5
CT-015 Rawhide Screen
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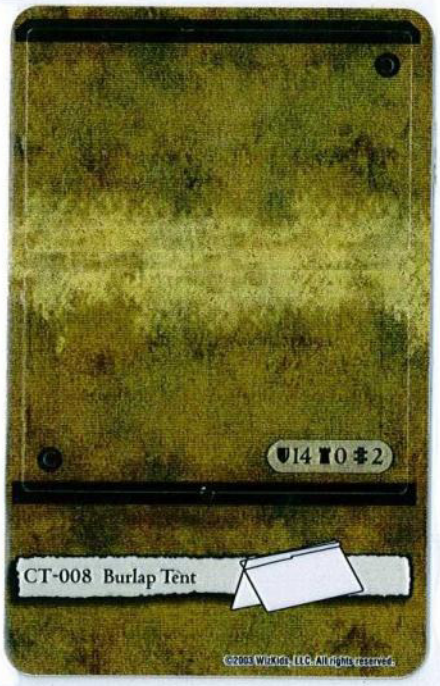
16 0 6
CT-014 Gilded Screen 16 0 6 (Card 1/1)

15 0 5
CT-013 Wooden Screen


14 0 2
CT-008 Burlap Tent
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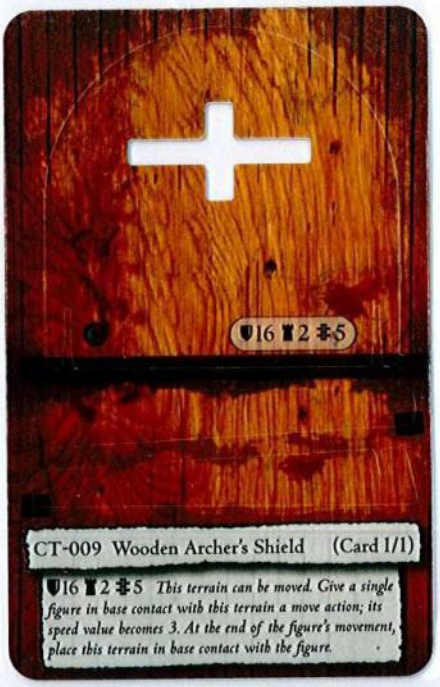
16 2 5
CT-009 Wooden Archer's Shield (Card 1/1)
16 2 5 This terrain can be moved. Give a single figure in base contact with this terrain a move action; its speed value becomes 3. At the end of the figure's movement, place this terrain in base contact with the figure.

16 2 5
CT-009 Wooden Archer's Shield
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18 0 7
CT-010 Metal Archer's Shield (Card 1/1)
18 0 7 This terrain can be moved. Give a single figure in base contact with this terrain a move action; its speed value becomes 3. At the end of the figure's movement, place this terrain in base contact with the figure.

17 2 6
CT-011 Living Archer's Shield (Card 1/1)
17 2 6 This terrain can be moved. Give a single figure in base contact with this terrain a move action; its speed value becomes 3. At the end of the figure's movement, place this terrain in base contact with the figure.

17 1 6
CT-012 Crude Archer's Shield (Card 1/1)
17 1 6 This terrain can be moved. Give a single figure in base contact with this terrain a move action; its speed value becomes 3. At the end of the figure's movement, place this terrain in base contact with the figure.

15 0 5
CT-013 Wooden Screen 15 0 5 (Card 1/1)

16 0 6
CT-014 Gilded Screen
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14 0 5
CT-015 Rawhide Screen 14 0 5 (Card 1/1)

CT-016 Steel Screen ♥17 ♜0 ✱5 (Card 1/1)
CT-017A Stone Watchtower
CT-017B Stone Watchtower
CT-017C Stone Watchtower (Card 1/3)
CT-018A Wooden Watchtower (Card 1/3)
♥17 ♜2 ✱10 A figure on top of this terrain is in abrupt elevated terrain. A figure within this terrain is in concealing terrain.
CT-018B Wooden Watchtower
CT-018C Wooden Watchtower

