

### Teeth of the Makwa



<b>70</b>	<b>Life 1</b>
Human	<b>Move 5</b>
Common Squad	<b>Range 4</b>
Hunters	<b>Attack 3</b>
Fearsome	<b>Defense 2</b>
<i>Aquila</i>	<b>Medium 4</b>

**HUNTING PARTY**  
After taking a turn with a Scout or Tribesman Hero you control, you may immediately move up to 6 Teeth of the Makwa figures you control up to 3 spaces each.

**SHIELD OF THE GREAT BEAR 16**  
When a Teeth of the Makwa figure receives one or more wounds, before removing that figure, roll the 20-sided die. If you roll a 16 or higher, ignore any wounds.

### Arthur of Sherwood



<b>70</b>	<b>Life 4</b>
Human	<b>Move 8</b>
Unique Hero	<b>Range 1</b>
Rogue	<b>Attack 3</b>
Reckless	<b>Defense 3</b>
<i>Ullar</i>	<b>Large 6</b>

**PASSING BLOW**  
Once while moving normally, Arthur of Sherwood may choose a small or medium figure that he was not engaged to at the start of this turn. When Arthur leaves engagement with that figure, you may roll the 20-sided die. If you roll an 11 or higher, the chosen figure receives one wound. Arthur cannot attack the chosen figure on this turn.

**TREASURE GRAB**  
At any point while moving normally, Arthur of Sherwood may attempt to pick up or activate a Treasure Glyph, as long as he is on a space where he could end his movement. When you roll the 20-sided die for a Treasure Glyph trap with Arthur of Sherwood, if you set off the trap, Arthur ends his movement immediately and may not attempt to pick up or activate that Treasure Glyph again this turn.

**DISENGAGE**  
Arthur of Sherwood is never attacked when leaving an engagement.

### Buccaneers of Tortuga



<b>70</b>	<b>Life 1</b>
Human	<b>Move 5</b>
Common Squad	<b>Range 1</b>
Rogues	<b>Attack 3</b>
Tricky	<b>Defense 2</b>
<i>Vydar</i>	<b>Medium 4</b>

**OPPORTUNIST**  
When attacking a figure that does not have any revealed Order Markers on its Army Card (or cards if there is more than one Common Army Card for that figure), Buccaneers of Tortuga receive 1 additional attack die.

**ELUSIVE 15**  
If a Buccaneer of Tortuga you control is attacked by an opponent's figure that is not adjacent and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-14, roll defense dice normally. If you roll a 15 or higher, that Buccaneer of Tortuga takes no damage and may immediately move up to 3 spaces.

**DISENGAGE**  
Buccaneers of Tortuga are never attacked when leaving an engagement.

### Maltis Tez



<b>35</b>	<b>Life 3</b>
Hybrid	<b>Move 7</b>
Unique Hero	<b>Range 1</b>
Scout	<b>Attack 2</b>
Fearless	<b>Defense 3</b>
<i>Aquila</i>	<b>Medium 5</b>

**FIRST ASSAULT 2**  
When attacking with Maltis Tez, if the defending figure was not adjacent to Maltis Tez at the start of this turn, Maltis Tez receives 2 additional attack dice.

**STRATEGIC REPOSITIONING**  
After taking a turn with Maltis Tez, if Maltis Tez attacked an opponent's figure this turn, you may move Maltis Tez up to 1 space. This space may be up to 5 levels higher or lower. Maltis Tez never takes leaving engagement attacks while using Strategic Repositioning.

### Millerson



<b>105</b>	<b>Life 6</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 8</b>
Rogue	<b>Attack 2</b>
Loyal	<b>Defense 3</b>
<i>Ullar</i>	<b>Medium 5</b>

**HONOR AMONG THIEVES**  
When a Rogue you control who is adjacent to Millerson is attacked by an opponent's figure that is not adjacent to that Rogue and receives one or more wounds from that attack, you may place the same number of wound markers on this Army Card to ignore any wounds that Rogue just received.

