Cerberus Pup
Hellspawn Base Unit

Move: 3

Ranged Attack: 2 × D6

Souls: 2 💀

Chompdown *[Active]*
Deal ✳1, ✳2 or ✳3 damage to adjacent piece.

Fetch *[Passive]*
May complete movement after Chompdown, pulling the target along the Cerberus Pup's path.

"Woof! pant pant pant!"

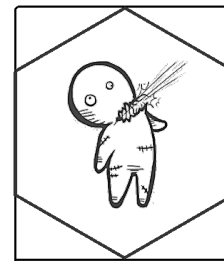## Soulkeeper
Hellspawn Base Unit

Move: 1

Ranged Attack: 1 × D8

Souls: 2 💀

Soul Extraction *[Active]*
Pay 3➕ HP or destroy☠ self. Gain 1 💀 soul.

"Ah, so many souls to harvest on these battlefields"

Tormented Puppet
Hellspawn Base Unit

Move: 2

Ranged Attack: -

Souls: 1 💀 [each]

Explosion of Joy *[Active]*
Destroy☠ self. Deal ✳2 damage to enemy pieces in adjacent hexes.

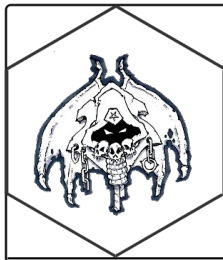**Implosion of Sorrow** *[Bombard]*
Remove self (does not release soul).
Pull 1 landed die within 2 hexes towards self by 1 hex.

Mass Produced *[Passive]*
Upon deployment, spawn a Puppet in an adjacent hex.

"Hurglegurgle kekekeke!"

Specials
Hellspawn Faction

Soul Release *[Passive]*
Base units release 💀 souls when destroyed☠ adding to the soul bank

Restless Spirits *[Passive]*
When the soul bank has over 6💀 souls, MUST open Dimensional Rifts in the next [Bombard phase] until at fewer than 6 souls.

Dimensional Rift *[Bombard]*
Pay 6💀 souls to throw 1 × D12. Kill any pieces and prevent spawns this round in this hex. Spawn a Bal'Zan in this hex.

"The most fun part is the freedom of destruction"
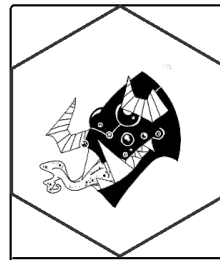
Bal'Zan
Hellspawn Titan

Move: 2

Bombard: -

Souls: -

Toss Chewy *[Active]*
Destroy☠ adjacent Puppet. Deal ✳2 damage to enemy pieces in a target hex and hexes adjacent to target.

Summon Chewy *[Passive]*
At the start of [Tactics phase], spawn a Puppet in an adjacent hex.

Close Escape *[Passive]*
When destroyed☠, replace with a Chaos Rift

Chaos Rift *[Stats]*
6➕ HP; Receives turn token.
Rebirth [Active] - Pay 💀 souls equal to remaining ➕ HP.
Replace with a Bal'Zan at full HP.

"How can I make this more fun, hmmm?"