







Zombie Hulk			Capt. John Varan			Zaeus		
	<b>60</b>	 Life 3		<b>80</b>	 Life 5		<b>130</b>	 Life 4
	Undead	Move 5		Human	Move 5		Primadon	Move 5
	Uncommon Hero	Range 1		Unique Hero	Range 6		Unique Hero	Range 1
	Savage	Attack 4		Soldier	Attack 3		Scientist	Attack 4
	Terrifying	Defense 3		Fearless	Defense 3		Inspiring	Defense 4
<i>Ulgar</i>	Large 6		<i>Jandar</i>	Medium 5		<i>Vydar</i>	Medium 5	

**Horde Shriek**  
After revealing an order marker and before taking a turn with this Zombie Hulk, if this Zombie Hulk is not engaged, you may first take a turn with another Undead Savage Hero or Squad that you control.

**Paralyzing Fear**  
Figures attacked by any Undead subtract one from their defense dice for every Zombie Hulk they are engaged to.


**Zombie Rises Again**  
If an Undead Savage that you control destroys an opponent's large or huge figure, replace that figure immediately, if possible, with one of your own previously destroyed Zombie Hulks, and remove all markers other than order markers on that card. Undead are not affected by Zombie Rises Again.



**Purple Heart**  
When a Human you control who follows Jandar and is adjacent to Capt. John Varan receives one or more wounds from an attacking figure who is not adjacent, you may instead place all of those wound markers on this Army Card.



**Battle Valor Special Attack**  
Range 5. Attack 2.  
Instead of moving and attacking normally, Capt. John Varan may use Battle Valor Special Attack. When using Battle Valor Special Attack, Capt. John Varan may move up to 3 spaces before attacking. When moving and attacking with Battle Valor Special Attack, Capt. John Varan may move and attack one additional time for each wound marker on this Army Card.

**Gorillinator Attack Bonding**  
After revealing an order marker on Zaeus, you may take a turn with a squad of Gorillinators you control before taking a turn with Zaeus. The Gorillinators cannot move during this turn.

**Rail Gun Special Attack**  
Range 7. Attack 4.  
When Zaeus attacks an opponent's figure that is not adjacent with his Rail Gun Special Attack, you must choose a figure adjacent to the targeted figure, if possible. If Zaeus inflicts more wounds than needed to destroy the targeted figure, all excess wounds count as unblockable hits on the chosen figure.

Zogross Hardscale		
	<b>120</b>	 Life 5
	Lizardfolk	Move 6
	Unique Hero	Range 1
	Warlord	Attack 3
	Fearsome	Defense 5
<i>Ullar</i>	Medium 5	

Omegacron		
	<b>180</b>	 Life 4
	Soulborg	Move 5
	Unique Hero	Range 7
	Commander	Attack 3
	Precise	Defense 6
<i>Jandar</i>	Large 7	

Haduc		
	<b>100</b>	 Life 6
	Elf	Move 5
	Unique Hero	Range 7
	Wizard	Attack 3
	Valiant	Defense 2
<i>Ullar</i>	Medium 5	

**Tribal Protection**  
An opponent's figure that is engaged to one or more Warriors or Protectors you control who follow Ullar may not attack Zogross Hardscale.

**Opportunity Strike 15**  
If an opponent's figure that is engaged with Zogross Hardscale targets any other figure you control with a normal attack, roll the 20-sided die. If you roll a 15 or higher, no dice are rolled for this attack, no defense dice are rolled, and the attacking figure receives one wound.


**Double Attack**  
When Omegacron attacks, he may attack one additional time.



**Omicron Mobilization**  
Instead of moving with Omegacron, you may move up to 3 other Soulborg figures you control who follow Jandar up to 5 spaces each.



**Directed Fire**  
Instead of attacking with Omegacron this turn, you may choose up to 3 unengaged Soulborg Squad figures you control who follow Jandar. Take a single turn with the chosen figures, during which the chosen figures may only attack. Omegacron must also have line of sight to any figure attacked using Directed Fire.

**Aegis of the Crimson Sigil**  
When Haduc, or any Elf Wizard you control adjacent to Haduc, rolls defense dice, add one automatic shield to whatever is rolled for each revealed order marker on Haduc's Army Card.

**Elven Supremacy**  
Any time you roll the 20-sided die for an Elf Army Card, you may add 1 to your die roll.

Marro Gnids		
	<b>50</b>	 Life 1
	Marro	Move 7
	Common Squad	Range 1
	Parasites	Attack 2
	Relentless	Defense 2
<i>Ulgar</i>	Small 3	

Nicholas Esenwein		
	<b>140</b>	 Life 5
	Undead	Move 7
	Unique Hero	Range 1
	Duke	Attack 4
	Dominating	Defense 4
<i>Valkrill</i>	Medium 4	

Preyblood Thrall		
	<b>30</b>	 Life 1
	Undead	Move 5
	Common Hero	Range 1
	Thrall	Attack 3
	Ravenous	Defense 3
<i>Valkrill</i>	Medium 5	

**Cling**  
If a Marro Gnid inflicts one or more wounds on an opponent's Unique Hero, you may place that Marro Gnid on the affected figure's card. Subtract 1 from that Hero's Move and Defense values for each Marro Gnid on the figure's card. A maximum of 3 Marro Gnids can be placed on any Hero's card.

**Scale 1**  
When moving up or down levels of terrain, Marro Gnids may add 1 to their height.

**Bloodborn Rising**  
Each time Nicholas Esenwein destroys a figure, you may remove a wound marker from this Army Card. If the destroyed figure was small or medium, and not Undead, replace that figure immediately, if possible, with one of your own previously destroyed Thralls. Nicholas Esenwein may not use Bloodborn Rising on destructible objects.

**Overextended Attack**  
After taking a turn with Nicholas Esenwein, you may place a wound marker on Nicholas Esenwein and take another turn with him. You may only use this power once during a round.

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

**Mindless Pack**  
After revealing an order marker on this card, roll the 20-sided die.  

- If you roll a 1-5, you may take a turn with 1 Thrall you control.
- If you roll a 6-15, you may take a turn with up to 2 Thralls you control.
- If you roll a 16 or higher, you may take a turn with up to 3 Thralls you control.

**Blood Hunger**  
Before moving a Preyblood Thrall, you may choose an opponent's figure. Add 1 to the Preyblood Thrall's Move and Attack values for each wound marker on the chosen figure's Army card to a maximum of +3 for each. To use Blood Hunger, the Preyblood Thrall must end its move adjacent to the chosen figure and must attack that figure if possible. If the Preyblood Thrall does not inflict at least one wound on the chosen figure, destroy the Preyblood Thrall.