





























The Chaos Sorcerer and defender both roll dice equal to their Mind points.

If the Sorcerer scores two skulls or more, he may use the defender's combat piece for the duration of his turn. The Chaos Sorcerer and defender both roll dice equal to their Mind points.

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The Chaos Sorcerer and defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score. The Chaos Sorcerer and defender both roll dice equal to their Mind points.

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The Chaos Sorcerer and defender both roll dice equal to their Mind points.

The defender will be frozen for one turn for each skull scored by the Chaos Sorcerer. The Chaos Sorcerer and defender both roll dice equal to their Mind points.

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The defender will be frozen for one turn for each skull scored by the Chaos Sorcerer.



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