




# THORGAR

## MINOTAUR GLADIATOR

MOV	AGI	RES	MEL	MAG	RNG
3	3	0	7	-	-

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
17	19	21

SOUL HARVEST	1
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	Cost	Reach	Glance	Solid	Crit
Great Axe	1AP	1	3	4	6

## COMMON INNATE ABILITIES

### Regeneration(2)

**Hurl (1♣+1♠)** - [Manoeuvre] Throw (2) an adjacent enemy that has been damaged by *Great Axe Attack*.

**Enraged Assault (OAP)** - [Active] Thorgar gains +2 MEL, -2 AGI, removes *pin* and gains Immunity(*pinned*). Expires at the start of Thorgar's next activation.

**LEVEL 2** Gain 2 Health **LEVEL 3** Gain 2 Health

**Lvl 2: Man Catcher (1AP)** - [*Active*] Target enemy within 2 hexes is *Pushed* towards Thorgar up to 1 hex. Immediately after resolving this *Push*, if the enemy is within Thorgar's *Great Axe* reach, Thorgar can make a *Great Axe Attack* against the enemy for (0AP).

**Lvl 3: Unstoppable Rage** - [*Innate*] If Thorgar is reduced to 0 health while **Enraged Assault** is in play, he does not die. However, Thorgar will die if his health is 0 at the end of any friendly Hero's activation or the end of the round, whichever comes first.

GODS



CLASS