**GRIT**  
When Millerson attacks, he may attack one additional time for every two wound markers on this Army Card.

### Kha



<b>75</b>	<b>Life 4</b>
Serpentfolk	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Rogue	<b>Attack 3</b>
Tricky	<b>Defense 3</b>
<i>Ullar</i>	<b>Medium 4</b>

**DOUBLE ASSAULT**  
When Kha attacks an adjacent figure or destructible object, he may attack one additional time.

**POISON WEAPONS**  
Each time Kha attacks a small, medium, or large Hero with a normal attack or a leaving engagement attack and inflicts at least 1 wound, roll the 20-sided die. If you roll a 1-11, nothing happens. If you roll a 12 or higher, add 1 additional wound to the defending figure.

**DISENGAGE**  
Kha is never attacked when leaving an engagement.

### Wildwood Sentinel



<b>100</b>	<b>Life 3</b>
Wildwood	<b>Move 3</b>
Uncommon Hero	<b>Range 1</b>
Sentinel	<b>Attack 4</b>
Dauntless	<b>Defense 5</b>
<i>Ullar</i>	<b>Medium 6</b>

**ASCEND 4**  
Instead of moving normally, this Wildwood Sentinel may move one space. That space may be up to 4 levels higher.

**BRANCH OF THE AWAKENED FOREST**  
After taking a turn with this Wildwood Sentinel, you may take a turn with a small Wildwood Hero you control.

**VERDANT GROWTH**  
At the start of each round, before you place Order Markers, if you have not placed this Wildwood Sentinel or used a Verdant Growth power this round, you may destroy this Wildwood Sentinel and replace it with one of your previously destroyed large Wildwood Heroes. Remove all wound markers from that Hero's Army Card, then place wound markers on it equal to the number of wound markers on this card.

### Kozil



<b>130</b>	<b>Life 8</b>
Owlbear	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Predator	<b>Attack 4</b>
Ferocious	<b>Defense 3</b>
<i>Aquila</i>	<b>Large 6</b>

**WOUNDED RAGE 13**  
When Kozil receives one or more wounds from a normal or special attack but is not destroyed, you must immediately roll the 20-sided die. If you roll a 13 or higher, inflict one wound on a figure adjacent to Kozil, if possible.

**CRUSHING GRASP 15**  
After attacking with Kozil, if Kozil attacked a small or medium figure and rolled at least one skull and Kozil is still adjacent to that figure, you may roll the 20-sided die. If you roll a 15 or higher, inflict 2 wounds on that figure.

### Corvor the Tainted One



<b>175</b>	<b>Life 7</b>
Demon	<b>Move 4</b>
Unique Hero	<b>Range 1</b>
Champion	<b>Attack 5</b>
Terrifying	<b>Defense 2</b>
<i>Valkrill</i>	<b>Huge 11</b>

**DREADFUL PRESENCE**  
Figures attacking Corvor the Tainted One with a normal attack subtract 1 from their attack dice.

**AVATAR OF CORRUPTION**  
Before moving, you must roll the 20-sided die for all figures within 2 clear sight spaces of Corvor the Tainted One, one at a time. If you roll a 15 or higher, that figure receives a wound. Demons are not affected by Avatar of Corruption.

**FLYING**  
When counting spaces for Corvor the Tainted One's movement, ignore elevations. Corvor may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Corvor starts to fly, if he is engaged he will take any leaving engagement attacks.

## Sentinels of Grax

	<b>100</b>	 <b>Life 1</b>
	Animata	 <b>Move 5</b>
	Unique Squad	 <b>Range 1</b>
	Sentinels	 <b>Attack 5</b>
	Militaristic	 <b>Defense 6</b>
<i>Einar</i>	<b>Medium 6</b>	

**QUANTUM RECONSTITUTION**  
After revealing an Order Marker on this Army Card, you may roll the 20-sided die. If you roll a 14 or higher, you may, if possible, place one of your previously destroyed Sentinels of Grax on an empty space adjacent to a Sentinel of Grax you control.

