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KGBEAST

ANATOLI KNYAZEV

NIGHTS OF THE BEAST
Start the game with 3 numbered white Target Markers. Choose up to 3 different enemy Unique Heroes and one at a time place the numerically lowest Target Marker on each chosen Hero's card. Before attacking a non-adjacent figure with a Target Marker on its card, one at a time, roll an unblockable attack die against any common figures adjacent to the defending figure. When KGBeast attacks a figure with a Target Marker on its card, if that Target Marker is the numerically lowest on an Army Card in play, the defending figure rolls X fewer defense dice, where X is equal to the number on that Target Marker.

UNSTOPPABLE FOCUS
Any time KGBeast receives a wound from a leaving engagement attack, the figure making the leaving engagement attack receives one automatic wound.

CYBERNETIC ENHANCEMENTS
When KGBeast attacks an adjacent figure, add 1 to his attack value. When KGBeast attacks a non-adjacent figure, that figure may not receive any extra defense dice from height advantage, destructible objects, Shadow Tiles, or being adjacent to Jungle Pieces.



5 LIFE

MOVE	5
RANGE	6
ATTACK	4
DEFENSE	5

210 POINTS

HUMAN

UNIQUE HERO

ASSASSIN

RELENTLESS

MEDIUM 5