







Tomb Skeleton Archers

	30	 Life 1
	Undead	 Move 4
	Common Squad	 Range 7
	Guards	 Attack 1
	Mindless	 Defense 2
<i>Valkrill</i>	Medium 4	

SHAMBLING HORDE

You may move up to 4 Tomb Skeleton Archers you control each turn. If more than 2 of the Tomb Skeleton Archers move this turn, no Tomb Skeleton Archers may attack. If none of the Tomb Skeleton Archers move this turn, you may attack with up to 4 Tomb Skeleton Archers you control.







CLEAR SHOT

When attacking a figure that is not engaged, a Tomb Skeleton Archer rolls 1 additional attack die.

SKELETAL FORM

When rolling defense dice against an attack from a figure with a range number of 4 or more that is not a Cleric or Wizard, a Tomb Skeleton Archer adds 1 die.

Achilleian Gladiatrix

	40	 Life 1
	Human	 Move 5
	Common Hero	 Range 4
	Gladiator	 Attack 3
	Rebellious	 Defense 3
<i>Einar</i>	Medium 5	







SKEWER

When an Achilleian Gladiatrix attacks an adjacent figure, you may choose one small or medium figure that is adjacent to the defending figure but is not adjacent to that Achilleian Gladiatrix. If the defending figure is destroyed by that Achilleian Gladiatrix's attack, the chosen figure receives one wound.

JAVELIN

After moving and before attacking with an Achilleian Gladiatrix, you may roll the 20-sided die. If you roll a 16 or higher, add 3 to that Achilleian Gladiatrix's Range value for the duration of her turn.

Xualtiaca Fire Ants

	55	 Life 1
	Insects	 Move 6
	Common Squad	 Range 1
	Drones	 Attack 2
	Mindless	 Defense 2
<i>Aquila</i>	Small 2	

SWARMING

After moving and before attacking with Xualtiaca Fire Ants, count the number of engaged Xualtiaca Fire Ants you control. You may move this number of unengaged Xualtiaca Fire Ants you control that you did not move this turn up to 3 spaces each.







SWARM STING 18

Instead of attacking, Xualtiaca Fire Ants may use Swarm Sting 18. Once for each opponent's figure adjacent to at least one Xualtiaca Fire Ant you control, roll the 20-sided die for stinging damage. Add 1 to your die roll for each Xualtiaca Fire Ant you control engaged with that figure. If you roll an 18 or higher, that figure receives one wound. If the wound was inflicted and the figure was not destroyed, roll again for stinging damage for that figure. Swarm Sting does not affect destructible objects.

CLIMB X3

When moving up or down levels of terrain, Xualtiaca Fire Ants may triple their height.

Zettian Deathwings

	50	 Life 1
	Soulborg	 Move 4
	Common Squad	 Range 4
	Hunters	 Attack 2
	Precise	 Defense 3
<i>Utgår</i>	Small 4	

DETONATION SPECIAL ATTACK

Range 1. Attack 5.

A Zettian Deathwing that moved but did not attack normally may use Detonation Special Attack. Any figures adjacent to the attacking Zettian Deathwing are affected by Detonation Special Attack. Roll 5 attack dice for all affected figures. Destroy the attacking Zettian Deathwing before each figure rolls defense dice separately. Defense dice separately.

EVASIVE 2

When a Zettian Deathwing rolls defense dice against an attacking figure who is not adjacent, add 2 defense to the defending Zettian Deathwing.

FLYING

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

Bramcephys

	230	 Life 9
	Cyclops	 Move 5
	Unique Hero	 Range 1
	Berserker	 Attack 6
	Wild	 Defense 4
<i>Utgår</i>	Huge 13	

HACK AND SLASH SPECIAL ATTACK

Range 1. Attack 4.

When Bramcephys attacks with his Hack and Slash Special Attack, he may attack one additional time. He cannot attack the same figure more than once this turn.

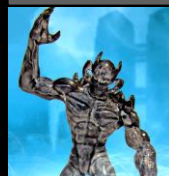





ENRAGED

When revealing an Order Marker on Bramcephys, after taking Bramcephys's turn, if there are six or more wound markers on this card you may take one additional turn with Bramcephys.

EVIL EYE GLARE

When rolling defense dice against a normal attack from a non-adjacent opponent, if there are any excess shields, you may choose either the attacking figure or a figure adjacent to the attacking figure to receive one wound.

The Varja

	160	 Life 6
	Varja	 Move 5
	Unique Hero	 Range 3
	Devourer	 Attack 5
	Terrifying	 Defense 3
<i>Vydar</i>	Huge 8	







PHANTOM WALK

The Varja can move through all figures and is never attacked when leaving an engagement.

LIVING STORM

At any point while moving, when the Varja leaves a space occupied by another figure, you must roll the 20-sided die. If you roll a 17 or higher, remove all Order Markers from that figure's Army Card (or cards if that figure has more than one Common card for that figure). Figures may not be affected by Living Storm more than once per turn.

Cormin The Dark

	75	 Life 4
	Elf	 Move 6
	Unique Hero	 Range 1
	Rogue	 Attack 5
	Tricky	 Defense 2
<i>Utgår</i>	Medium 4	

FAÇADE

If Cormin the Dark is targeted for a normal attack from an opponent's figure, you may roll the 20-sided die. If you roll an 11 or higher, choose a small or medium figure you control that is within 4 spaces of Cormin. Switch Cormin with the chosen figure. If you do, the attacking figure must attack the chosen figure, if possible, and cannot attack any other figure this turn. Figures moved by Façade never take any leaving engagement attacks. You cannot roll for the Façade power more than once per turn.

STAB IN THE BACK

After you take a turn with Cormin the Dark, you must roll the 20-sided die. If you roll a 1, choose an opponent. That opponent now controls Cormin. Remove any Order Markers on this Army Card, then give the card to that opponent.

Ashi-Dhulu

	115	 Life 4
	Worm	 Move 5
	Unique Hero	 Range 1
	Devourer	 Attack 4
	Menacing	 Defense 5
<i>Valkrill</i>	Large 8	







STEALTH UNDERGROUND MOVEMENT

Instead of moving normally with Ashi-Dhulu, you may immediately place him on any empty non-water space that is within 4 spaces of Ashi-Dhulu and is no higher than 1 level above his height or 3 levels below his base. If Ashi-Dhulu is engaged when he starts his Stealth Underground Movement, he will not take any leaving engagement attacks.

DEVOUR FROM BENEATH

Before using Stealth Underground Movement, you may choose a small or medium Common figure on a space where Ashi-Dhulu could end his Stealth Underground Movement. Destroy the chosen figure and immediately place Ashi-Dhulu on that space using Stealth Underground Movement.

Urk

	65	 Life 3
	Goblin	 Move 6
	Unique Hero	 Range 1
	Commander	 Attack 3
	Bold	 Defense 3
<i>Utgår</i>	Small 3	

MOB SWARM

After revealing an Order Marker on this Army Card and before taking a turn with Urk, you may move up to 8 Common Goblin figures you control up to 2 spaces each. Figures moved by Mob Swarm never take any leaving engagement attacks.

GOBLIN SNEAK ATTACK

When attacking an opponent's figure, add 1 attack die for every Common Goblin figure you control that is adjacent to the defending figure, to a maximum of 3 additional dice.

SCALE

When moving up or down levels of terrain, Urk may add 2 to his height.