



MEZZODEMON WARMONGERS

VALKRILL

POISON CLOUD

When a Mezzodemon Warmonger attacks a Common figure, add 1 to its Attack value.

EXOSKELETON

At the start of the game, place 1 copper Exoskeleton marker on a Mezzodemon Warmongers Army Card for each Mezzodemon Warmonger figure in your Army. After a Mezzodemon Warmonger rolls defense dice against a normal attack, you may remove 1 Exoskeleton marker from its Army Card to ignore all wounds inflicted by that attack.

DEMONS

COMMON SQUAD

WARMONGERS

FEROCIOUS

MEDIUM 5



1

LIFE

MOVE

5

SPACES

RANGE

4

SPACES

ATTACK

3

DICE

DEFENSE

3

DICE

65

POINTS





MEZZODEMON WARMONGERS



Toril
Moltenclaw's Invasion
8, 9/18

MOVE

5
SPACES

RANGE

5
SPACES

ATTACK

3
DICE

DEFENSE

3
DICE

©2010 Wizards