

### Opposing Strike

Attack ⚔ 3

On the next six melee attacks targeting you, gain Retaliate ⚔ 2.

46

145

### Crushing Grasp

Attack ⚔ 3

IMMOBILIZE

Loot ♣ 1

35

146

### Avalanche

Attack ⚔ 4

+1 Attack ⚔

Create one single-hex obstacle in an adjacent empty hex.

75

147

### Rumbling Advance

Heal ♡ 4

Range ⚔ 2

Move ♣ 2

All adjacent allies and enemies suffer 1 damage.

29

148

### Massive Boulder

Attack ⚔ 3

Range ⚔ 3

All allies and enemies adjacent to the target suffer 1 damage.

87

149

### Backup Ammunition

On your next four ranged Attack actions, gain Add Target.

77

150

### Rock Tunnel

Destroy one adjacent obstacle.

41

Move ♣ 5

Jump

IMMOBILIZE

Target all enemies moved through

151

### Unstable Upheaval

Attack ⚔ 3

Target all adjacent enemies

Target all enemies within Range ⚔ 2 instead.

All adjacent allies suffer 2 damage.

13

152

### Crater

Attack ⚔ 3

Range ⚔ 3

PUSH

All adjacent allies and enemies suffer 1 damage.

61

153

### Dirt Tornado

Attack ⚔ 1

Range ⚔ 2

+1 Attack ⚔

MUDDLE all allies and enemies in the targeted area.

82

154

### Earthen Clod

Attack ⚔ 2

Range ⚔ 5

IMMOBILIZE

Heal ♡ 2

Range ⚔ 3

38

155

### Heaving Swing

Attack ⚔ 3

PUSH

You may push the target into a hex with an obstacle. In this case, destroy the obstacle, the target suffers 2 damage, and you gain

57

156

### Forceful Storm

Attack ⚔ 3

Range ⚔ 3

DISARM

Gain for each enemy targeted

53

157

### Nature's Gift

Heal ♡ 2

Range ⚔ 3

Target

On your next six ranged Attack actions when is Strong, to add +2 Range ⚔.

64

158

### Explosive Punch

Destroy one adjacent obstacle of any size.

Attack ⚔ 4

Target all enemies adjacent to the destroyed obstacle

28

159

### Sentient Growth

Attack ⚔ 2

Range ⚔ 3

Heal ♡ 2

Affect all allies in the targeted area

78

160

### Clear the Way

Move one adjacent single-hex obstacle to an empty hex within Range ⚔ 4.

Attack ⚔ 2

Target all enemies adjacent to the moved obstacle

+1 Attack ⚔

43

161

### Blunt Force

Attack ⚔ 4

+4 Attack ⚔

21

162

### Rock Slide

Create three single-hex obstacles in empty hexes within Range ⚔ 4.

All allies and enemies adjacent to a created obstacle suffer 2 damage.

81

163

### Kinetic Assault

Move ♣ 1

Attack ⚔ 4

Retaliate ⚔ 3

Range ⚔ 3

19

164

### Petrify

Kill one normal enemy within Range ⚔ 4.

Create one single-hex obstacle in the hex in which the enemy died.

47

165

### Stone Pummel

Attack ⚔ 3

MUDDLE

On your next four melee attacks, if possible, destroy an adjacent obstacle for +3 Attack ⚔.

32

166

### Dig Pit

Create one 2 damage STUN trap in an adjacent empty hex.

MUDDLE

Target all adjacent enemies

78

167

### Cataclysm

Attack ⚔ 4

+2 Attack ⚔

IMMOBILIZE all allies and enemies in the targeted area.

26

168

### Meteor

Create one three-hex triangular obstacle in empty hexes within Range ⚔ 3.

Attack ⚔ 4

IMMOBILIZE

Target all enemies adjacent to the obstacle

23

169

### Brutal Momentum

Attack ⚔ 3

PUSH

For each hex you cannot push the target because of a wall or obstacle, the target suffers 2 damage and you gain

52

170

### Rocky End

Destroy all obstacles within Range ⚔ 2.

Range ⚔ 3 instead.

Attack ⚔ X

where X is equal to twice the number of hexes the destroyed obstacles occupied.

37

171

### Lumbering Bash

Move ♣ 2

Attack ⚔ 5

At the start of your next five turns, perform a "Heal ♡ 2, Range ⚔ 2" action.

85

172

### Blind Destruction

Attack ⚔ 4

Range ⚔ 4

All allies and enemies adjacent to the target suffer damage equal to the damage the target suffered.

74

173

### Pulverize

Attack ⚔ 3

PUSH

Target all adjacent enemies

You may push the targets into hexes containing obstacles. In each case, the obstacle is destroyed, the target suffers 2 damage, and you gain

31

174