

Hellspawn Base Unit

Cerberus Pup

Move: 3

Ranged Attack: 2 X **D6**

Souls: 2 ☠

Chomptdown [Active]

Deal *1, *2 or *3 damage to adjacent piece.

Fetch [Passive]

May complete movement after Chomptdown, pulling the target along the **Cerberus Pup**'s path.

"Woof! pant pant pant!"



Hellspawn Base Unit

Soulkeeper

Move: 1

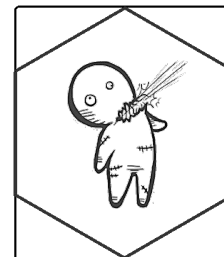
Ranged Attack: 1 X **D8**

Souls: 2 ☠

Soul Extraction [Active]

Pay 3 HP or destroy self. Gain 1 ☠ soul.

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



Hellspawn Base Unit

Tormented Puppet

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]

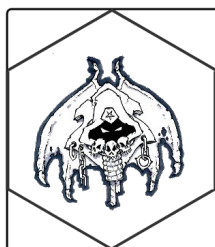
Remove self (does not release soul).

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!"



Hellspawn Faction

Specials

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 X **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"



Hellspawn Titan

Bal'Zan

Move: 2

Ranged Attack: -

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, 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.

Widen Rift - Reduce own health by 1 HP.

Rebirth - When at 2 HP or less, replace with **Bal'Zan**.

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