



# SATANUS

## CHOMPING FRENZY 12

Instead of moving and attacking normally with Satanus, you may move Satanus up to 5 spaces. Each time Satanus enters a space, as long as he is on a space where he may end his movement, you may choose an adjacent figure. If the chosen figure has only one Life remaining, destroy it. Otherwise, roll the 20-sided die. Subtract 2 from the roll if the chosen figure has the Super Strength special power. If you roll 12 or higher, the chosen figure receives 2 wounds. Satanus cannot choose the same figure more than once and will take any leaving engagement attacks when using this special power.



DINOSAUR

EVENT HERO

DEVOURER

FEROCIOUS

HUGE 12



9 LIFE

MOVE 6

RANGE 1

ATTACK 7

DEFENSE 6

350 POINTS

