




MONSTER
AL'GARATH
DEMON

T1

MOV	AGI	RES	MEL	MAG	RNG
D3	3	0	8	-	-
HEALTH	BOUNTY		IF		
8					

	Cost	Reach	Glance	Solid	Crit
 Fist	1AP	1	3	5	6

COMMON INNATE ABILITIES

Bounty; Hunter; Respawn

Scorn - [*Innate*] Once Al'garath completes his **Hunter** move, after his attack is made, he will **Taunt** the closest Hero model within 3 hexes. If there are multiple options he will **Taunt** the model with the highest current health (randomise if 2 or more models have the same current health). If Al'garath is in LoS at the start of the taunted model's next activation, he is the only enemy the taunted model can target during its activation while Al'garath lives. **Taunt** expires at the end of the taunted model's next activation.

Coalesce (Monster) - [*Innate*] When Al'garath dies, place a Coalesce token in the hex he died. When an Al'garath spawns, randomise Al'garath's spawn location between the Monster Spawn Pit and any Coalesce tokens on the board in unoccupied hexes. Remove all Coalesce tokens created by demon monsters at the end of the Communion phase.