

**BATTLE BEAST**  
THOKK

**WORTHY FOE**

At the start of each round, if Battle Beast does not have a Foe on the battlefield, you must choose an enemy Unique or Event Hero on the battlefield with the highest Attack number listed on its card to be his Foe. Battle Beast cannot leave engagement with his Foe. When attacking his Foe, Battle Beast may re-roll any or all attack dice one time.

**FEROCIOUS STRIKE**

When attacking with Battle Beast's normal attack, if you roll at least:

- 2 skulls, subtract 2 from the defending figure's Defense number; and
- 4 skulls, the defending figure immediately receives 1 wound; and
- 6 skulls, wounds inflicted with that attack cannot be ignored.

**FIGHTS ALONE**

Battle Beast cannot take a turn unless you revealed a numbered Order Marker on his card for that turn and no special power on any friendly Army Card can add to his Move, Range, Attack, or Defense numbers.



- UNKNOWN
- UNIQUE HERO
- CHALLENGER
- FEROCIOUS
- MEDIUM **6**

**7 LIFE**

<b>MOVE</b>	<b>6</b>
<b>RANGE</b>	<b>1</b>
<b>ATTACK</b>	<b>7</b>
<b>DEFENSE</b>	<b>6</b>

**400**  
POINTS

