RANGOSH

	◇	✕
⊛ Beastly Charge	1	-	-
Move Rangosh up to 2 hexes. Then you may place up to 2 wounds on an enemy within range.			

Slayer Champion
A slayer 🟧 moves the turn token +1 step when they knock out an enemy champion.

Brutal Master
Once per hit roll or damage roll before rolling the dice, you may remove one Red Bandit from a hex within 3 hexes of Rangosh to add 1 die to Rangosh's roll.

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RANGOSH

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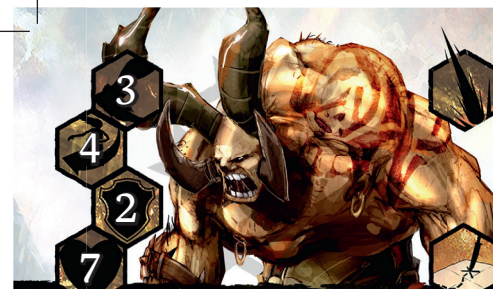
RANGOSH

	◇	✕
Channel Rage	-	-	-
💀 Break Spirit	2	6	-
Hit Effect:			

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RANGOSH

	◇	✕
💀 Jawbreaker	1	3	7
Hit Effect: Move target up to 1 hex away from Rangosh.			
💀 Whiplash	2	5	5
Hit Effect: Move target up to 1 hex toward Rangosh.			

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RED BANDITS
FOLLOWERS OF RANGOSH

	◇	✕
Induct	-	-	-
If the Red Bandits are below their maximum unit size, add one to a hex containing at least one Red Bandit.			
💀 Ambush	1	3	-
Hit Effect: The target gains 1 wound.		4	-
		5	-

Stolen Treasure
If the Red Bandits cause an enemy model to gain a wound when they use a skill action, they may gain one boon of your choice.

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RED BANDITS
FOLLOWERS OF RANGOSH

	◇	✕
💀 Ambush	1	3	-
Hit Effect: The target gains 1 wound.		4	-
		5	-
💀 Shoot	3	3	4
		4	4
		5	4

Stolen Treasure
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