



# LUGDRUG

## ORC FORGE GUARD

MOV	AGI	RES	MEL	MAG	RNG
<b>3</b>	<b>4</b>	<b>2</b>	<b>6</b>	<b>-</b>	<b>5</b>

MAX HEALTH		
Lvl 1	Lvl 2	Lvl 3
<b>16</b>	<b>17</b>	<b>19</b>

SOUL HARVEST **4**

	Cost	Reach	Glance	Solid	Crit
 Forge Hammer	<b>1AP</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
 Blast Cannon	<b>1AP</b>	<b>3</b>	<b>2</b>	<b>3</b>	<b>5</b>

### COMMON INNATE ABILITIES

Armour Piercing (*Blast Cannon*); Defender; Ward

**Repulsor Shield** - [*Innate*] Whenever Lugdrug is hit by a *Basic Attack* he gains 1 Energy Counter. Energy Counters cannot be gained from *Parting Blows* and expire at the end of Lugdrug's activation.

**Concussive Blow** (1⚡) - [*Manoeuvre*] Enemy damaged by *Forge Hammer Attack* suffers *stun*.

**Energy Thrust** (0AP) - [*Active*] Remove X Energy Counters. Target adjacent enemy model is *pushed* X hexes directly away. X cannot be more than 3.

**Energy Blast** (0AP) - [*Active*] Remove X Energy Counters. Target enemy model within X hexes takes 1 True Damage & suffers *burn*. X cannot be more than 3.

**Phase Jump (1AP+1F)** - [*Active*] If Lugdrug's Ward is within 4 hexes, place him adjacent to his Ward.

**LEVEL 2** Gain 1 Health **LEVEL 3** Gain 2 Health

**Lvl 2: Guiding Hand** - [*Innate*] Lugdrug's Ward gains +1 attack die and ignores the distracted rule while resolving *Basic Attacks* with a melee weapon against an enemy model that is engaged by Lugdrug.

**Lvl 3: Assist** - [*Innate*] Lugdrug's Ward gains +1 damage while resolving *Basic Attacks* with a melee weapon against an enemy model that is engaged by Lugdrug.

GODS



CLASS

