

Avernus			Brontos			Deltacron		
	135	 Life 7		175	 Life 9		90	 Life 4
	Elemental	Move 6		Cyclops	Move 6		Soulborg	Move 7
	Unique Hero	Range 1		Unique Hero	Range 1		Unique Hero	Range 4
	Construct	Attack 4		Smith	Attack 3		Trooper	Attack 3
	Ravenous	Defense 4		Loyal	Defense 3		Tormented	Defense 5
<i>Ulgar</i>	Huge 8		<i>Aquilla</i>	Huge 13		<i>Jandar</i>	Large 7	

WALL OF FLAME
Before moving normally with Avernus, and each time Avernus moves onto a space during normal movement, you must roll the 20-sided die once for each figure adjacent to Avernus. If you roll a 14 or higher, that figure receives 1 wound. Figures with the Lava Resistant special power are not affected by Wall of Flame. Avernus cannot roll for Wall of Flame against the same figure more than once per turn.

LAVA RESISTANT
Avernus never rolls for molten lava damage or lava field damage, and it does not have to stop on molten lava spaces.

NEGATIVE ELEMENT
Avernus can never roll defense dice while it is on a water space.

EVIL EYE DEFENSE
When rolling defense dice against a normal attack from a non-adjacent attacking figure, all excess shields count as unblockable hits on the attacking figure.

ABDUCT
Before moving Brontos, choose a small or medium figure adjacent to Brontos. Brontos does not take leaving engagement attacks from the chosen figure. After you move Brontos, place the chosen figure adjacent to Brontos on an unoccupied land space, if possible. A figure moved by Brontos never takes any leaving engagement attacks. If Brontos attacks this turn, he must attack the Abducted figure.

WHOMP!
When attacking with Brontos each skull rolled counts for one additional hit. All excess shields rolled by the defending figure count as unblockable hits inflicted by the defending figure on Brontos.

SLASH AND SHOOT SPECIAL ATTACK
Range Special. Attack Special.
Choose any figure that is engaged with Deltacron to attack and roll 5 attack dice. If Deltacron is not engaged after that attack, you may choose a figure within 4 spaces of Deltacron to attack and roll 3 attack dice.

CORRUPTED PROGRAMMING
When revealing an order marker on Deltacron, after taking Deltacron's turn, if Deltacron's normal or special attack destroyed a figure or destructible object, you must roll the 20-sided die. If you roll a 3 or lower, choose an opponent. That opponent will now take a turn with Deltacron, but will not be able to view any unrevealed Order Markers on this card. At the end of that turn, control of Deltacron returns to you. All Order Markers that were on Deltacron's Army Card will stay on his Army Card.

Hrognak		
	205	 Life 7
	Orc	Move 5
	Unique Hero	Range 1
	Beast	Attack 5
	Wild	Defense 4
<i>Ulgar</i>	Huge 10	

ORC MOVEMENT AURA
If an Orc figure you control begins its turn within 2 clear sight spaces of Hrognak, it may move 1 additional space. Hrognak's Orc Movement Aura does not affect Hrognak.

TRIHORN CHARGE 3
Hrognak rolls 3 additional attack dice when attacking any figure that was at least 3 clear sight spaces away from Hrognak at the start of his turn.

HOWDAH ARCHER SPECIAL ATTACK
Range 6. Attack 2.
After attacking normally, Hrognak may attack with Howdah Archer Special Attack. Hrognak may target and attack non-adjacent figures with Howdah Archer Special Attack while engaged.

Marutuk		
	195	 Life 9
	Dragonspawn	Move 6
	Uniqu Hero	Range 1
	Marauder	Attack 6
	Arrogant	Defense 4
<i>Valkrill</i>	Huge 11	

WORTHY CHALLENGE
Marutuk rolls 2 additional dice when attacking a large or huge figure. If an opponent's large or huge figure is within 6 spaces of Marutuk, she may not attack a small or medium figure with a normal attack or a leaving engagement attack. Marutuk may not move normally out of engagement with an opponent's large or huge figure.

DISMISSIVE SWIPE
At any point while moving normally, if Marutuk is on a space where she may end her movement, Marutuk may choose an adjacent small or medium figure and roll the 20-sided die. If you roll a 12 or higher, the chosen figure receives 1 wound. Marutuk may only use this power once per turn. If she does, she cannot attack a small or medium figure this turn.

LONG STRIDES
Marutuk can move through all small and medium figures.

Lilja		
	115	 Life 6
	Golem	Move 6
	Unique Hero	Range 1
	Construct	Attack 4
	Resolute	Defense 5
<i>Jandar</i>	Large 8	

DOUBLE ATTACK
When Lilja attacks, she may attack one additional time.

SHATTER POINT
Lilja rolls 1 fewer defense die for each wound marker on this card to a maximum of 3 fewer defense dice.

SHARDS
If Lilja is attacked with a normal attack and receives enough wounds to be destroyed, you must roll 1 attack die, one at a time, for each figure adjacent to her. If you roll a skull, inflict one wound on that figure. Figures affected by Shards cannot roll any defense dice. After using Shards, remove Lilja from the battlefield.

Xundar		
	150	 Life 6
	Drow	Move 5
	Unique Hero	Range 1
	Sorcerer	Attack 3
	Tricky	Defense 2
<i>Vydar</i>	Medium 5	

SHADOW CAST SPECIAL ATTACK
Range 5. Attack 3 + Special.
When Xundar attacks a figure with Shadow Cast Special Attack, add 1 additional attack die if at least one friendly Shadow figure is engaged with the defending figure. If Xundar destroys an opponent's figure with Shadow Cast Special Attack, replace that figure immediately, if possible, with one of your own previously destroyed Common Shadow figures.

SHADOW MASTER
After revealing an Order Marker on Xundar, instead of taking that turn with Xundar, you may move Xundar up to 5 spaces and then take a turn with up to three small or medium Common Shadow heroes you control that are within 8 spaces of Xundar.

Shadow Binder		
	25	 Life 1
	Shadow	Move 5
	Common Hero	Range 1
	Guard	Attack 1
	Terrifying	Defense 4
<i>Vydar</i>	Medium 6	

TENTACLE GRAB 8
After moving and before attacking with a Shadow Binder, you may choose one opponent's small or medium figure within 2 clear sight spaces whose base is no higher than the Shadow Binder's height or 6 levels below that Shadow Binder's base. Roll the 20-sided die. If you roll an 8 or higher, place the chosen figure on any empty same-level space adjacent to that Shadow Binder. If the chosen figure is engaged when it is moved by Tentacle Grab, it will not take any leaving engagement attacks.

PHANTOM WALK
A Shadow Binder can move through all figures and is never attacked when leaving an engagement.

Shadow Fiend		
	35	 Life 1
	Shadow	Move 6
	Common Hero	Range 1
	Minion	Attack 3
	Terrifying	Defense 3
<i>Vydar</i>	Medium 6	

SHADOW SWOOP
After moving and before attacking, if a Shadow Fiend used its Flying special power this turn you may choose a Squad figure it passed over this turn and roll the 20-sided die. Add 1 to your roll for every other Shadow figure you control adjacent to the chosen figure. If you roll a 13 or higher, the chosen figure receives a wound.

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