17 0 5
CT-016 Steel Screen
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18 2 12
CT-017A Stone Watchtower
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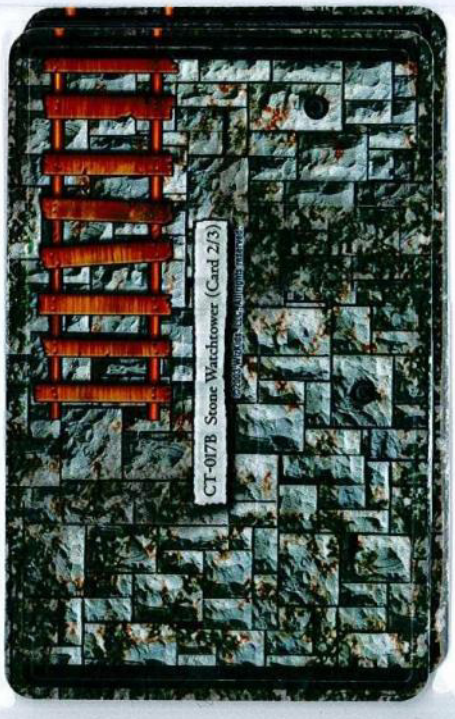
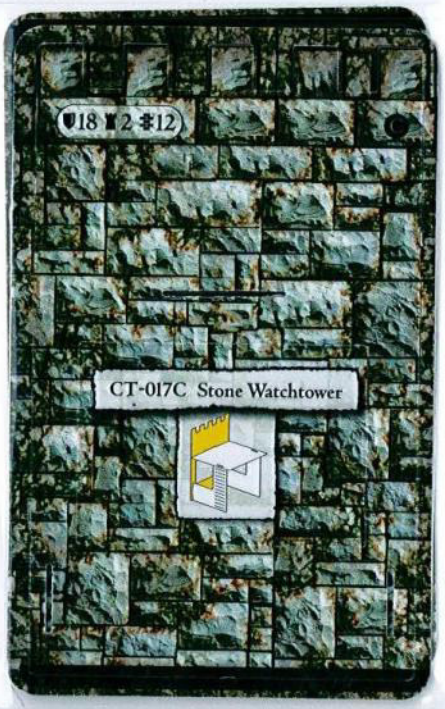
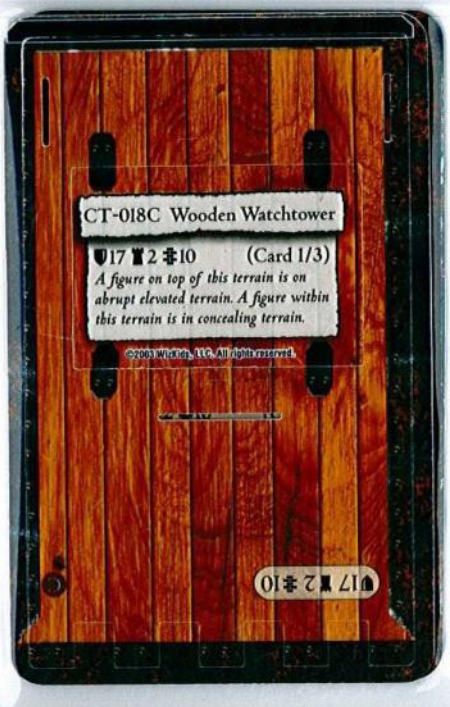

CT-017B Stone Watchtower (Card 2/3)


18 2 12
CT-017C Stone Watchtower

17 2 10
CT-018A Wooden Watchtower (Card 1/3)
17 2 10 A figure on top of this terrain is on abrupt elevated terrain. A figure within this terrain is in concealing terrain.

CT-018B Wooden Watchtower (Card 2/3)


CT-018C Wooden Watchtower
17 2 10 (Card 1/3)
A figure on top of this terrain is on abrupt elevated terrain. A figure within this terrain is in concealing terrain.
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17 2 10

CT-019A Canvas Pavilion 15 1 6 (Card 1/3)

15 1 6
15 1 6
CT-019B Canvas Pavilion (Card 2/3)
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15 1 6
CT-019C Canvas Pavilion (Card 3/3)

CT-019A Canvas Pavilion
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15 1 6
15 1 6
CT-019B Canvas Pavilion

15 1 6
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CT-019C Canvas Pavilion

CT-020A Rawhide Pavilion 15 1 5 (Card 1/3)

15 1 5
15 1 5
CT-020B Rawhide Pavilion

15 1 5
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CT-020C Rawhide Pavilion

CT-019A Canvas Pavilion
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15 1 6
15 1 6
CT-019B Canvas Pavilion

15 1 6
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CT-019C Canvas Pavilion

CT-019A Canvas Pavilion 15 1 6 (Card 1/3)

15 1 6
15 1 6
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CT-019B Canvas Pavilion (Card 2/3)

15 1 6
CT-019C Canvas Pavilion (Card 3/3)

CT-020A Rawhide Pavilion 15 1 5 (Card 1/3)

15 1 5
15 1 5
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CT-020B Rawhide Pavilion (Card 2/3)

15 1 5
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CT-020C Rawhide Pavilion