DRELGOTH

DEMON BERSERKER OF ONSLAUGHT

MOV	AGI	RES	MEL	MAG	RNG
3	4	0	7	–	–

MAX HEALTH

Lvl 1	Lvl 2	Lvl 3
15	16	17

SOUL HARVEST ☾

	Cost	Reach	Glance	Solid	Crit
Axe	1AP	1	2	3	4

COMMON INNATE ABILITIES

Coalesce; Dual Wield (*Axe*)

Leap (1AP) - [*Active*] Target an unoccupied hex within the MOV distance of Drelgoth and place Drelgoth in that hex.

Blood Challenge (1F) - [*Active*] Choose a non-Effigy enemy model. While attacking that model with *Axe Attack*, Drelgoth ignores the Distracted rule. In addition, that enemy model does not benefit from increased RES, AGI, damage or attack redirection, healing, temporary health or any interrupts originating from other friendly models during this attack. Expires at the end of Drelgoth's current activation.

LEVEL 2 Gain 1 Health   LEVEL 3 Gain 1 Health
Choose one ability at level 2 and another at level 3.

Infernal (1AP+1F) - [*Active*] Target an unoccupied hex within the MOV distance of Drelgoth and place Drelgoth in that hex. Enemies adjacent to Drelgoth after he has been placed take 1 True Damage and suffer *burn*.

Empower (2♣) - [*Manoeuvre*] Enemy damaged by *Axe Attack* takes 1 extra True Damage.

Resolve (2♣) - [*Manoeuvre*] +1 RES. Expires at the start of Drelgoth's next activation.

Cripple (2♣) - [*Manoeuvre*] Model damaged by *Axe Attack* suffers -1 MOV. Increase the cost of all *Combat Manoeuvres* by +(1♣) for that model's next activation. Expires at the end of that model's next activation.

GODS   CLASS