**LEVITATION**  
Sentinels of Grax do not take falling damage and may ignore all effects from terrain tiles they move onto or occupy.

## 53<sup>rd</sup> North Carolina Sharpshooters

	<b>55</b>	 <b>Life 1</b>
	Human	 <b>Move 5</b>
	Common Squad	 <b>Range 7</b>
	Scouts	 <b>Attack 2</b>
	Rebellious	 <b>Defense 3</b>
<i>Vydar</i>	<b>Medium 5</b>	

**STEADY AIM**  
If none of the 53<sup>rd</sup> North Carolina Sharpshooters move this turn, add 2 to their range.

**CRACK SHOT**  
A 53<sup>rd</sup> North Carolina Sharpshooter receives an additional attack die when attacking a figure that is at least 4 spaces away.

## Heracles

	<b>200</b>	 <b>Life 8</b>
	Human	 <b>Move 6</b>
	Unique Hero	 <b>Range 1</b>
	Legend	 <b>Attack 6</b>
	Fearless	 <b>Defense 4</b>
<i>Jandar</i>	<b>Medium 5</b>	

**LABORS**  
After taking a turn with Heracles, you may reveal an "X" Order Marker that is on Heracles's Army Card and take another turn with Heracles. During this additional turn, Heracles cannot attack a small or medium figure.

**FEARLESS ADVANTAGE**  
Heracles rolls an additional die when attacking or defending against large or huge figures.

**THROW 14**  
After moving and before attacking, choose one small or medium non-flying figure adjacent to Heracles. Roll the 20-sided die. If you roll a 14 or higher, you may place the figure on any empty space within 4 clear sight spaces of Heracles. If the figure was placed on a non-water space on a level equal to or lower than Heracles's height, roll the 20-sided die. If you roll an 11 or higher, the thrown figure receives 2 wounds. The thrown figure does not take any leaving engagement attacks.

## Nottingham Brigand

	<b>35</b>	 <b>Life 1</b>
	Human	 <b>Move 5</b>
	Common Hero	 <b>Range 7</b>
	Rogue	 <b>Attack 3</b>
	Loyal	 <b>Defense 2</b>
<i>Ullar</i>	<b>Medium 5</b>	

**ROGUE HERO BONDING**  
After revealing an Order Marker on a Nottingham Brigand Army Card, before taking that Nottingham Brigand's turn, you may take a turn with one other Rogue Hero you control.

**DISENGAGE**  
A Nottingham Brigand is never attacked when leaving an engagement.

## Chen Tang

	<b>90</b>	 <b>Life 5</b>
	Human	 <b>Move 6</b>
	Unique Hero	 <b>Range 1</b>
	Monk	 <b>Attack 3</b>
	Disciplined	 <b>Defense 3</b>
<i>Jandar</i>	<b>Medium 5</b>	

**QUIVERING PALM**  
Start the game with 3 Palm Markers on this card. After moving and before attacking, you may choose a small or medium Unique Hero adjacent to Chen Tang without any Palm Markers on its Army Card. Roll the 20-sided die. If you roll a 13 or higher, place a Palm Marker on the chosen figure's Army Card. For the duration of the game, at the end of each round, each other figure with one of your Palm Markers on its card receives a wound. Palm Markers cannot be placed on Monk Army Cards.

**WHIRLWIND ASSAULT**  
Chen Tang may attack any and all figures adjacent to him. Roll each attack separately.

## Locksley

	<b>130</b>	 <b>Life 5</b>
	Human	 <b>Move 6</b>
	Unique Hero	 <b>Range 8</b>
	Rogue	 <b>Attack 4</b>
	Valiant	 <b>Defense 3</b>
<i>Ullar</i>	<b>Medium 5</b>	

**STEAL FROM THE RICH**  
At any point while moving normally, you may choose a Treasure Glyph carried by a Hero adjacent to Locksley. Roll the 20-sided die. If you roll 1-6, Locksley's movement ends. If you roll 7 or higher, place the Treasure Glyph on this Army Card and you may continue Locksley's movement. Locksley must be on a space where he can end his movement each time he uses this power.

