

LESSER MINIONS



BILEBAT

SPECIAL

Regardless of the number of Bilebats in a tile, they inflict exactly 1 damage total on each hero present.

SPECIAL BAT VULNERABILITY (BILEBAT, FIREBABY, THUNDERBAT)

These Minions are killed by blank (or wild) results only (you can combine two normal results to equal a blank).

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FIREBABY

SPECIAL

Firebabies MUST attack into any adjacent tile, never their own.

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THUNDERBAT

SPECIAL

Damage from a Thunderbat group can target any Hero on the map. Rift Lord decides who is affected.

GREATER MINIONS



WATER ELEMENTAL

MOVE - 1 WHEN IT FIRST SPAWNS, 3 ON EACH SUBSEQUENT MINION PHASE.

	Replace with 3 Lesser Minions

SPECIAL

When a Water Elemental moves past Heroes on the two intermediate tiles (since it moves 3), all such Heroes immediately take 1 damage each.



ORCS
MUST DIE!
THE
BOARDGAME!