

Darkprowl Thrall

	30	 Life 1
	Undead	Move 6
	Common Hero	Range 1
	Thrall	Attack 2
	Relentless	Defense 1
<i>Valkrill</i>	Small 3	

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.

POUNCE SPECIAL ATTACK

Range 3. Attack 5.

Instead of attacking normally, a Darkprowl Thrall may attempt to pounce. To pounce, choose a non-adjacent small or medium figure whose base is not higher or lower than 5 levels from the base of the attacking Thrall. If the figure is destroyed, immediately place the attacking Thrall on the space the figure occupied. If the figure is not destroyed, destroy the attacking Thrall.

STEALTHY 4

When an unengaged Darkprowl Thrall is attacked with a normal or special attack, add 4 defense dice to the defending Thrall.

Nottingham Brigand

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

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.

Executioner 616

	115	 Life 3
	Soulborg	Move 5
	Unique Hero	Range 1
	Executioner	Attack 2
	Ruthless	Defense 6
<i>Ulgar</i>	Large 8	

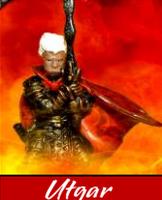
DEADLY STRIKE

When attacking with Executioner 616, each skull rolled counts as one additional hit.

REMOTE DETONATION

Instead of attacking, you may choose Executioner 616 or another Soulborg you control within 4 clear sight spaces of Executioner 616. Roll the 20-sided die. Add 3 to your die roll if the chosen figure is medium, 7 to your die roll if the chosen figure is large, and 10 to your die roll if the chosen figure is huge. If you roll 1-12, nothing happens. If you roll 13-19, all figures adjacent to the chosen figure receive one wound. If you roll a 20 or higher, all figures adjacent to the chosen figure receive 3 wounds. After using Remote Detonation, destroy the chosen figure.

Viceron the Blood Knight

	130	 Life 4
	Human	Move 5
	Unique Hero	Range 1
	Knight	Attack 5
	Merciless	Defense 5
<i>Ulgar</i>	Medium 5	

SANGUINE SWORD

Each time Viceron the Blood Knight destroys a figure with a normal attack, you may remove a wound marker from this Army Card. Viceron cannot use Sanguine Sword on destructible objects.

BLOODSTORM RITUAL

Range Special. Attack 4. Bloodstorm Ritual Special Attack affects all figures within 2 clear sight spaces of Viceron the Blood Knight. Roll 4 attack dice once for all affected figures. All affected figures roll defense dice separately. Bloodstorm Ritual Special Attack does not affect Viceron. After attacking with Bloodstorm Ritual Special Attack, place a wound marker on this Army Card.

Kon-Tar-Na

	150	 Life 5
	Marro	Move 6
	Unique Hero	Range 1
	Hivelord	Attack 5
	Relentless	Defense 4
<i>Ulgar</i>	Large 6	

LEAPING ASSAULT

After moving and before attacking, if Kon-Tar-Na moved less than 4 spaces, he may use Leaping Assault. Choose an opponent's figure within 3 clear sight spaces and place Kon-Tar-Na on any unoccupied space adjacent to the chosen figure. Kon-Tar-Na may not move more than 7 levels up or down using Leaping Assault. If Kon-Tar-Na is engaged when he starts his Leaping Assault, he will take any leaving engagement attacks.

TASTE OF BLOOD

Once per turn, after attacking, if Kon-Tar-Na destroyed an opponent's figure, you may attack one additional time with Kon-Tar-Na. Before the additional attack you may use his Leaping Assault special power.

Chen Tang

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

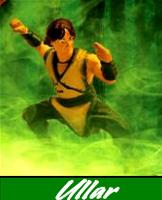
QUIVERING PALM

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.

Master Lao Xin

	130	 Life 5
	Human	Move 6
	Unique Hero	Range 1
	Monk	Attack 3
	Inspiring	Defense 4
<i>Ullar</i>	Medium 5	

SIFU

After revealing an Order Marker on Master Lao Xin, instead of taking that turn with Master Xin, you may take a turn with one Monk hero you control and either another Monk hero or a Monk Squad you control. You may choose which one to activate first. Master Xin may be one of the chosen Monk Heroes. Any other figure that is taking a turn with Sifu must be within clear sight of Master Xin before moving.

MASTER'S STRIKE

When rolling attack dice for a normal attack, Master Xin always adds 1 automatic skull to whatever is rolled.

STEALTH LEAP 25

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

Locksley

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

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

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

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.