

### Death on Feathery Wings (Ongoing)

While the Horseman of Death is in play, if any unit would be killed, it's controller may give you 1 Doom to cancel the result. You decide if you accept the offering. You may spend 2 Power to use this effect on any unit on the map.

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### Pestilence Stalks the Land (Action: Cost 2)

While the Horseman of Pestilence is in play, as an action, any player may sacrifice one unit to roll it's base cost as that many Battle Dice, and apply the results in one area on the board, on as many units as dice rolled.

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### Insatiable Hunger (Ongoing)

While the Horseman of Famine is in play, every time a unit dies it is removed from the game. As an unlimited action, it's controller may spend 1 Power to return that unit to his pool.

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### Drums of War (Ongoing)

While the Horseman of War is in play, every time a player starts a Battle you receive 1 Power.

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### Harmony of Dissonance (Ongoing)

Whenever the player targeted by Spiritual Parasitism gains a spellbook you may pay him 1 Power or Doom and also gain a spellbook. Flip this spellbook until the end of the next doom phase.

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### The End Times (Action: Cost 0)

While The Harbinger is in play, you win the game if it ends on Sudden Death.

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