



REPTILE SYZOTH

PARTIAL INVISIBILITY

Reptile can move through all figures and is never attacked when leaving an engagement. If Reptile is not engaged with an opponent's figure, he cannot be targeted by opponents' non-adjacent figures for any attacks or any special powers that require clear sight.



SAURIAN

UNIQUE HERO

ENFORCER

LOYAL

MEDIUM 5

NIMBLE

Reptile may attack at any point before, during, or after his normal move as long as he is on a space where he could end his movement.

ACID COMBO SPECIAL ATTACK

Range 3. Attack 4.

Before attacking with this special attack, choose one of the following:

- if you roll 2 or more skulls, Reptile may attack with this special attack again this turn; or
- after the defending figure receives any wounds from the attack, roll one unblockable attack die against that figure for each wound it received. Reptile cannot use this special attack more than 3 times in a turn.



4

LIFE

MOVE

7

RANGE

1

ATTACK

4

DEFENSE

6

185

POINTS