



Hellspawn Base Unit

Cerberus Pup

Move: 3

Bombard: 2x[D6]

Souls: 2 ☠

Chompdwn [Active]

Deal *1, *2 or *3 damage to adjacent piece.

Fetch [Passive]

When using Chompdwn may complete movement, pulling the target along the Cerberus Pup's path.

"Yip! pant pant *scrunch* pant pant!"



Hellspawn Base Unit

Soul Keeper

Move: 1

Bombard: 1x[D8]

Souls: 2 ☠

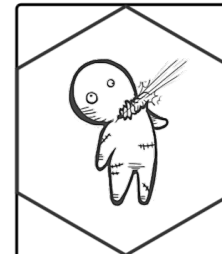
Realm Distortion [Passive]

When deploying, may treat Os on *either side* of this unit as Deployment Zones.

Life Pact [Active]

Pay 3+ HP or destroy☠ self. Gain 1 ☠ soul.

"Who left this hole in space-time here? Oh oops, it was me"



Hellspawn Base Unit

Tormented Puppet

Move: 2

Bombard: -

Souls: [each] 1 ☠

Mass Produced [Passive]

When completing deployment immediately spawn a Puppet in an adjacent O.

Explosion of Joy [Active]

Destroy☠ self. Deal *2 damage to enemy pieces in adjacent Os.

Implosion of Sorrow [Bombard]

Remove self (does not release ☠).

Pull 1 landed die within 2 Os towards self by 1 O.

"Hurglegurgle kekekeke!"



Hellspawn Faction

Faction Specials

[not a unit]

Soul Release [Passive]

When your base units are destroyed☠ they add indicated ☠ souls to the soul bank.

Restless Spirits [Passive]

When the soul bank has over 6 ☠ souls, MUST trigger Dimensional Defenestration in the next [Bombard phase] until at fewer than 6 ☠ souls.

Dimensional Defenestration [Bombard]

Pay 6 ☠ souls to throw 1x[D12]. Kill any pieces and prevent other spawns this round in this O. After damage evaluation, spawn a Bal'Zan in this O.

"Chaos is freedom, freedom is chaos"



Hellspawn Titan

Bal'Zan

Move: 2

Bombard: -

Souls: -

Chewy and Chompy [Passive]

At the start of each [Tactics phase], spawn up to 2 Puppets in adjacent Os.

Toss Chewy [Active]

Destroy☠ adjacent Puppet. Deal *2 damage to enemy pieces in a target O and surrounding Os.

"I brings me toys!"