

**MONGUL**



WARWORLDER

UNIQUE HERO

RULER

TYRANNICAL

MEDIUM 5

**MONGUL'S CHAMPION**

At the start of the game, you may choose a Unique Champion Hero you control to be Mongul's Champion. When Mongul's Champion is within 4 clear sight spaces of Mongul and attacks with a normal attack or a leaving engagement attack, roll one additional attack die. If Mongul's Champion is destroyed, you may choose a new Unique Champion Hero you control to be Mongul's Champion.

**AMULET ENERGY BLAST****SPECIAL ATTACK**

Range 3 + Special. Attack 3 + Special. Before attacking, you may remove any number of unrevealed Order Markers from this card. Add 1 to the Range number and 1 automatic skull to whatever is rolled for each removed Order Marker.

**WARWORLD'S ORBITAL ASSAULT**

After taking a turn with Mongul or Mongul's Champion, you may reveal an "X" Order Marker on this card and choose a space on the battlefield. Roll the 20-sided die for each figure on the chosen space or within 1 space of the chosen space, one at a time. If you roll 15 or higher, the figure receives 1 wound.



6

LIFE

MOVE

6

RANGE

1

ATTACK

6

DEFENSE

6

340

POINTS

