NORMAL VOID HOUNDS / BRUTAL VOID HOUNDS

- If has **MAUL**, when changing targets, always attacks Heroes with at least 1 Side Bag Token,

- If not possible, attacks any random Hero it can reach.

- If has not **MAUL**, uses the **PACK ATTACK** rules.

NORMAL VOID SORCERERS/MAGUS / BRUTAL VOID SORCERERS/MAGUS

- If has **REGENERATION** and **only 1 or 2 Health** left, moves out of range to Heal 6 wounds,

- If has **VOID DEATH** and **only 1 or 2 Health** left, moves to be in a square it can reach at 2 spaces from as many Heroes as possible,

- If not, uses the **SHOUTOUT** rules.

VOID SORCERERS

These ancient and dreaded sorcerers prefer to fight at a distance, slinging Void Bolts at their opponents and ominously chanting in alien tongues as they cast their foul spells!

Heroes	
1-2	1 Void Sorcerer
3-4	D3 Void Sorcerers
5-6	3 Void Sorcerers

VOID HOUNDS

Savage beasts, Void Hounds lay in wait within the Void, choosing just the right time to strike! Attacking as a pack, Void Hounds phase in and out of reality as they move. This results in them having a variable Defense value that is equal to the current Initiative Level.

Heroes	
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3-4	D3 Void Hounds
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