









<p>the hero or heroes with the most resistance lose 2 of their agility. At the end of the round, roll one die, with a result of one damage to the heroes with more armor.</p>  <p><b>OGDRU JAHAD</b></p> <p>DEF 3+ ATK 4+</p>	<p>Villain Plan: This terrible demon will open a portal for the most deadly beings of the underworld to access the earth and dominate it, all points of energy that will open this portal must be destroyed.</p>  <p>3 4</p>
<p>If a plan has more Xs than Os, the heroes cannot roll dice this round. Rasputin can attack with the villain effect dice.</p>  <p><b>RASPUTIN</b></p> <p>ATK 4+ DEF 4+</p>	<p>Villain Plan: After being defeated by Hellboy, Rasputin through his followers will call upon a gigantic demon to sweep the city and then the world.</p>  <p>2 3</p>
<p>If Gruagach hurts the heroes the heroes lose 1 agility, lose 1 white die this round, and cannot disable the plans.</p>  <p><b>GRUAGACH</b></p> <p>ATK 5+ DEF 4+</p>	<p>Villain Plan: Destroy everyone who researches the underworld.</p>  <p>0 1</p>
<p>Activate in 2 the plan assigned with the 6. Roll one die if the assigned plan is activated with 1.</p>  <p><b>KOSHCHAI</b></p> <p>ATK 3+ DEF 4+</p>	<p>Villain Plan: By order of Baba Yaga Koshchei must capture Hellboy so that he can take control of Baba Yaga and destroy the human world.</p>  <p>2 3</p>

**HELLBOY**

4+ AGILITY 1 2 3 4 5  
6 7 8 9 10

+1 -1 RR + +■

D 

ARMOR 2 2 3 3 3

RESISTANCE

It hurts the villain who has the least resistance, if there's a tie he chooses between one of those villains.

**ABE SAPIEN**

5+ AGILITY 1 2 3 4 5  
6 7 8 9 10

+1 -1 RR + +■

D 

ARMOR 1 2 2 2 3


RESISTANCE

When you attack, the relaunch of a die wins.

**JOHANN KRAUS**

4+ AGILITY 1 2 3 4 5  
6 7 8 9 10

+1 -1 RR + +■

D 

ARMOR 1 1 2 3 3

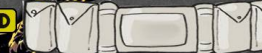
RESISTANCE

Villains roll one black die minus the next round.

**LIZ SHERMAN**

4+ AGILITY 1 2 3 4 5  
6 7 8 9 10

+1 -1 RR + +■

D 

ARMOR 1 2 2 2 2

RESISTANCE

For every white die you roll and get 1, you do 1 damage to the villain assigned the plan with the number 1.