DPS (ranged):

	AP	HP	
Facade – The decoyed Archer	+5	15	
Quick Shot	Cost 5	Range 6	Hit 4+	Type Offensive
2 attacks that deal 1d6 each			
Steady Shot	Cost 10	Range 7	Hit 4+	Type Offensive
This may be Facades only action this turn. Five attacks that deal 1d6.			
The Big Reveal!	Cost 5	Range Unlimited		Type Offensive
Declare which façade is the fake and cause all enemy models within 5 squares to face it. (can be used until false façade takes damage)			
Decoy	Cost N/A	Range N/A		Type Trait
Place another Facade. One Façade is real every time you spend a point for façade to move decoy can move the same number of spaces. Decoy has 15 health and does not threaten squares.			

	AP	HP	
Alexzander – Drunken Elf Artillery	+10	20	
Volley	Cost 5	Range 5	Hit 5+	Type Offensive
3 attacks dealing 1d6 per hit (does not require line of sight)			
I meant to hit that one!	Cost 5	Range 5	Hit 6	Type Offensive
Designate 2 targets in range as target one and target two. Roll five attacks against target one and for each miss roll an attack at target two. (Does not require line of sight)			
Smoke Screen	Cost 5	Range 7		Type Defensive
An ally (other than Alexzander) is one harder to hit (ie. 3+ to 4+) to a maximum of 6			

	AP	HP	
Thed- The Flame Ascendant	+10	20	
Pillar of Fire	Cost 5	Range 5	Hit N/A	Type Offensive
Designate a square, deal 1d6 damage to every character in an adjacent square			
Flame Lance	Cost 5	Range 3	Hit 3+	Type Offensive
Flame lance deals 1d6 for each 2 squares Thed towards his target this turn. With a minimum of 1d6 and a max of 5d6			

Throw Burning Pitch	Cost 5	Range 5	Hit 4+	Type Offensive
Deal 2d6				