

NEMESIS

CREDO!
 At the start of the game, choose a species or class on an opponent's Army Card that is not shared by an Army Card you control. All figures you control may move two additional spaces if they end their normal movement adjacent to a figure with the chosen species or class.

THE SWORD SINISTER
 When attacking an adjacent figure with Nemesis' normal attack, each blank rolled counts as 1 additional skull. If the adjacent figure is a Human, each blank rolled instead counts as 2 additional skulls. If Nemesis destroys an adjacent figure with his normal attack, he may attack again.

DEMONIC MAGIC
 Nemesis never rolls for molten lava damage or lava field damage, and never receives wounds from a Spell he cast.

MAGICAL DEFENSE
 When Nemesis is attacked by an opponent's figure that does not have the Magical Defense special power, the most wounds Nemesis can take for this attack is one.

WARLOCK

UNIQUE HERO

REVOLUTIONARY

MERCURIAL

MEDIUM 5

5 LIFE

MOVE	6
RANGE	3
ATTACK	4
DEFENSE	5

245 POINTS