

# ELDRAZI RUINER

VALKRILL

## WILD SWING SPECIAL ATTACK

Range 1. Attack 4. Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Wild Swing Special Attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Eldrazi Ruiner cannot be affected by his own Wild Swing Special Attack.

## THROW 14

After moving and before attacking, choose one small or medium non-flying figure adjacent Eldrazi Ruiner. Roll the 20-sided die. If you roll a 14 or higher, you may throw the figure by placing it on any empty space within 4 spaces of Eldrazi Ruiner. The figure must land within clear sight of Eldrazi Ruiner. After the figure is placed, roll the 20-sided die for throwing damage. If you roll an 11 or higher, the thrown figure receives 2 wounds. If the figure is thrown onto a level higher than the height of Eldrazi Ruiner or onto water, do not roll for throwing damage. The thrown figure does not take any leaving engagement attacks.

7  
LIFE

MOVE 6  
SPACES

RANGE 1  
SPACE

ATTACK 8  
DICE

DEFENSE 4  
DICE

225  
POINTS

ELDRAZI  
UNIQUE HERO  
DEVOURER  
TERRIFYING  
HUGE 10

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# ELDRAZI SCIONS

VALKRILL

## SLITHER

Eldrazi Scions do not have to stop their movement when entering water spaces.

## FRENZY

After you take a turn the Eldrazi Scions, roll the 20-sided die. If you roll a 16 or higher you may take another turn with the Eldrazi Scions.

## HARD CARAPACE 8

When a Eldrazi Scion rolls defense dice against an attacking figure who is not adjacent, add 8 defense dice to the defense roll.

1  
LIFE

MOVE 7  
SPACES

RANGE 1  
SPACE

ATTACK 3  
DICE

DEFENSE 2  
DICE

100  
POINTS

ELDRAZI  
UNIQUE SQUAD  
SCOUTS  
TRICKY  
MEDIUM 4

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**KOR AERONAUT CAPTAIN**  
EINAR

**AIR SUPPORT**  
All figures you control within 4 clear sight spaces of Kor Aeronaut Captain get +1 to attack.

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

KOR

UNIQUE HERO

WARRIOR

RELENTLESS

MEDIUM 5

5 LIFE

MOVE 5 SPACES

RANGE 1 SPACE

ATTACK 3 DICE

DEFENSE 3 DICE

180 POINTS

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**MALAKIR BLOODCHASERS**  
VALKRILL

**WILD PACK MOVEMENT**  
Before moving, roll the 20-sided die. If you roll a 1-3, add 1 to the move value of this card. If you roll a 4-6, add 3 to the move value of this card. If you roll a 7-20, add 7 to the move value of this card.

**THE BLOOD CHASE**  
After moving and before attacking, you must roll a 20-sided die once for each figure adjacent to any Malakir Bloodchaser you control. If you roll 16 or higher, that figure receives a wound. Soulborgs are not affected.

UNDEAD

UNIQUE SQUAD

HUNTERS

WILD

MEDIUM 5

1 LIFE

MOVE 1 SPACE

RANGE 1 SPACE

ATTACK 3 DICE

DEFENSE 5 DICE

90 POINTS

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**MERFOLK ROILMAGE**  
AQUILLA

**WATER WALL**

When rolling defense dice against a normal or special attack, Merfolk Roilmage always adds 1 automatic shield to whatever is rolled.

**WATER WALKING**

Merfolk Roilmage does not have to stop their movement when entering water spaces.

MERFOLK

UNIQUE HERO

WIZARD

RESOLUTE

MEDIUM 4

5  
LIFE

MOVE 5  
SPACES

RANGE 1  
SPACE

ATTACK 5  
DICE

DEFENSE 3  
DICE

100  
POINTS

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**OB NIXILIS**  
VALKRILL

**NECROTIC BREATH**

Instead of attacking, you may choose up to 3 different small or medium figures within 4 clear sight spaces of Ob Nixilis. One at a time, roll the 20-sided die for each chosen figure. If the chosen figure is a Squad figure and you roll a 8 or higher, destroy it. If the chosen figure is a Hero figure and you roll a 17 or higher, destroy the chosen Hero.

**FLYING**

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

DEMON

UNIQUE HERO

WARLORD

TERRIFYING

MEDIUM 5

8  
LIFE

MOVE 6  
SPACES

RANGE 1  
SPACE

ATTACK 5  
DICE

DEFENSE 3  
DICE

210  
POINTS

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## PATH WARDENS

ULLAR

### ESCORT

If a Path Warden you control is adjacent to a small or medium figure you control, opponent's figures must be adjacent to that figure to target it with a normal or special attack.

ELVES

UNIQUE SQUAD

WARRIORS

RESOLUTE

MEDIUM 4



1  
LIFE

MOVE 6  
SPACES

RANGE 1  
SPACE

ATTACK 3  
DICE

DEFENSE 5  
DICE

95  
POINTS

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