











-  0
-  5
-  4
-  1-3 4-6 7-9 10-12
1 2 3 4
-  1

Gain 2 poits when healing another player








-  +3
-  8
-  11
-  4
-  2



-  +1
-  6
-  1
-  3
-  1

Spawning
 1-2 3-6
 0 1
 7-10 11-12
 2 3



-  -2
-  3
-  3
-  1-3 4-6 7-9 10-12
1 2 3 4
-  1

Double your score... if you escape the dungeon.








-  0
-  4
-  1
-  4
-  1

Spawning

1-3 4-8
 0 2
 9-11 12
 3 4




Instead of attacking toadie may give target +2 to attack



-  -1
-  6
-  4
-  1-4 5-8 9-12
1 2 3
-  2

May Pass through spaces occupied by hostile units.



-  -1
-  4
-  4
-  1-3 4-6 7-9 10-12
1 2 3 4
-  2

May spend both actions to guarantee a hit.

Can shoot around corners.



-  +1
-  5
-  1
-  4
-  1

Spawning

1-2 3-6
 0 1
 7-10 11-12
 2 3

the Active player may have hero lose a poit insed of thakeing damage on a sucseefull hit



-  Hits all in Range
-  7
-  6
-  4
-  2

