

<p style="text-align: center;"><u>Dwarf Hero</u></p> <p>Move: 6 Dice: 5 Armour: 4</p> <p>Possible Actions Fight.</p> <p>Feat: Stone Stance The Dwarf cannot be injured for the remainder of this Round.</p>	<p style="text-align: center;"><u>Barbarian Hero</u></p> <p>Move: 8 Dice: 4 Armour: 2</p> <p>Possible Actions Fight.</p> <p>Feat: Whirlwind Make a separate 4 dice attack against every enemy model in a square next to the Barbarian. This includes enemies in his rear arc.</p>	<p style="text-align: center;"><u>Elf Hero</u></p> <p>Move: 8 Dice: 3 Armour: 2</p> <p>Possible Actions Fight, Shoot (4 dice)</p> <p>Feat: Hail of Arrows The Elf may make 3 Shoot Actions in the same Turn. Resolve each one before deciding on the next target.</p>
<p style="text-align: center;"><u>Wizard Hero</u></p> <p>Move: 8 Dice: 2 Armour: 1</p> <p>Possible Actions Fight, Spell.</p> <p>Feat: Focus The Wizard can cast 2 Major spells. They may be cast even if they are currently recharging.</p>	<p style="text-align: center;">Minor Spell Card</p> <p style="text-align: center;">Break Ward (Range: adjacent)</p> <p>When cast, an adjacent magical ward is reduced in strength by 1. When it reaches zero then it is broken.</p>	<p style="text-align: center;">Major Spell Card</p> <p style="text-align: center;">Burn (Range: Short)</p> <p>The target suffers an immediate 5 dice attack as if it was in a fight. Resolve this without any modifiers for either side.</p>
<p style="text-align: center;">Major Spell Card</p> <p style="text-align: center;">Feet of Stone (Range: Long)</p> <p>When cast, a target model is unable to Move for the remainder of the Round. They fight at -1 dice in addition to any other modifiers.</p>	<p style="text-align: center;">Item Card</p> <p style="text-align: center;">Healing Potion</p> <p>The model immediately removes one injured marker.</p>	<p style="text-align: center;">Item Card</p> <p style="text-align: center;">Healing Potion</p> <p>The model immediately removes one injured marker.</p>

Know Your Foe		Know Your Foe		Know Your Foe	
Armour	Model	Armour	Model	Armour	Model
1	<ul style="list-style-type: none"> • Skeleton Archer • Zombie 	1	<ul style="list-style-type: none"> • Skeleton Archer • Zombie 	1	<ul style="list-style-type: none"> • Skeleton Archer • Zombie
2	<ul style="list-style-type: none"> • Skeleton Warrior 	2	<ul style="list-style-type: none"> • Skeleton Warrior 	2	<ul style="list-style-type: none"> • Skeleton Warrior
3	<ul style="list-style-type: none"> • Armoured Zombie • Dwarf Revenant 	3	<ul style="list-style-type: none"> • Armoured Zombie • Dwarf Revenant 	3	<ul style="list-style-type: none"> • Armoured Zombie • Dwarf Revenant
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