




Van Nessing

	105	 Life 5
	Hybrid	 Move 5
	Unique Hero	Range 1
	Hunter	Attack 4
	Devout	Defense 4
<i>Aquila</i>	Medium 5	

Silver Bolts Special Attack

Range 5. Attack 3.

When a Lycanthrope or Hybrid figure receives one or more wounds from Silver Bolts Special Attack, that figure receives one additional wound.




Divine Mission

When revealing an order marker on Van Nessing's Army Card, after taking Van Nessing's turn, you may reveal an "X" order marker that is on Van Nessing's Army Card and take another turn with Van Nessing. During this additional turn, Van Nessing adds 2 to his normal attack against Undead figures.

Holy Relic

When the 20-sided die is rolled for a special power on an opponent's Undead Army Card and at least one of the figures from that Army Card is within 3 clear sight spaces of Van Nessing, subtract 3 from the die roll.

Kira Jax

	30	 Life 3
	Mariedian	 Move 5
	Unique Hero	Range 7
	Scout	Attack 3
	Tricky	Defense 2
<i>Aquila</i>	Medium 5	

Exploit Weakness

At any point before, during, or after movement, you may choose one opponent's figure within 6 clear sight spaces of Kira Jax. All of the special powers on the chosen figure's card (or cards if your opponent has more than one Common Army Card for that figure) are negated until the end of Kira Jax's turn. Kira Jax can only use Exploit Weakness once per turn.

Varkaanan Blade Dancers

	80	 Life 1
	Wolves	 Move 6
	Common Squad	Range 1
	Blade Dancers	Attack 4
	Relentless	Defense 3
<i>Aquila</i>	Medium 6	




Varkaanan Blade Defense

A Varkaanan Blade Dancer rolls one additional defense die for each opponent's figure she is engaged to.

Defensive Vault

After a Varkaanan Blade Dancer rolls defense dice against a normal attack from an adjacent opponent's figure, if she is still adjacent to the attacking figure, you may place that Varkaanan Blade Dancer on any other space adjacent to the attacking figure, if possible. A Varkaanan Blade Dancer does not take any leaving engagement attacks when using Defensive Vault.

M-43 Resistance Fighters

	65	 Life 1
	Mariedian	 Move 5
	Common Squad	Range 6
	Fighters	Attack 2
	Resolute	Defense 3
<i>Aquila</i>	Medium 5	




Priority Targeting

An engaged M-43 Resistance Fighter may target and attack non-adjacent figures unless that M-43 Resistance Fighter is engaged with a hero figure.

Guerrilla Tactics

After taking a turn with the M-43 Resistance Fighters, for each M-43 Resistance Fighter you control that attacked an opponent's figure this turn, you may move any Mariedian figure you control that did not attack this turn up to 3 spaces. A Mariedian figure may only be moved by Guerrilla Tactics once per turn.

Zettian Infantry

	65	 Life 1
	Soulborg	 Move 4
	Common Squad	Range 4
	Guards	Attack 2
	Loyal	Defense 3
<i>Utgår</i>	Medium 4	

Utgår Soulborg Bonding

Before taking a turn with Zettian Infantry, you may take a turn with any Soulborg Hero you control who follows Utgår.

Circuitry Replacement

If a friendly Soulborg Hero who follows Utgår receives one or more wounds from a special power that is not an attack, you may destroy a guard in the Zettian Infantry you control that is adjacent to that Hero to ignore any wounds that Hero just received.

Tyrian the Kyrie Warrior

	110	 Life 4
	Kyrie	 Move 7
	Unique Hero	Range 5
	Warrior	Attack 3
	Tricky	Defense 2
<i>Jandar</i>	Medium 6	

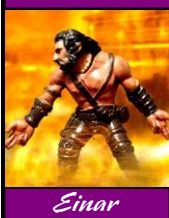


Double Attack

When Tyrian attacks, he may attack one additional time.

Flying

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

Priscus

	100	 Life 5
	Human	 Move 5
	Unique Hero	Range 1
	Gladiator	Attack 3
	Rebellious	Defense 4
<i>Einar</i>	Medium 5	

Grapple Special Attack




Range 1. Attack 3.

A small or medium figure attacked with Grapple Special Attack rolls one less defense die.

Taste of Freedom

If all of your order markers are on Gladiators, and at least one order marker is on Priscus, all friendly Gladiators adjacent to Priscus add 1 die to their normal attack.

Ulfrid Hornwrangler

	100	 Life 5
	Dwarf	 Move 5
	Unique Hero	Range 1
	Warrior	Attack 3
	Valiant	Defense 3
<i>Jandar</i>	Medium 4	

Grim Determination Special Attack

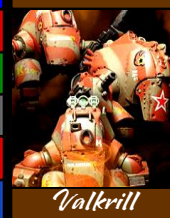

Range 1. Attack 4.

If Grim Determination Special Attack does not destroy a figure, Ulfrid Hornwrangler receives a wound and must attack that figure again with his Grim Determination Special Attack, if possible.

Shield of Valor

When defending with Ulfrid Hornwrangler, each shield rolled counts for one additional block.

Vulcanmech Incendiborgs

	180	 Life 1
	Soulborg	 Move 4
	Unique Squad	Range 6
	Marauders	Attack 3
	Relentless	Defense 4
<i>Valkrill</i>	Large 6	

Redundant Systems

Start the game with 3 Redundant Systems markers on this card. After a Vulcanmech Incendiborg receives one or more wounds, you may remove 1 Redundant Systems marker from this card to ignore all wounds.

Flamethrower Special Attack

Range Special. Attack 4.

A Vulcanmech Incendiborg that does not attack normally may use Flamethrower Special Attack. Choose 2 spaces in a straight line from the attacking Vulcanmech Incendiborg. All figures on those spaces that are in line of sight are affected by Flamethrower Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.