**GIVE TO THE POOR**  
Any Treasure Glyphs on this Army Card that are not Ancient Artifact Treasure Glyphs are treated as being on the Army Cards of all friendly Common Heroes within 3 clear sight spaces.

**DISENGAGE**  
Locksley is never attacked when leaving an engagement.

## Yi Feng

	<b>60</b>	 <b>Life 4</b>
	Human	 <b>Move 6</b>
	Unique Hero	 <b>Range 1</b>
	Monk	 <b>Attack 4</b>
	Disciplined	 <b>Defense 3</b>
<i>Vydar</i>	<b>Medium 5</b>	

**IRON SHIRT MASTERY**  
When rolling defense dice against a normal attack from an adjacent figure, if Yi Feng receives no wounds from the attack, the attacking figure receives one wound.

**STEALTH LEAP 25**  
Instead of his normal move, Yi Feng may use Stealth Leap 25. Stealth Leap 25 has a move of 3. When counting spaces for Stealth Leap 25, ignore elevations. Yi Feng may leap over water without stopping, pass over figures without becoming engaged, and leap over obstacles such as ruins. Yi Feng may not leap more than 25 levels up or down in a single leap. If Yi Feng is engaged when he starts his Stealth Leap 25, he will not take any leaving engagement attacks.

## Boreos

	<b>115</b>	 <b>Life 4</b>
	Elemental	 <b>Move 6</b>
	Unique Hero	 <b>Range 2</b>
	Construct	 <b>Attack 4</b>
	Relentless	 <b>Defense 4</b>
<i>Jandar</i>	<b>Large 6</b>	

**VORTEX PULL**  
While Boreos is flying during its turn, you may choose one non-flying small or medium figure that it passed over this turn. At the end of Boreos's move, the player who controls the chosen figure must place that figure, if possible, on an empty space adjacent to Boreos. If the chosen figure is engaged when it is moved by Vortex pull, it will not take any leaving engagement attacks. Figures under overhangs can never be moved by Vortex Pull.

**SWIRLING VORTEX**  
When an opponent's small or medium figure moves onto a space within 2 clear sight spaces of Boreos, that figure must end its move there. Figures can never move through any figure affected by Swirling Vortex.

**STEALTH FLYING**  
When counting spaces for Boreos's movement, ignore elevations. Boreos may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Boreos is engaged when it starts to fly, it will not take any leaving engagement attacks.

## Banshees of Durgeth Swamp

	<b>70</b>	 <b>Life 1</b>
	Undead	 <b>Move 7</b>
	Common Squad	 <b>Range 1</b>
	Marauders	 <b>Attack 3</b>
	Tormenting	 <b>Defense 2</b>
<i>Valkrill</i>	<b>Medium 4</b>	

**PIERCING SCREAM**  
After taking a turn with the Banshees of Durgeth Swamp, you may destroy one Common figure within 3 clear sight spaces of at least two Banshees of Durgeth Swamp you control.

**STEALTH FLYING**  
When counting spaces for a Banshee of Durgeth Swamp's movement, ignore elevations. A Banshee may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Banshee is engaged when it starts to fly, it will not take any leaving engagement attacks.

Morgan's Riflemen		
	<b>60</b>	 <b>Life 1</b>
Human		 <b>Move 5</b>
Unique Squad		 <b>Range 6</b>
Soldiers		 <b>Attack 3</b>
Valiant		 <b>Defense 2</b>
<i>Jandar</i>	<b>Medium 5</b>	

**HIT AND RUN**  
After taking a turn with Morgan's Riflemen, if none of the Morgan's Riflemen moved this turn, you may move each Morgan's Riflemen figure you control up to 5 spaces.

**VALIANT ARMY DEFENSE BONUS**  
If every Army Card you control has a valiant personality, each Morgan's Riflemen receives 1 additional defense die.

