

Rordin
Dwarf Hero

Move: 6
Dice: 4
Armour: 4

Feat: None Shall Pass!
Rordin cannot be injured for the remainder of this Round. In addition, all adjacent, non-Hero enemy models are considered to have taken their Turn this Round and may not have another.



Rordin
Legendary Dwarf Hero

Move: 6
Dice: 5
Armour: 4 *Tough*

Feat: None Shall Pass!
Rordin cannot be injured for the remainder of this Round. In addition, all adjacent, non-Hero enemy models are considered to have taken their Turn this Round and may not have another.

Feat: Now I'm Angry
All enemy models adjacent to Rordin must move away 1 square if there is room. If there is a choice then Rordin decides which square they move into.



Orlaf
Barbarian Hero

Move: 7
Dice: 5
Armour: 2

Feat: Whirlwind
Orlaf makes a separate 4 dice attack against every enemy model adjacent to him. This includes enemies in his rear arc. Orlaf's attacks are not modified, but the defenders are modified as normal.



Orlaf
Legendary Barbarian Hero

Move: 7
Dice: 5
Armour: 2 *Tough, Frenzy (2)*

Feat: Whirlwind
Orlaf makes a separate 4 dice attack against every enemy model adjacent to him. This includes enemies in his rear arc. Orlaf's attacks are not modified, but the defenders are modified as normal.

Feat: Unstoppable
Orlaf fights as normal. Then, if the defender is removed from the board, he may immediately fight again. If there are no models to fight, he may move 1 square. If he can now fight then he must do so. Continue until he can no longer fight or fails to remove his target in one attack.



Madriga
Elf Hero

Move: 8
Dice: 3
Armour: 2 *Marksman (4)*

Feat: Hail of Arrows
Madriga may Shoot three times in the same Turn. Resolve each one before deciding on the next target.



Madriga
Legendary Elf Hero

Move: 8
Dice: 3
Armour: 2 *Marksman (5), Sure Shot (1)*

Feat: Hail of Arrows
Madriga may Shoot three times in the same Turn. Resolve each one before deciding on the next target.

Feat: Trick Shot
Using skills normally only seen in the best of circuses, Madriga may Shoot any model on the board, at up to twice the distance of long range.



<p><u>Danor</u> <u>Wizard Hero</u></p> <p>Move: 7 Dice: 2 Armour: 1</p> <p style="text-align: right;"><i>Spellcaster</i></p> <p>Feat: Focus Danor can cast 2 different Major spells. They may be cast even if they are currently recharging.</p> 	<p><u>Danor</u> <u>Legendary Wizard Hero</u></p> <p>Move: 7 Dice: 2 Armour: 1</p> <p style="text-align: right;"><i>Spellcaster, Magister</i></p> <p>Feat: Focus Danor can cast 2 Major spells. They may be cast even if they are currently recharging.</p> <p>Feat: Energy Danor can cast a single spell at a greater distance than usual: adjacent becomes short, short becomes long, long becomes twice as far. The effects of the spell remain the same.</p> 
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<p>Minor Spell Card</p> <p>Flamebolt (Range: sight, short)</p> <p>The target suffers an immediate 2 dice Magical attack.</p>	<p>Minor Spell Card</p> <p>Break Ward (Range: adjacent)</p> <p>When cast, a single magical ward in an adjacent square is reduced in strength by 1. When the ward's strength reaches zero it is broken.</p>	<p>Major Spell Card</p> <p>Burn (Range: short)</p> <p>The target suffers an immediate 4 dice Magical attack.</p>
<p>Major Spell Card</p> <p>Feet of Stone (Range: Long)</p> <p>When cast, a target model is unable to Move for the remainder of the Round. They Fight and Shoot at -1 dice in addition to any other modifiers.</p>	<p>Magic Item Card (Paraphernalia)</p> <p>Healing Potion One Use A small phial of sweet, blue liquid.</p> <p>The Hero immediately removes one wound counter from his Hero card.</p> <p>This item may be used during the Overlord's Turn in response to taking a wound from an attack, and will prevent the wound about to be added.</p>	<p>Magic Item Card (Paraphernalia)</p> <p>Healing Potion One Use A small phial of sweet, blue liquid.</p> <p>The Hero immediately removes one wound counter from his Hero card.</p> <p>This item may be used during the Overlord's Turn in response to taking a wound from an attack, and will prevent the wound about to be added.</p>

