



















Millerson			Re-Tak-Shi			Z'Thoth, Mouth of the Abyss		
	105	 Life 6		80	 Life 5		140	 Life 6
	Human	 Move 5		Marro	 Move 5		Outsider	 Move 5
	Unique Hero	 Range 8		Unique Hero	 Range 1		Uniqu Hero	 Range 1
	Rogue	 Attack 2		Warwitch	 Attack 4		Horror	 Attack 4
	Loyal	 Defense 3		Wild	 Defense 4		Inscrutable	 Defense 5
<i>Ullar</i>	Medium 5		<i>Ullgar</i>	Medium 5		<i>Valkrill</i>	Huge 10	

HONOR AMONG THIEVES
When a Rogue you control who is adjacent to Millerson is attacked by an opponent's figure that is not adjacent to that Rogue and receives one or more wounds from that attack, you may place the same number of wound markers on this Army Card to ignore any wounds that Rogue just received.

GRIT
When Millerson attacks, he may attack one additional time for every two wound markers on this Army Card.







SWAMP OOZE
All land or water spaces within 1 space of Re-Tak-Shi that are no more than 5 levels above or below Re-Tak-Shi's base are considered swamp water spaces.







EMERGE FROM SWAMP
At the start of each round, before you place Order Markers, roll the 20-sided die. If you roll a 12-16, you may place Re-Tak-Shi on any empty water space or swamp space within 10 spaces. If you roll a 17 or higher, you may place her on any empty space within 10 spaces. If Re-Tak-Shi is engaged when she uses Emerge from Swamp, she will not take any leaving engagement attacks.







MADDENING VISAGE
After moving and before attacking, you may choose a figure within 6 clear sight spaces of Z'Thoth and roll the 20-sided die. If you roll a 1-10, choose an opponent. That player must move the figure 1 space, if possible. If you roll an 11 or higher, you must move the chosen figure 1 space, if possible. Figures moves by Maddening Visage take any leaving engagement attacks that apply.

SHATTER MINDS SPECIAL ATTACK
Range 4. Attack 3.
Choose a figure to attack. Z'Thoth does not need line of sight on the targeted figure. You may also choose one figure adjacent to the targeted figure to be affected by Shatter Minds Special Attack as well. Roll attack dice once for both figures. Each figure rolls defense dice separately.

SLITHER
Z'Thoth does not have to stop its movement when entering water spaces.

12 th Caucasus Rifles		
	60	 Life 1
	Human	 Move 5
	Common Squad	 Range 6
	Soldiers	 Attack 3
	Resolute	 Defense 3
<i>Vydar</i>	Medium 5	

Acolytes of Vorganund		
	50	 Life 1
	Human	 Move 5
	Common Squad	 Range 1
	Clerics	 Attack 3
	Devout	 Defense 3
<i>Valkrill</i>	Medium 5	

Tombstone Gunslinger		
	25	 Life 1
	Human	 Move 5
	Common Hero	 Range 7
	Outlaw	 Attack 2
	Recl	 Defense 2
<i>Vydar</i>	Medium 5	

Gas Grenade Special Attack
Range 5. Lob 12. Attack 1.
Before attacking normally, one 12th Caucasus Rifle Soldier may choose a figure to attack with Gas Grenade Special Attack. No clear line of sight is needed. Any figures adjacent to the chosen figure are also affected by Gas Grenade Special Attack. Roll one attack die for all affected figures. If you roll a skull, all figures affected by Gas Grenade Special Attack subtract one from their defense dice for the entire turn. Each figure rolls defense dice separately. Gas Grenade Special Attack never affects destructible objects of 12th Caucasus Rifles.







Blood Summoning
At the start of the game, you may choose any or all Unique Demon Heroes you control to be Bound Heroes of the Acolytes of Vorganund. Place those heroes on this card. Once per turn, instead of moving normally with an Acolyte of Vorganund, you may destroy that Acolyte and place a Bound Hero from this card on the space that Acolyte occupied.






Dark Pact
After taking a turn with the Acolytes of Vorganund, you may take a turn with a bound hero you control. If you do, and a figure other than the Bound Hero received wounds or was destroyed during the bound heroes turn, nothing happens. Otherwise, destroy an Acolyte of Vorganund you control.







Outlaw Band
After revealing an Order Marker on a Tombstone Gunslinger, if there is at least one Order Marker on a Unique Outlaw Hero you control, you may first take a turn with one other Common Outlaw Hero you control.

High Noon
A Tombstone Gunslinger rolls an additional attack die for each Unique Outlaw Hero you control within 2 clear sight spaces of that Tombstone Gunslinger, up to a maximum of 2 additional attack dice.

Quick Draw 17
When a Tombstone Gunslinger is targeted for a normal attack from an opponent's non-adjacent figure within 7 clear sight spaces of that Tombstone Gunslinger, you may roll the 20-sided die. If you roll a 17 or higher, the opponent's figure receives 1 wound.

Motley Max		
	135	 Life 6
	Mutant	 Move 5
	Uniqu Hero	 Range 1
	Marauder	 Attack 5
	Merciless	 Defense 3
<i>Valkrill</i>	Large 6	

Cal the Smuggler		
	60	 Life 5
	Xeno	 Move 5
	Unique Hero	 Range 7
	Outlaw	 Attack 3
	Reckless	 Defense 2
<i>Vydar</i>	Medium 5	

Garrett Burns		
	70	 Life 4
	Orc	 Move 5
	Unique Hero	 Range 1
	Champion	 Attack 2
	Wild	 Defense 3
<i>Ullgar</i>	Medium 4	

DREAD CHAIN GRAB 6
After moving and before attacking with Motley Max, you may choose up to two enemy small or medium figures within 3 clear sight spaces whose bases are no more than 6 levels above Motley Max's height or 6 levels below Motley Max's base. Roll the 20-sided die once for each figure. If you roll a 6 or higher, place that figure on any empty same-level space adjacent to Motley Max. If the chosen figure is engaged when it is moved by Dread Chain Grab 6, it will not take any leaving engagement attacks.

ENGAGEMENT STRIKE 14
If an opponent's small or medium figure moves adjacent to Motley Max, roll the 20-sided die. If you roll a 14 or higher, the opponent's figure receives a wound. Figures may only be targeted as they move into engagement with Motley Max.

PHASE TELEPORT DEVICE
At the beginning of each round, before placing Order Markers, if Cal the Smuggler has not been destroyed, you must roll the 20-sided die for Cal's Phase Teleport Device.

- If you roll a 1-4, remove Cal from the battlefield.
- If you roll a 5-10, nothing happens.
- If you roll an 11-20, you may place Cal on any empty space on the battlefield that is not adjacent to an enemy figure.

If Cal is engaged when he uses Phase Teleport Device, he will not take any leaving engagement attacks.

QUICK DRAW 11
When Cal the Smuggler is targeted for a normal attack from an opponent's non-adjacent figure within 7 clear sight spaces of him, you may roll the 20-sided die. If you roll an 11 or higher, the opponent's figure receives 1 wound.

INCANTATION OF BOILING BLOOD
Before moving normally with a Common Orc Squad you control, you may choose a figure in that Squad within 4 clear sight spaces of Kuthnak. For the rest of the turn, the chosen figure adds 3 to its Move and 1 to its Attack, and may attack any or all figures adjacent to it this turn with a normal attack. Roll each attack separately. After that turn, destroy the chosen figure.