

# General Menace



Start of the Scenario	Put +1 token on his ATTACK for each hero in the scenario
When being attacked	Attacks his attacker with +2 Power dice
When being range attacked	Make a range attack against the hero with +2 Power dice and +1 damage
When a hero on his Sight	Make a range attack against the hero and add 1 to the result.



Start of each Round	Each player rolls a die: on POW he places 1 Emissary in adjacent area.
When being attacked	Roll a die: on POW the Emissary vanish and that attack ignored. OR she attacks her attacker
being range attacked	Mental attack all heroes (Mental instead of defense) put -1 token on their Mental for 1 turn
When a hero on her tile	Make Mental attack +2 power dice (use Mental instead of defense)



Start of the Scenario	Put +1 token on her DEFENSE for each hero in the scenario
Start of each Round	Each hero with Charm play as Villain hero this turn then discard the Charm
When being attacked	Attacks her attacker with +2 Power dice
A hero on her tile	Mental attack +2 power dice (use Mental instead of defense) on success place Charm on target



Start of the Scenario	Put +1 token on his DEFENSE for each hero in the scenario
being attacked	(Torment: put +1 on her Attack then attack her attacker). Move to the far empty area
being range attacked	Make a range attack against the hero +1 power die. (Torment: +2 power dice)
When a hero on her Sight	Make a range attack against the hero. (Torment deal +1 damage)

## General Minions



Start of the Scenario	If there is no Villain Power card in this scenario Put +2 token on his DEFENSE and ATTACK
When being attacked	Attack his Attacker
When being range attacked	Try to attack the hero (move if needed)
When a hero on his Area	Try to attack the hero (move if needed)

## General Heroes roll as villains



Start of each Round	He Draw 1 power card – he gains both Power and Technique (discard weakness cards)
Attacked by any attack	Attacks his attacker. if he got range attack: move to the far empty area before attacking
When a hero on his Sight	Try to attack (move if needed) the hero
if No hero on his Area	Heal 2 damage and make attack (move if needed) on the hero with the less defense