Suskra		
	<b>85</b>	 <b>Life 5</b>
Hybrid		 <b>Move 5</b>
Unique Hero		 <b>Range 1</b>
Brute		 <b>Attack 4</b>
Ferocious		 <b>Defense 3</b>
<i>Ulgar</i>	<b>Medium 5</b>	

**OVEREXTEND ATTACK**  
After taking a turn with Suskra, you may place a wound marker on Suskra and take another turn with him. You may use this power only once during a round.

**GORE**  
If Suskra inflicts one or more wounds on a Unique Hero with a normal attack, you must place 1 additional wound marker on the defending figure's Army Card.

Gothlok		
	<b>130</b>	 <b>Life 5</b>
Orc		 <b>Move 7</b>
Unique Hero		 <b>Range 1</b>
Marauder		 <b>Attack 3</b>
Wild		 <b>Defense 4</b>
<i>Valkrill</i>	<b>Large 6</b>	

**VALKRILL CHARGE**  
If Gothlok begins his turn unengaged, after moving and before attacking you may roll 12 Valkrill Valkyrie Dice. For each Valkrill symbol rolled, add 1 to Gothlok's attack this turn.

**AURA OF DESPAIR**  
All figures within 4 clear sight spaces of Gothlok roll 1 less defense die. Figures that follow Valkrill are not affected by Aura of Despair.

Uzog		
	<b>110</b>	 <b>Life 6</b>
Durgeth		 <b>Move 5</b>
Unique Hero		 <b>Range 1</b>
Savage		 <b>Attack 5</b>
Menacing		 <b>Defense 3</b>
<i>Valkrill</i>	<b>Large 6</b>	

**TROPHY SKULLS**  
Once per round, when Uzog destroys an opponent's figure, you may place a Skull Marker on this card. If you do, Uzog cannot move normally for the rest of the round. A maximum of 2 Skull Markers can be placed on this card.

**GRUESOME DISPLAY**  
When a figure engaged with Uzog defends against an attack from a Durgeth figure, the defending figure rolls one fewer defense die for each Skull Marker on this card.

Rendar Fy		
	<b>85</b>	 <b>Life 4</b>
Mariedian		 <b>Move 5</b>
Unique Hero		 <b>Range 5</b>
Soldier		 <b>Attack 2</b>
Precise		 <b>Defense 4</b>
<i>Aquilla</i>	<b>Medium 5</b>	

**BATTLE RIFLE**  
When attacking, if Rendar Fy did not move this turn, he may either add 3 to his Range, or attack one additional time.

**SIGHTING**  
When Rendar Fy is attacking with a height advantage, he rolls an additional attack die.

Avernus		
	<b>135</b>	 <b>Life 7</b>
Elemental		 <b>Move 6</b>
Unique Hero		 <b>Range 1</b>
Construct		 <b>Attack 4</b>
Ravenous		 <b>Defense 4</b>
<i>Ulgar</i>	<b>Huge 8</b>	

**WAVE OF FLAME**  
Before moving normally with Avernus, and each time Avernus moves onto a space during normal movement, you must roll the 20-sided die once for each figure adjacent to Avernus. If you roll a 14 or higher, that figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Wave of Flame. Avernus cannot roll for Wave of Flame against the same figure more than once per turn.

**LAVA RESISTANT**  
Avernus never rolls for molten lava damage or lava field damage, and it does not have to stop in molten lava spaces.

**NEGATIVE ELEMENT**  
Avernus can never roll defense dice while it is on a water space.

Brontos		
	<b>175</b>	 <b>Life 9</b>
Cyclops		 <b>Move 6</b>
Unique Hero		 <b>Range 1</b>
Smith		 <b>Attack 3</b>
Loyal		 <b>Defense 3</b>
<i>Aquilla</i>	<b>Huge 13</b>	

**EVIL EYE DEFENSE**  
When rolling defense dice against a normal attack from a non-adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

**ABDUCT**  
Before moving Brontos, you may choose a small or medium figure adjacent to Brontos. Brontos does not take leaving engagement attacks from the chosen figure. After you move Brontos, place the chosen figure adjacent to Brontos on an unoccupied land space, if possible. A figure moved by Abduct never takes any leaving engagement attacks. If Brontos attacks this turn, he must attack the Abducted figure.

