

## Cxurg'gyath

	<b>140</b>	 <b>Life 6</b>
	Mind Flayer	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Overlord	<b>Attack 4</b>
	Terrifying	<b>Defense 3</b>
<i>Utgarg</i>	<b>Medium 5</b>	

### Psionic Explosion Special Attack Range 4. Attack 3.

Choose a figure to attack. Each opponent's figure adjacent to the chosen figure is also affected by the Psionic Explosion Special Attack. Cxurg'gyath does not need clear line of sight to attack with Psionic Explosion Special Attack. Roll 3 attack dice once for all affected figures. Each figure rolls defense dice separately.

### Enslave Enhancement

Add 1 to your die roll when you roll for the Enslave power on any Army Card.

### Lurk in Shadows

If Cxurg'gyath is on a shadow space, opponents' figures must be adjacent to attack him with a normal attack.

## Beakface Sneaks

	<b>30</b>	 <b>Life 1</b>
	Raptorian	<b>Move 6</b>
	Common Squad	<b>Range 1</b>
	Rogues	<b>Attack 3</b>
	Skittish	<b>Defense 2</b>
<i>Einar</i>	<b>Medium 4</b>	

### Flocking

After taking a turn with the Beakface Sneaks, if at least one Beakface Sneak attacked an opponent's figure, you may move up to two Raptorians you control that did not move or attack this turn up to 6 spaces each.

### Evasive 3

When a Beakface Sneak rolls defense dice against an attacking figure who is not adjacent, add 3 defense dice to the defending Sneak.

### Glide

Beakface Sneaks never roll for falling damage.

## Quahon

	<b>190</b>	 <b>Life 7</b>
	Dragon	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Predator	<b>Attack 6</b>
	Precise	<b>Defense 3</b>
<i>Aquilla</i>	<b>Huge 11</b>	

### Lightning Breath Special Attack Range 4+ Special. Attack 4.

Choose a figure to attack. You may also choose a second figure within 3 clear sight spaces of the targeted figure and a third figure within 2 clear sight spaces of the second figure to be affected by Lightning Breath Special Attack. Roll attack dice once for all figures. Each figure rolls defense dice separately. Lightning Breath Special Attack does not affect destructible objects.

### Flying

When counting spaces for Quahon's movement, ignore elevations. Quahon may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Quahon is engaged when she starts to fly, she will take any leaving engagement attacks.

## Racheim

	<b>140</b>	 <b>Life 5</b>
	Chimera	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Marauder	<b>Attack 3</b>
	Ferocious	<b>Defense 4</b>
<i>Valkrill</i>	<b>Large 6</b>	

### Frost Breath Special Attack Range 6. Attack 4.

Figures with the Lava Resistant special power roll 2 less defense dice when attacked by Racheim's Frost Breath Special Attack.

### Triple Attack

When Racheim attacks with a normal attack, he may attack two additional times.

### Flying

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

## Deathcommander Mark 3

	<b>130</b>	 <b>Life 2</b>
	Soulborg	<b>Move 5</b>
	Unique Hero	<b>Range 5</b>
	Deathcommander	<b>Attack 4</b>
	Precise	<b>Defense 7</b>
<i>Utgarg</i>	<b>Large 6</b>	

### Heavy Support Command Beacon

When revealing an order marker on Deathcommander Mark 3's card, after taking his turn, if Deathcommander Mark 3 is engaged, you may immediately take a turn with another Unique or Large Soulborg Hero or Squad you control that follows Utgar.

### Marked For Destruction

When a Soulborg figure that you control who follows Utgar attacks a figure engaged with Deathcommander Mark 3 with a normal attack, before defense dice are rolled, you may re-roll one attack die that did not show a skull. Marked for Destruction can only be used once for each attack. Marked for Destruction does not affect Deathcommander Mark 3.

### Explosive Rounds Special Attack

**Range 5. Attack 3.**  
Choose a figure to attack. You may also choose one other figure adjacent to the targeted figure to be affected by Explosive Rounds Special Attack. Roll attack dice once for both figures. Each figure rolls defense dice separately. When Deathcommander Mark 3 attacks with his Explosive Rounds Special Attack, he may attack one additional time.

## Mok

	<b>220</b>	 <b>Life 8</b>
	Giant	<b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Warhulk	<b>Attack 7</b>
	Fearsome	<b>Defense 4</b>
<i>Aquilla</i>	<b>Huge 11</b>	

### Dwarven Gunners

Instead of attacking with a Dwarf Squad figure you control that is unengaged and adjacent to Mok, you may remove that figure from the battlefield and place it on this card. There can be a maximum of two Dwarf figures on this card.

### Gunner Casualties

If there is at least one Dwarf figure on Mok's card when Mok receives one or more wounds from an attack by a non-adjacent figure, you must roll the 20-sided die. If you roll a 15 or higher, remove one Dwarf figure from Mok's card and ignore any wounds.

### Gunner Special Attack

**Range 5. Attack 3.**  
After attacking normally, Mok may attack with Gunner Special Attack once for each Dwarf figure on this card. While engaged, Mok may target and attack non-adjacent figures with Gunner Special Attack. Mok cannot attack the same figure twice with Gunner Special Attack.

## Morgoloth

	<b>140</b>	 <b>Life 6</b>
	Demon	<b>Move 6</b>
	Unique Hero	<b>Range 1</b>
	Darklord	<b>Attack 4</b>
	Terrifying	<b>Defense 4</b>
<i>Valkrill</i>	<b>Large 7</b>	

### Double Attack

When Morgoloth attacks, he may attack one additional time.

### Swarming Vermin

Friendly small figures who follow Utgar or Valkrill are never attacked when leaving engagement with a figure within 5 clear sight spaces of Morgoloth.

### Demon Leadership

All Demons you control, except Morgoloth, move one additional space.

## Hoplitron

	<b>35</b>	 <b>Life 1</b>
	Soulborg	<b>Move 5</b>
	Common Hero	<b>Range 1</b>
	Champion	<b>Attack 4</b>
	Disciplined	<b>Defense 6</b>
<i>Vydar</i>	<b>Large 6</b>	

### Shield Push 13

After moving and before attacking with a Hoplitron, you may choose one small or medium figure adjacent to that Hoplitron. Roll the 20-sided die. If you roll a 13 or higher, move the chosen figure up to 1 space. Figures moved by Shield Push never take any leaving engagement attacks. A non-flying figure moved lower by Shield Push can receive any falling damage that may apply.

### Melee Soulborg Bonding

After revealing an Order Marker on a Hoplitron Army Card, before taking that Hoplitron's turn, you may take a turn with one other Soulborg Hero you control with a Range of 1.

## Cathar Spearmen

	<b>75</b>	 <b>Life 1</b>
	Human	<b>Move 4</b>
	Common Squad	<b>Range 1</b>
	Soldiers	<b>Attack 2</b>
	Devout	<b>Defense 4</b>
<i>Einar</i>	<b>Medium 5</b>	

### Reach

If an opponent's figure is within 2 spaces of a Cathar Spearman, and its base is no more than 3 levels above that Cathar Spearman's height or 3 levels below that Cathar Spearman's base, that Cathar Spearman may add 1 to his Range when attacking that figure.

### Braced Spear 16

If an opponent's figure moves adjacent to a previously unengaged Cathar Spearman, roll the 20-sided die. If you roll a 16 or higher, the opponent's figure receives one wound.

### Impale

When attacking a non-adjacent figure, a Cathar Spearman receives an additional attack die.