





Otar		
	45	 Life 3
	Boar	Move 6
	Unique Hero	Range 1
	Beast	Attack 4
	Ferocious	Defense 3
<i>Utgår</i>	Small 3	

Gore and Toss 7
When a small or medium figure rolls defense dice and is not destroyed by an attack from Otar, immediately roll the 20-sided die. If you roll a 7 or higher, you may Toss the figure by placing it on any empty space adjacent to Otar. A figure moved by Gore and Toss never takes any leaving engagement attacks.

Suskra		
	85	 Life 5
	Hybrid	Move 5
	Unique Hero	Range 1
	Brute	Attack 4
	Ferocious	Defense 3
<i>Utgår</i>	Medium 5	



OVEREXTEND ATTACK
After taking a turn with Suskra, you may place a wound marker on Suskra and take another turn with him. You may use this power only once during a round.

GORE
If Suskra inflicts one or more wounds on a Unique Hero with a normal attack, you may place 1 additional wound marker on the defending figure's Army Card.

Gothlok		
	130	 Life 5
	Orc	Move 7
	Uniqu Hero	Range 1
	Marauder	Attack 3
	Wild	Defense 4
<i>Valkrill</i>	Large 6	



VALKRILL CHARGE
If Gothlok begins his turn unengaged, after moving and before attacking you may roll 12 Valkrill Valkyrie Dice. For each Valkrill symbol rolled, add 1 to Gothlok's attack this turn.

AURA OF DESPAIR
All figures within 4 clear sight spaces of Gothlok roll 1 less defense die. Figures that follow Valkrill are not affected by Aura of Despair.

Maltis Tez		
	35	 Life 3
	Hybrid	Move 7
	Unique Hero	Range 1
	Scout	Attack 2
	Fearless	Defense 3
<i>Aquilla</i>	Medium 5	

First Assault 2
When attacking with Maltis Tez, if the defending figure was not adjacent to Maltis Tez at the start of this turn, Maltis Tez receives 2 additional attack dice.

Strategic Repositioning
After taking a turn with Maltis Tez, if Maltis Tez attacked an opponent's figure this turn, you may move Maltis Tez up to 1 space. This space may be up to 5 levels higher or lower. Maltis Tez never takes any leaving engagement attacks when using Strategic Repositioning.



Bol		
	10	 Life 1
	Goblin	Move 6
	Unique Hero	Range 1
	Rogue	Attack 2
	Tricky	Defense 3
<i>Aquilla</i>	Small 3	

OPPORTUNISTIC HERO
If a Unique Hero you control is destroyed, you may move all unrevealed Order Markers on that Hero's Army Card to Bol's Army Card.

ANKLE SHANK
If Bol is attacking a large or huge figure, add 2 dice to Bol's attack.

DISENGAGE
Bol is never attacked when leaving an engagement.

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

Tetraites		
	110	 Life 5
	Human	Move 5
	Unique Hero	Range 1
	Gladiator	Attack 5
	Merciless	Defense 3
<i>Utgår</i>	Medium 5	



SPIKED GAUNTLET 14
After moving and before attacking, you may choose an opponent's small or medium Squad figure adjacent to Tetraites and roll the 20-sided die. If you roll a 14 or higher, the chosen figure receives one wound.

FINISHING BLOW
After Tetraites inflicts one or more wounds on a small or medium Unique Hero with his normal attack, if that figure has only 1 Life remaining, you may destroy that Hero.

Uzog		
	110	 Life 6
	Durgeth	Move 5
	Uniqu Hero	Range 1
	Savage	Attack 5
	Menacing	Defense 3
<i>Valkrill</i>	Large 6	



TROPHY SKULLS
Once per round, when Uzog destroys an opponent's figure, you may place a Skull Marker on this card. If you do, Uzog cannot move normally for the rest of the round. A maximum of 2 Skull Markers can be placed on this card.

GRUESOME DISPLAY
When a figure engaged with Uzog defends against an attack from a Durgeth figure, the defending figure rolls one fewer defense die for each Skull Marker on this card.

Rendar Fy		
	85	 Life 4
	Mariedian	Move 5
	Unique Hero	Range 5
	Soldier	Attack 2
	Precise	Defense 4
<i>Aquilla</i>	Medium 5	

BATTLE RIFLE
When attacking, if Rendar Fy did not move this turn, he may either add 3 to his Range, or attack one additional time.

SIGHTING
When Rendar Fy is attacking with a height advantage, he rolls one additional attack die.

Kha		
	75	 Life 4
	Serpentfolk	Move 6
	Unique Hero	Range 5
	Roque	Attack 3
	Tricky	Defense 3
<i>Ullar</i>	Medium 4	

DOUBLE ASSAULT
When Kha attacks an adjacent figure or destructible object, he may attack one additional time.

POISON WEAPONS
Each time Kha attacks a small, medium, or large Hero with a normal attack or a leaving engagement attack and inflicts at least 1 wound, roll the 20-sided die. If you roll a 1-11, nothing happens. If you roll a 12 or higher, add 1 additional wound to the defending figure.

DISENGAGE
Kha is never attacked when leaving an engagement.