**WHOMP!**  
When attacking with Brontos each skull rolled counts for one additional hit. All excess shields rolled by the defending figure count as unblockable hits inflicted by the defending figure on Brontos.

Marutuk		
	<b>195</b>	 <b>Life 9</b>
Dragonspawn		 <b>Move 6</b>
Unique Hero		 <b>Range 1</b>
Marauder		 <b>Attack 6</b>
Arrogant		 <b>Defense 4</b>
<i>Valkrill</i>	<b>Huge 11</b>	

**WORTHY CHALLENGE**  
Marutuk rolls 2 additional dice when attacking a large or huge figure. If an opponent's large or huge figure is within 6 spaces of Marutuk, she may not attack a small or medium figure with a normal attack or a leaving engagement attack. Marutuk may not move normally out of engagement with an opponent's large or huge figure.

**DISMISSIVE SWIPE**  
At any point while moving normally, if Marutuk is on a space where she may end her movement, Marutuk may choose an adjacent small or medium figure and roll the 20-sided die. If you roll a 12 or higher, the chosen figure receives 1 wound. Marutuk may only use this power once per turn. If she does, she cannot attack a small or medium figure this turn.

**LONG STRIDES**  
Marutuk can move through all small and medium figures.

Xundar		
	<b>150</b>	 <b>Life 6</b>
Drow		 <b>Move 5</b>
Unique Hero		 <b>Range 1</b>
Sorcerer		 <b>Attack 3</b>
Tricky		 <b>Defense 2</b>
<i>Vydar</i>	<b>Medium 5</b>	

**SHADOW CAST SPECIAL ATTACK**  
**Range 5. Attack 3 + Special.**  
When Xundar attacks a figure with Shadow Cast Special Attack, add 1 additional attack die if at least one friendly Shadow figure is engaged with the defending figure. If Xundar destroys an opponent's figure with Shadow Cast Special Attack, replace that figure immediately, if possible, with one of your own previously destroyed Common Shadow figures.

**SHADOW MASTER**  
After revealing an Order Marker on Xundar, and instead of taking that turn with Xundar, you may move Xundar up to 5 spaces and then take a turn with up to three small or medium Common Shadow heroes you control that are within 8 spaces of Xundar.

## Shadow Binder

	<b>25</b>	 <b>Life 1</b>
	Shadow	 <b>Move 5</b>
	Common Hero	 <b>Range 1</b>
	Guard	 <b>Attack 1</b>
	Terrifying	 <b>Defense 4</b>
<i>Vydar</i>	<b>Medium 6</b>	

### TENTACLE GRAB 8

After moving and before attacking with a Shadow Binder, you may choose one opponent's small or medium figure within 2 clear sight spaces whose base is no higher than the Shadow Binder's height or 6 levels below that Shadow Binder's base. Roll the 20-sided die. If you roll an 8 or higher, place the chosen figure on any empty same-level space adjacent to that Shadow Binder. If the chosen figure is engaged when it is moved by Tentacle Grab, it will not take any leaving engagement attacks.

### PHANTOM WALK

A Shadow Binder can move through all figures and is never attacked when leaving an engagement.

## Wildwood Monarch

	<b>140</b>	 <b>Life 5</b>
	Wildwood	 <b>Move 2</b>
	Unique Hero	 <b>Range 1</b>
	Monarch	 <b>Attack 6</b>
	Enraged	 <b>Defense 5</b>
<i>Ullar</i>	<b>Large 6</b>	

### ASCEND 4

Instead of moving normally, the Wildwood Monarch may move one space. That space may be up to 4 levels higher.

### TRUNK OF THE AWAKENED FOREST

After taking a turn with the Wildwood Monarch, you may take a turn with a small or medium Wildwood Hero you control.

### NATURE'S KEEPER

Wildwood figures you control cannot attack other Wildwood figures you control.

