**Titus**

**Path of Destruction**
Titus may make a skill action. Then he may move 1 hex. Then he may make another skill action.

**Maelstrom Champion**
A maelstrom moves the turn token 1 step when they knock out an enemy follower.

**Superiority**
Titus has +1 against followers' hit rolls and +1 against followers' damage rolls.

**Challenge**
An enemy model within range gains two different blights of your choice. Titus gains a blight of your opponent's choice.

**I'll Kill You All!**
Must target a follower.
Hit Effect: Move all followers in target's unit that are within range up to 1 hex.

**Rapid Deployment**
After using a recruit action, the Glory Seeker returned to the battlefield moves up to 2 hexes.

**Glory Seekers**

**Roar of Battle**
One champion within range may move 1 hex.

**Outflank**
Hit Effect: Place each Glory Seeker that is adjacent to the target in a hex adjacent to the target.

**Rapid Deployment**
After using a recruit action, the Glory Seeker returned to the battlefield moves up to 2 hexes.

**Hacksaw**
Hit Effect: 5

**Surround Pound**
This skill has +1 and for each other hex adjacent to the target that contains one or more Glory Seekers.

**Maelstrom Champion**
A maelstrom moves the turn token 1 step when they knock out an enemy follower.

**Superiority**
Titus has +1 against followers' hit rolls and +1 against followers' damage rolls.

**Outflank**
Hit Effect: Place each Glory Seeker that is adjacent to the target in a hex adjacent to the target.