

Zhen Yuan

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

SWORN ENEMY

When attacking an opponent's Samurai or Ashigaru, Zhen Yuan rolls 1 additional attack die.

EAGLE CLAW

Before attacking with Zhen Yuan, you may choose an opponent's adjacent figure to attack with Eagle Claw. If the chosen figure receives one or more wounds from Zhen Yuan but is not destroyed, Zhen Yuan may attack the chosen figure one additional time. For the second attack, the chosen figure subtracts 1 from its defense dice for each wound received on the first attack. You may not use Whirlwind Assault if you chose a figure for Eagle Claw this turn.

WHIRLWIND ASSAULT

Zhen Yuan may attack any or all figures adjacent to him. Roll each attack separately.

Arthur of Sherwood

	70	 Life 4
	Human	 Move 8
	Unique Hero	 Range 1
	Rogue	 Attack 3
	Reckless	 Defense 3
<i>Ullar</i>	Large 6	

PASSING BLOW

Once while moving normally, Arthur of Sherwood may choose a small or medium figure that he was not engaged to at the start of this turn. When Arthur leaves engagement with that figure, you may roll the 20-sided die. If you roll an 11 or higher, the chosen figure receives one wound. Arthur cannot attack the chosen figure on this turn.

TREASURE GRAB

At any point while moving normally, Arthur of Sherwood may attempt to pick up or activate a Treasure Glyph, as long as he is on a space where he could end his movement. When you roll the 20-sided die for a Treasure Glyph trap with Arthur of Sherwood, if you set off the trap, Arthur ends his movement immediately and may not attempt to pick up or activate that Treasure Glyph again this turn.

DISENGAGE

Arthur of Sherwood is never attacked when leaving an engagement.

Azazel the Kyrie Warrior

	140	 Life 4
	Kyrie	 Move 5
	Unique Hero	 Range 1
	Warrior	 Attack 4
	Relentless	 Defense 3
<i>Valkrill</i>	Medium 5	

REJECTED BY DEATH

At the start of each of your turns after Azazel the Kyrie Warrior has been destroyed, roll the 20-sided die. If you roll a 19 or higher, immediately place Azazel on a space adjacent to any figure you control and remove all Wound Markers on Azazel's card.

WHIRLWIND ASSAULT

Azazel the Kyrie Warrior may attack any or all figures adjacent to him. Roll each attack separately.

FLYING

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

Boreos

	115	 Life 4
	Elemental	 Move 6
	Unique Hero	 Range 2
	Construct	 Attack 4
	Relentless	 Defense 4
<i>Jandar</i>	Large 6	

VORTEX PULL

While Boreos is flying during its turn, you may choose one non-flying small or medium figure that it passed over this turn. At the end of Boreos' move, the player who controls the chosen figure must place that figure, if possible, on an empty space adjacent to Boreos. If the chosen figure is engaged when it is moved by Vortex pull, it will not take any leaving engagement attacks. Figures under overhangs can never be moved by Vortex Pull.

SWIRLING VORTEX

When an opponent's small or medium figure moves onto a space within 2 clear sight spaces of Boreos, that figure must end its move there. Figures can never move through any figure affected by Swirling Vortex.

STEALTH FLYING

When counting spaces for Boreos's movement, ignore elevations. Boreos may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If Boreos is engaged when it starts to fly, it will not take any leaving engagement attacks.

Kozil

	130	 Life 8
	Owbear	 Move 5
	Unique Hero	 Range 1
	Predator	 Attack 4
	Ferocious	 Defense 3
<i>Aquilla</i>	Large 6	

WOUNDED RAGE 13

When Kozil receives one or more wounds from a normal or special attack but is not destroyed, you must immediately roll the 20-sided die. If you roll a 13 or higher, inflict one wound on a figure adjacent to Kozil, if possible.

CRUSHING GRASP 15

After attacking with Kozil, if Kozil attacked a small or medium figure and rolled at least one skull and Kozil is still adjacent to that figure, you may roll the 20-sided die. If you roll a 15 or higher, inflict 2 wounds on that figure.

Talingul

	100	 Life 6
	Eladrin	 Move 5
	Unique Hero	 Range 7
	Wizard	 Attack 3
	Precise	 Defense 3
<i>Ulgar</i>	Medium 5	

MASTER OF

GREAT CONSTRUCTS

After revealing an Order Marker on Talingul, instead of taking that turn with Talingul, you may take a turn with up to two large or huge Construct Heroes you control. A figure taking a turn with Master of Great Constructs must be within 8 clear sight spaces of Talingul before moving.

Banshees of Durgeth Swamp

	70	 Life 1
	Undead	 Move 7
	Common Squad	 Range 1
	Marauders	 Attack 3
	Tormenting	 Defense 2
<i>Valkrill</i>	Medium 4	

PIERCING SCREAM

After taking a turn with the Banshees of Durgeth Swamp, you may destroy one Common figure within 3 clear sight spaces of at least two Banshees of Durgeth Swamp you control.

STEALTH FLYING

When counting spaces for a Banshee of Durgeth Swamp's movement, ignore elevations. A Banshee may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Banshee is engaged when it starts to fly, it will not take any leaving engagement attacks.

Buccaneers of Tortuga

	70	 Life 1
	Human	 Move 5
	Common Squad	 Range 1
	Rogues	 Attack 3
	Tricky	 Defense 2
<i>Vydar</i>	Medium 4	

OPPORTUNIST

When attacking a figure that does not have any revealed Order Markers on its Army Card (or cards if there is more than one Common Army Card for that figure), Buccaneers of Tortuga receive 1 additional attack die.

ELUSIVE 15

If a Buccaneer of Tortuga you control is attacked by an opponent's figure that is not adjacent and at least 1 skull is rolled, roll the 20-sided die. If you roll 1-14, roll defense dice normally. If you roll a 15 or higher, that Buccaneer of Tortuga takes no damage and may immediately move up to 3 spaces.

DISENGAGE

Buccaneers of Tortuga are never attacked when leaving an engagement.

Morgan's Riflemen

	60	 Life 1
	Human	 Move 5
	Unique Squad	 Range 6
	Soldiers	 Attack 3
	Valiant	 Defense 2
<i>Jandar</i>	Medium 5	

HIT AND RUN

After taking a turn with Morgan's Riflemen, if none of the Morgan's Riflemen moved this turn, you may move each Morgan's Riflemen figure you control up to 5 spaces.

VALIANT ARMY

DEFENSE BONUS

If every Army Card you control has a valiant personality, each Morgan's Riflemen receives 1 additional defense die.