### SEEDLING

At the start of each round, before you place Order Markers, if you have not placed the Wildwood Monarch or used a Seedling power this round, you may place one of your previously destroyed small Wildwood Heroes on any empty space adjacent to the Wildwood Monarch.

## Honor Guard of the Blasted Lands

	<b>65</b>	 <b>Life 1</b>
	Tyrants	 <b>Move 5</b>
	Common Squad	 <b>Range 1</b>
	Guards	 <b>Attack 2</b>
	Disciplined	 <b>Defense 4</b>
<i>Einar</i>	<b>Medium 5</b>	

### ARC LANCES

All Honor Guards you control adjacent to at least one other Honor Guard you control receive 1 automatic skull when attacking.

### PROTECTIVE REPOSITIONING

At the end of each round, you may move up to 6 Honor Guard figures you control up to 2 spaces each. Honor Guards must be able to move adjacent to a friendly figure to use Protective Repositioning.

## Red Mantis Blade Dancers

	<b>80</b>	 <b>Life 1</b>
	Xoderans	 <b>Move 7</b>
	Common Squad	 <b>Range 1</b>
	Blade Dancers	 <b>Attack 3</b>
	Tricky	 <b>Defense 4</b>
<i>Aquila</i>	<b>Medium 5</b>	

### DUAL STRIKE

When a Red Mantis Blade Dancer attacks, that Blade Dancer may attack one additional time. A Red Mantis Blade Dancer cannot attack the same figure more than once per turn.

### STEALTH ARMOR 12

When a Red Mantis Blade Dancer receives one or more wounds, before removing that Blade Dancer, roll the 20-sided die. If you roll a 12 or higher, ignore any wounds.

### STEALTH LEAP

Instead of their normal move, any or all Red Mantis Blade Dancers may Stealth Leap. Stealth Leap has a move of 3. When counting spaces for a Blade Dancer's leaping movement, ignore elevations. A Blade Dancer may leap over water without stopping, pass over figures without becoming engaged, and leap over obstacles such as ruins. A Blade Dancer may not leap more than 12 levels up or down in a single leap. If a Blade Dancer is engaged when starting to leap, that Blade Dancer does not take any leaving engagement attacks.

## Tombstone Gunslinger

	<b>25</b>	 <b>Life 1</b>
	Human	 <b>Move 5</b>
	Common Hero	 <b>Range 7</b>
	Outlaw	 <b>Attack 2</b>
	Reckless	 <b>Defense 2</b>
<i>Vydar</i>	<b>Medium 5</b>	

### OUTLAW BAND

After revealing an Order Marker on a Tombstone Gunslinger, if there is at least one Order Marker on a Unique Outlaw Hero you control, you may first take a turn with one other Common Outlaw Hero you control.

### HIGH NOON

A Tombstone Gunslinger rolls an additional attack die for each Unique Outlaw Hero you control within 2 clear sight spaces of that Tombstone Gunslinger, up to a maximum of 2 additional attack dice.

### QUICK DRAW 17

When a Tombstone Gunslinger is targeted for a normal attack from an opponent's non-adjacent figure within 7 clear sight spaces of that Tombstone Gunslinger, you may roll the 20-sided die. If you roll a 17 or higher, the opponent's figure receives 1 wound.

## Z'Thoth, Mouth of the Abyss

	<b>140</b>	 <b>Life 6</b>
	Outsider	 <b>Move 5</b>
	Unique Hero	 <b>Range 1</b>
	Horror	 <b>Attack 4</b>
	Inscrutable	 <b>Defense 5</b>
<i>Valkrill</i>	<b>Huge 10</b>	

### MADDENING VISAGE

After moving and before attacking, you may choose a figure within 6 clear sight spaces of Z'Thoth and roll the 20-sided die. If you roll a 1-10, choose an opponent. That player must move the figure 1 space, if possible. If you roll an 11 or higher, you must move the chosen figure 1 space, if possible. Figures moved by Maddening Visage take any leaving engagement attacks that apply.

