



### FROSTRAGER BARBARIAN

49  
POINTS

CE

LVL: 9  
AC: 14      **MELEE ATTACK**  
SPD: 8      +13/+8 (10 magic + 5 Cold)  
HP: 95

**TYPE:** Humanoid – Human

**SPECIAL ABILITIES:** **Resist 10 Cold**; **Arctic Rage** (While this creature's HP are half its starting total or below, it gets attack +2 and damage +5); **Glacial Tomb**  (Replaces Attacks: touch; 15 Cold damage and Slow; DC 16); **Early Freeze**  (Immediate; adjacent water squares become Slippery Surface: a creature struck by a melee attack while standing on a Slippery Surface square is pushed into an adjacent space).

† For use with: *Heroscape Wave 13: Evar Scarcarver*



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### MASTER OF THE HUNT

56  
POINTS

CG

Commander 3

LVL: 9  
AC: 16      **MELEE ATTACK**  
SPD: 6      +11/+6 (10 magic + 5 Fire)  
HP: 75

**TYPE:** Fey

**COMMANDER EFFECT:** When this creature makes a successful melee attack, all Fey allies and Magical Beast allies have attack +3 against that enemy.

**SPECIAL ABILITIES:** **Unique**; **Beastmaster 3**; **Stable Footing** (Not slowed by difficult terrain); **Illuminator** (Creatures within 6 squares do not benefit from Conceal, Hide, or Invisible); **Huntmaster's Quarry**  (Use during your setup; choose an enemy; this creature gets +2 attack, +5 damage and Melee Reach 3 against that enemy for the rest of the skirmish); **Minions** (2 Animals, each with cost 5 or less, whose name contains Wolf); **Melee Reach 2**.

† For use with: *Heroscape Wave 13: Master of the Hunt*



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### TUHLI, GOLIATH DEFENDER

37  
POINTS

LG/CG

LVL: 8  
AC: 19      **MELEE ATTACK**  
SPD: 5      +11 (10 magic + Entangle)  
HP: 70

**TYPE:** Humanoid – Goliath

**SPECIAL ABILITIES:** **Entangle** (DC 15); **Bodyguard** (Whenever an enemy attacks an adjacent ally, you can choose to have it attack this creature instead); **Bold** (Has Fearless while under command); **Riposte** (Once per turn, this creature can make 1 immediate melee attack against an enemy that attacks it); **Unique**.

† For use with: *Heroscape Wave 13: Eltahale*



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### WARFORGED JUGGERNAUT

52  
POINTS

LG/LE

LVL: 8  
AC: 23      **MELEE ATTACK**  
SPD: 5      +16/+11 (15 magic + Pushback)  
HP: 90

**TYPE:** Construct - Living Construct

**SPECIAL ABILITIES:** **Living Construct** (Has only immune Level Drain, Paralysis, Poison, Sleep); **DR 5**; **Powerful Charge +10** (Melee damage +10 when charging); **Determined** (This creature makes saves at the start of its turn instead of at the end); **Pushback**; **True Juggernaut** (+2 Speed when charging).

† For use with: *Heroscape Wave 13: Siege*



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### WARFORGED JUGGERNAUT

EPIC  
272  
POINTS

LG/LE

LVL: 14  
AC: 27      **MELEE ATTACK**  
SPD: 5      +24/+24/+19  
HP: 180      (30 magic + Pushback)

**TYPE:** Construct - Living Construct

**SPECIAL ABILITIES:** **Living Construct** (Has only immune Level Drain, Paralysis, Poison, Sleep); **Adamantine Laced 5** (Melee and Ranged attacks deal 5 less damage to this creature); **Powerful Charge +20** (Melee damage +20 when charging); **Stable Footing** (Not slowed by difficult terrain); **Pushback**; **Perfect Focus** (At the start of this creature's turn remove all conditions and ongoing damage on this creature); **Ultimate Juggernaut** (+4 Speed when charging).

† For use with: *Heroscape Wave 13: Siege*



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### OE HEROSCAPE ORIGINAL WAVE 13 EDITION



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