







Breach		
	<b>145</b>	 <b>Life 5</b>
	Golem	 <b>Move 5</b>
	Unique Hero	<b>Range 1</b>
	Construct	<b>Attack 6</b>
	Resolute	<b>Defense 5</b>
<i>Vydar</i>	<b>Huge 9</b>	

**SCIMITAR SWEEP SEPECIAL ATTACK**  
**Range 1. Attack 4.**  
 Choose a figure adjacent to Breach. You may also choose another figure adjacent to Breach to be affected by Scimitar Sweep Special Attack. All figures adjacent to Breach between the chosen figures in a counterclockwise direction are also affected by Scimitar Sweep Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

**IRON TOUGH**  
 When rolling defense dice against a special attack, this Breach always adds 2 automatic shields to whatever is rolled.




**LONG STRIDES**  
 Breach can move through all small and medium figures.

Corvor the Tainted One		
	<b>175</b>	 <b>Life 7</b>
	Demon	 <b>Move 4</b>
	Uniqu Hero	<b>Range 1</b>
	Champion	<b>Attack 5</b>
	Terrifying	<b>Defense 2</b>
<i>Valkrill</i>	<b>Huge 11</b>	

**DREADFUL PRESENCE**  
 Figures attacking Corvor the Tainted One with a normal attack subtract 1 from their attack dice.

**AVATAR OF CORRUPTION**  
 Before moving, you must roll the 20-sided die for all figures within 2 clear sight spaces of Corvor the Tainted One, one at a time. If you roll a 15 or higher, that figure receives a wound. Demons are not affected by Avatar of Corruption.

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

Louis "Mad Dog" Malone		
	<b>60</b>	 <b>Life 5</b>
	Human	 <b>Move 5</b>
	Unique Hero	<b>Range 7</b>
	Lawman	<b>Attack 2</b>
	Fearless	<b>Defense 2</b>
<i>Aquilla</i>	<b>Medium 5</b>	

**BRAWLER**  
 If Louis "Mad Dog" Malone is engaged, add 1 to his attack dice and 1 to his defense dice.

**DOUBLE ASSAULT**  
 When Louis "Mad Dog" Malone attacks an adjacent figure or destructible object, he may attack one additional time.