


BALROG

RAGING BUFFALO

Once per round, before taking a turn with Balrog, if he is not engaged you may subtract X from his Move number. X is the number of Wound Markers on this card. If you do, add X to his Attack number, and to your 20-sided die roll when rolling for Balrog's Beatdown special power this turn.

BEATDOWN

After Balrog attacks an adjacent figure with his normal attack, roll the 20-sided die, subtracting the defending figure's remaining Life from the roll. If you roll 9 or higher, Balrog must attack the same figure again with his normal attack. Balrog cannot attack more than three times in a single turn.

BOB AND WEAVE

After rolling attack dice for a normal attack or after rolling defense dice, if you rolled at least one shield, you may immediately move Balrog one space. Balrog will not take leaving engagement attacks when moving with Bob and Weave.



HUMAN

UNIQUE HERO

ENFORCER

ARROGANT

MEDIUM 5

4 LIFE

MOVE 5

RANGE 1

ATTACK 4

DEFENSE 4

150 POINTS