### SHATTER MINDS SPECIAL ATTACK

#### Range 4. Attack 3.

Choose a figure to attack. Z'Thoth does not need line of sight on the targeted figure. You may also choose one figure adjacent to the targeted figure to be affected by Shatter Minds Special Attack as well. Roll attack dice once for both figures. Each figure rolls defense dice separately.

### SLITHER

Z'Thoth does not have to stop its movement when entering water spaces.

## Motley Max

	<b>135</b>	 <b>Life 6</b>
	Mutant	 <b>Move 5</b>
	Unique Hero	 <b>Range 1</b>
	Warhulk	 <b>Attack 5</b>
	Merciless	 <b>Defense 3</b>
<i>Valkrill</i>	<b>Large 6</b>	

### DREAD CHAIN GRAB 6

After moving and before attacking with Motley Max, you may choose up to two enemy small or medium figures within 3 clear sight spaces whose bases are no more than 6 levels above Motley Max's height or 6 levels below Motley Max's base. Roll the 20-sided die once for each figure. If you roll a 6 or higher, place that figure on any empty same-level space adjacent to Motley Max. If the chosen figure is engaged when it is moved by Dread Chain Grab 6, it will not take any leaving engagement attacks.

### ENGAGEMENT STRIKE 14

If an opponent's small or medium figure moves adjacent to Motley Max, roll the 20-sided die. If you roll a 14 or higher, the opponent's figure receives a wound. Figures may only be targeted as they move into engagement with Motley Max.

## Kuthnak

	<b>70</b>	 <b>Life 4</b>
	Orc	 <b>Move 5</b>
	Unique Hero	 <b>Range 1</b>
	Champion	 <b>Attack 2</b>
	Wild	 <b>Defense 3</b>
<i>Ullar</i>	<b>Medium 4</b>	

### INCANTATION OF BOILING BLOOD

Before moving normally with a Common Orc Squad you control, you may choose a figure in that Squad within 4 clear sight spaces of Kuthnak. For the rest of the turn, the chosen figure adds 3 to its Move and 1 to its Attack, and may attack any or all figures adjacent to it this turn with its normal attack. Roll each attack separately. After that turn, destroy the chosen figure.

## 12<sup>th</sup> Caucasus Rifles

	<b>60</b>	 <b>Life 1</b>
	Human	 <b>Move 5</b>
	Common Squad	 <b>Range 6</b>
	Soldiers	 <b>Attack 3</b>
	Resolute	 <b>Defense 3</b>
<i>Vydar</i>	<b>Medium 5</b>	

### GAS GRENADE SPECIAL ATTACK

#### Range 5. Lob 12. Attack 1.

Before attacking normally, one 12th Caucasus Rifle Soldier may choose a figure to attack with Gas Grenade Special Attack. No clear line of sight is needed. Any figures adjacent to the chosen figure are also affected by Gas Grenade Special Attack. Roll one attack die once for all affected figures. If you roll a skull, all figures affected by Gas Grenade Special Attack subtract 1 from their defense dice for the entire turn. Each figure rolls defense dice separately. Gas Grenade Special Attack never affects destructible objects or 12th Caucasus Rifles.

# Acolytes of Vorganund



<b>50</b>	 <i>Life 1</i>
Human	<i>Move 5</i>
Common Squad	<i>Range 1</i>
Clerics	<i>Attack 3</i>
Devout	<i>Defense 3</i>
<i>Valkrill</i>	<b>Medium 5</b> <i>Defense 3</i>

## **BLOOD SUMMONING**

At the start of the game, you may choose any or all Unique Demon Heroes you control to be Bound Heroes of the Acolytes of Vorganund. Place those Heroes on this card. Once per turn, instead of moving normally with an Acolyte of Vorganund, you may destroy that Acolyte and place a Bound Hero from this card on the space that Acolyte occupied.

## **DARK PACT**

After taking a turn with the Acolytes of Vorganund, you may take a turn with a Bound Hero you control. If you do, and a figure other than the Bound Hero received wounds or was destroyed during the Bound Hero's turn, nothing happens. Otherwise, destroy an Acolyte of Vorganund you control.