



Gorillitroopers

	105	 Life 1
	Primadons	Move 5
	Common Squad	Range 1
	Troopers	Attack 5
	Dauntless	Defense 3
<i>Vydar</i>	Medium 5	

Primadon Strategic Attack Bonding

Before taking a turn with the Gorillitroopers, you may first take a turn with any Primadon Hero you control. That Primadon Hero may only attack during its turn. If you take a turn with any Primadon Hero you control, the Gorillitroopers cannot use their Autocannons special power this turn.



Autocannons

Before attacking, you may add 4 to the Range number and subtract 2 from the Attack number of this Army Card for the duration of this turn. When using Autocannons, a Gorillitrooper that did not move this turn may attack one additional time.

Tough

When rolling defense dice against a normal attack, Gorillitroopers always add one automatic shield to what is rolled.

8th Infantry Pathfinder

	35	 Life 1
	Human	Move 5
	Common Hero	Range 6
	Soldier	Attack 4
	Disciplined	Defense 3
<i>Jandar</i>	Medium 4	

Marching Orders

When revealing an Order Marker on the Army Card of a Unique Soldier Hero you control that follows Jandar, and after taking that Unique Soldier Hero's turn, you may move each 8th Infantry Pathfinder figure you control up to 5 spaces. A Pathfinder must be able to move adjacent to a Unique Soldier figure you control that follows Jandar in order to use Marching Orders.

Firefight

After revealing an Order Marker on an 8th Infantry Pathfinder, instead of taking a turn with a Pathfinder, you may choose up to three Pathfinders you control. One at a time, take a turn with each Pathfinder. During these turns, the chosen Pathfinders may not move.

Knights of Blackgaard

	120	 Life 1
	Human	Move 5
	Common Squad	Range 1
	Kights	Attack 3
	Relentless	Defense 4
<i>Ulgar</i>	Medium 5	



Blackgaard Surge

If no Knights of Blackgaard you control are engaged, you must subtract 3 from your initiative roll. If at least one Order Marker is on the Knights of Blackgaard, you may add 1 to your initiative roll for each engaged Knight of Blackgaard you control.

Relentless Army Attack Bonus

If every army card you control has a relentless personality, each Knight of Blackgaard receives one additional attack die.

Bloodburst Thrall

	30	 Life 1
	Undead	Move 5
	Common Hero	Range 1
	Thrall	Attack 3
	Terrifying	Defense 4
<i>Valkrill</i>	Medium 5	

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.



Engorge

When a Bloodburst Thrall attacks, you may add 1 to its Attack number. If you do and the defending figure is destroyed, roll the 20-sided die. If you roll a 13 or lower, destroy that Bloodburst Thrall.

Rupture

When a Bloodburst Thrall you control receives one or more wounds from a normal attack by an opponent's figure, you may choose an opponent's figure adjacent to the Bloodburst Thrall and roll the 20-sided die before removing that figure. If you roll a 14 or higher, the chosen figure receives 1 wound.

Crypt Guardian

	60	 Life 4
	Undead	Move 4
	Uncommon Hero	Range 1
	Guard	Attack 3
	Loyal	Defense 3
<i>Vydar</i>	Medium 5	

Curse of the Mummy

When you choose an opponent's figure and roll the 20-sided die for a special power on any Undead Army Card, you may add 2 to the roll if the chosen figure is engaged with this Crypt Guardian.

Royal Escort

When Revealing an Order Marker on this Crypt Guardian, after taking this Crypt Guardian's turn, you may take a turn with one other Guard Hero or Queen Hero you control.

Tough

When rolling defense dice against a normal attack, this Crypt Guardian always add one automatic shield to what is rolled.

Emperor Andask

	130	 Life 5
	Kyrie	Move 5
	Unique Hero	Range 5
	Warrior	Attack 3
	Merciless	Defense 3
<i>Valkrill</i>	Medium 5	

Orb of Vengeance Aura

When a figure you control within 4 clear sight spaces of Emperor Andask attacks an adjacent figure with a normal attack, before defense dice are rolled, you may re-roll all attack dice that did not show skulls. Orb of Vengeance Aura does not affect Emperor Andask. Orb of Vengeance Aura may only be used once per turn.

Kyrie Supremacy

Any time you roll the 20-sided die for a Kyrie army card, you may add 1 to your roll.

Flying

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

Calibrax the Kyrie Warrior

	130	 Life 4
	Kyrie	Move 5
	Unique Hero	Range 5
	Warrior	Attack 3
	Merciful	Defense 3
<i>Vydar</i>	Medium 5	

Double Attack

When Calibrax attacks, he may attack one additional time.


Life Transfer Aura

Each time Calibrax destroys an adjacent figure which is not a destructible object, you may choose a wounded Hero figure you control within 3 clear sight spaces of Calibrax. Remove one wound marker from the chosen Hero's Army Card. Calibrax cannot remove wound markers from his own Army Card.

Flying

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

Rygarn

	90	 Life 4
	Tempovar	Move 4
	Unique Hero	Range 6
	Chrono-Mage	Attack 4
	Tricky	Defense 3
<i>Vydar</i>	Medium 6	



Chrono-Key

Once per round, before revealing a numbered Ordered Marker on an Army Card in your army, you may choose this Army Card or an Army Card that has at least one figure you control within 6 spaces of Rygarn. Move that numbered Order Marker to the chosen Army Card and reveal it on that Army Card instead.

Temporal Jump

When Rygarn receives one or more wounds from a normal or special attack by an opponent's figure, you may roll the 20-sided die. If you roll a 15 or higher, choose an empty space within 4 spaces of Rygarn. Place Rygarn on the chosen space to ignore any wounds he just received. If Rygarn is engaged when he uses Temporal Jump, he will not take any leaving engagement attacks.

Major J15

	95	 Life 4
	Soulborg	Move 5
	Unique Hero	Range 1
	Major	Attack 4
	Precise	Defense 5
<i>Vydar</i>	Large 8	

Guided Cannon Special Attack Range 4. Attack 4.

Major J15 may target and attack non-adjacent figures with his Guided Cannon Special Attack while engaged.

Breaching Scythe

When rolling attack dice for a normal attack against large or huge figures or destructible objects, Major J15 always adds 1 automatic skull to whatever is rolled.