

GORR



EVENT HERO
SYMBIOTE
EXILE
VENGEFUL
MEDIUM 6

ALL-BLACK DARKNESS

Start the game with 8 shadow tiles. Before Gorr's move action, you may place 1 of these shadow tiles onto a land space within 8 spaces. Figures on these tiles are not in clear sight of non-adjacent figures other than Gorr.

BLACK BERSERKERS SPECIAL ATTACK

Attack 4.

Once per round, Gorr may attack any figures on or within 2 spaces of shadow tiles placed by him, including non-adjacent figures while Gorr is engaged. This special attack has +1 Attack for each of these tiles the defender occupies or that is within 2 spaces of them.

GOD BUTCHER

Gorr has +1 Attack against figures with the Deity keyword. After Gorr inflicts 1+ wounds on a Hero, roll 1 combat die for each wound inflicted, up to that Hero's Life number. For each blank, Gorr heals 1 wound.

