



Hellspawn Base Unit

Cerberus Pup

Move: 3

Bombard: 2×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

Soulkeeper

Move: 1

Bombard: 1×D8

Souls: 2 🦴

Realm Distortion [Passive]

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

Soul Extraction [Active]

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

"Come, destroy everything!"

- PHASE ORDER -

[Deploy]: Bring new units to the board in the deployment zones

[Active]: Move a unit, use its action if you want, remove its turn token after the action. Damage is immediate
<after all actives>

[Bombard]: Throw dice *and/or* use any ability that allows you to throw dice, use abilities that modify dice

[Bombard Damage Evaluation]: Calculate how much damage was taken from dice, destroy the ones that die

NOTE: **[Passive]** abilities are triggered at the time a condition is fulfilled