

MARVEL

FIRE DEMONS

FIRE AND BRIMSTONE

At the start of the game, before rolling for initiative, you may choose up to 4 empty spaces on the battlefield. Place a single-hex lava field tile on each of the chosen spaces as long as the lava field tile fits normally onto that chosen space.

FIRE SPAWNING 13

At the end of each round, you may choose one empty lava field or molten lava space on the battlefield and roll the 20-sided die. If you roll 13 or higher, you may place one of your previously destroyed Fire Demons on the chosen space.

LAVA RESISTANT

Fire Demons never roll for molten lava damage or lava field damage and do not have to stop in molten lava spaces.



DEMON

UNIQUE SQUAD

TORMENTORS

RELENTLESS

MEDIUM

6



1
LIFE

MOVE 6

RANGE 1

ATTACK 4

DEFENSE 6

250

POINTS

