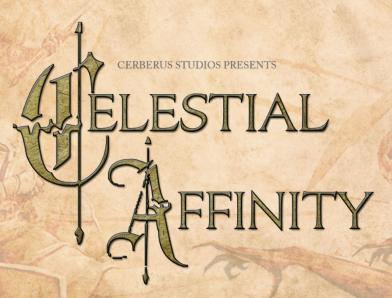
# **DAEMONS**



HEALTH 7

HITS 5+

STRENGTH 6+

EXERT CUBES (7)





USED CUBES



REFRESH CUBES (4) ()



NATURAL CLIMBER:

No agility checks when climbing.

FEARLESS:

THE UNIT CANNOT BE INTIMIDATED.

RAZORS EDGE (8+):

This unit causes bleeding

MOVEMENT: ⇔

8 12

ATTACK X

4 6 8 9

DEFENCE

3 4 5

MAGIC DEFENCE (3)

## MINOR DAEMON

UNIT TYPE: COMMON

HEALTH 60

HITS 5+

STRENGTH 6+

EXERT CUBES (6)





USED CUBES





REFRESH CUBES (3) (3)



### NATURAL CLIMBER:

No agility checks when climbing.

### FEARLESS:

THE UNIT CANNOT BE INTIMIDATED.

MOVEMENT: ⇔\$





ATTACK X









DEFENCE









MAGIC DEFENCE



### **SCARABS**

UNIT TYPE: COMMON

HEALTH 3

HITS 7+

STRENGTH 7+

### NATURAL CLIMBER:

THE UNIT DOES NOT NEED TO TAKE AN AGILITY CHECK WHEN CLIMBING.

#### WORTHLESS:

THIS UNIT CANNOT CLAIM OR INTERACT WITH OBJECTIVES

### IMPEDE:

INSTEAD OF ATTACKING, THEY STOP AN ENEMY FROM FUNCTIONING NORMALLY.

EXERT CUBES (3)



USED CUBES



REFRESH CUBES (2)



MOVEMENT: \$





ATTACK: X

DEFENCE:



MAGIC DEFENCE: (1)