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<p>Experience</p> <p>Magus If the Hero decides to cast Major spells, then they may cast 2 in a single Turn, not 1.</p>	<p>Magic Item Card (Paraphernalia)</p> <p>Healing Potion One Use A small phial of sweet, blue liquid.</p> <p>The Hero immediately removes one wound counter from his Hero card.</p> <p>This item may be used during the Overlord's Turn in response to taking a wound from an attack, and will prevent the wound about to be added.</p>	<p>Magic Item Card (Paraphernalia)</p> <p>Battle Potion One Use A brown liquid that tastes suspiciously alcoholic.</p> <p>The Hero is filled with rage and Fights harder than ever.</p> <p>He gets +2 dice to his next Fight attack, up to a maximum of 6.</p>
<p>Magic Item Card (Paraphernalia)</p> <p>Battle Potion One Use A brown liquid that tastes suspiciously alcoholic.</p> <p>The Hero is filled with rage and Fights harder than ever.</p> <p>He gets +2 dice to his next Fight attack, up to a maximum of 6.</p>	<p>Magic Item Card (Paraphernalia)</p> <p>Battle Potion One Use A brown liquid that tastes suspiciously alcoholic.</p> <p>The Hero is filled with rage and Fights harder than ever.</p> <p>He gets +2 dice to his next Fight attack, up to a maximum of 6.</p>	<p>Magic Item Card (Armour)</p> <p>Elf only</p> <p>Spidersilk Armour This ancient elven armour is soft and warm to the touch, yet stronger than steel.</p> <p>The Hero gains +1 to their Armour value.</p>

<p style="text-align: center;">Experience</p> <p style="text-align: center;"><i>Frenzy (1)</i></p> <p>The Hero goes crazy in Fights.</p> <p>Each time he is the attacker he may re-roll a single dice that fails to beat the defender's armour.</p>	<p style="text-align: center;">Experience</p> <p style="text-align: center;"><i>Magister</i></p> <p>If the Hero decides to cast Minor spells, then they may cast 3 in a single Turn, not 2.</p>	<p style="text-align: center;">Experience</p> <p style="text-align: center;"><i>Tough</i></p> <p>Pain is only in the mind...</p> <p>At the end of each Round roll a single dice. On the roll of a 6 the Hero can remove one wound counter from his Hero card.</p>
<p style="text-align: center;">Magic Item Card (Paraphernalia)</p> <p style="text-align: center;"><i>Haste Potion</i></p> <p style="text-align: center;">One Use</p> <p>Even the potion bottle vibrates, as if it cannot wait to get moving.</p> <p>After the Hero completes his next Turn he may immediately make another move. Normal movement rules apply.</p> <p>This does not allow the Hero to fight, shoot or cast a spell again in the same Turn – only move.</p>	<p style="text-align: center;">Experience</p> <p style="text-align: center;"><i>Sure Shot (1)</i></p> <p>The Hero is amazingly accurate.</p> <p>Each time he Shoots, he may re-roll a single dice that fails to beat the defender's Armour.</p>	<p style="text-align: center;">Experience</p> <p style="text-align: center;"><i>Frenzy (2)</i></p> <p>The Hero goes crazy in Fights.</p> <p>Each time he is the attacker he may re-roll up to two dice that fail to beat the defender's Armour.</p>
<p style="text-align: center;">Experience</p> <p style="text-align: center;"><i>Sure Shot (2)</i></p> <p>The Hero is amazingly accurate.</p> <p>Each time he Shoots, he may re-roll up to two dice that fail to beat the defender's Armour.</p>	<p style="text-align: center;">Minor Spell Card</p> <p style="text-align: center;"><i>Brisk Work</i></p> <p style="text-align: center;">(Range: sight, short)</p> <p>A friendly target may immediately move up to 2 squares even if they have already had their Turn that Round. Normal movement rules apply. They may Break Off as normal. They do not Fight if they move adjacent to an enemy model.</p>	<p style="text-align: center;">Minor Spell Card</p> <p style="text-align: center;"><i>Shield</i></p> <p style="text-align: center;">(Range: Caster)</p> <p>The <i>Spellcaster</i> is surrounded by a glimmering shield, making him feel invulnerable. It lasts until it is used.</p> <p>He gets +2 dice to his next defence roll, up to a maximum of 6. This bonus may be used against any type of attack.</p>

<p style="text-align: center;">Experience</p> <p style="text-align: center;">5 Dice</p> <p>The Hero uses 5 dice instead of the number printed on his Hero card.</p> <p style="background-color: #e0ffff; padding: 2px;">Change this card to a magic item that grants an extra dice.</p>	<p style="text-align: center;">Magic Item Card (Armour)</p> <p style="text-align: center;">Dwarf only</p> <p style="text-align: center;">Runic Breastplate</p> <p>The finest Dwarf smiths worked on this armour for a decade, engraving it with the most finely wrought of protective runes.</p> <p>The Hero gains +1 to their Armour value and counts every adjacent square as part of their front arc.</p>	<p style="text-align: center;">Major Spell Card</p> <p style="text-align: center;">Steelskin (Range: Short)</p> <p>The target rolls +3 dice (up to a maximum of 6) in defence against every attack until the end of this Round.</p>
<p style="text-align: center;">Magic Item Card (Paraphernalia)</p> <p style="text-align: center;">Energy Crystal Power 1 One Use</p> <p>Distilled magical energy, captured in quartz or other types of crystal for later use.</p> <p>The Hero rolls one additional dice when casting a spell. If a spell doesn't use dice then power crystals can't help. Only one crystal may be used per spell.</p>	<p style="text-align: center;">Magic Item Card (Paraphernalia)</p> <p style="text-align: center;">Energy Crystal Power 1 One Use</p> <p>Distilled magical energy, captured in quartz or other types of crystal for later use.</p> <p>The Hero rolls one additional dice when casting a spell. If a spell doesn't use dice then power crystals can't help. Only one crystal may be used per spell.</p>	<p style="text-align: center;">Magic Item Card (Paraphernalia)</p> <p style="text-align: center;">Energy Crystal Power 1 One Use</p> <p>Distilled magical energy, captured in quartz or other types of crystal for later use.</p> <p>The Hero rolls one additional dice when casting a spell. If a spell doesn't use dice then power crystals can't help. Only one crystal may be used per spell.</p>
<p style="text-align: center;">Magic Item Card (Paraphernalia)</p> <p style="text-align: center;">Energy Crystal Power 2 One Use</p> <p>Distilled magical energy, captured in quartz or other types of crystal for later use.</p> <p>The Hero rolls two additional dice when casting a spell. If a spell doesn't use dice then power crystals can't help. Only one crystal may be used per spell.</p>	<p style="text-align: center;">Magic Item Card (Paraphernalia)</p> <p style="text-align: center;">Energy Crystal Power 2 One Use</p> <p>Distilled magical energy, captured in quartz or other types of crystal for later use.</p> <p>The Hero rolls two additional dice when casting a spell. If a spell doesn't use dice then power crystals can't help. Only one crystal may be used per spell.</p>	<p style="text-align: center;">Magic Item Card (Paraphernalia)</p> <p style="text-align: center;">Energy Crystal Power 3 One Use</p> <p>Distilled magical energy, captured in quartz or other types of crystal for later use.</p> <p>The Hero rolls three additional dice when casting a spell. If a spell doesn't use dice then power crystals can't help. Only one crystal may be used per spell.</p>

