

<p>Overlord Command Card</p> <p><b>Extra 3 Commands</b></p>	<p>Overlord Command Card</p> <p><b>Extra 2 Commands</b></p>	<p>Overlord Command Card</p> <p><b>Extra 1 Command</b></p>
<p>Overlord Command Card</p> <p><b>Double Number of Commands</b></p>	<p>Overlord Command Card</p> <p><b>Extra 1 Command</b></p>	<p>Overlord Command Card</p> <p><b>Extra 1 Command</b></p>
<p>Overlord Command Card Necromancer</p> <p><b>Raise 1 Dead</b></p>	<p>Overlord Command Card Necromancer</p> <p><b>Raise 2 Dead</b></p>	<p>Overlord Command Card Necromancer</p> <p><b>Raise 3 Dead</b></p>

<p>Overlord Command Card</p> <p><b>1 Interrupt</b></p>	<p>Overlord Command Card</p> <p><b>1 Interrupt</b></p>	<p>Overlord Command Card</p> <p><b>2 Interrupt</b></p>
<p>Overlord Command Card</p> <p><b>1 Interrupt</b></p>	<p>Overlord Command Card</p> <p><b>Extra 2 Commands</b></p>	<p>Overlord Command Card</p> <p><b>Extra 1 Command</b></p>
<p>Overlord Command Card Necromancer</p> <p><b>Shuffle</b></p> <p>All minions may move 1 square as long as they do not need to Break Away to do so. They will Fight as normal if they move into a position to do so.</p> <p>This is in addition to each model's Turn.</p>	<p>Overlord Command Card Necromancer</p> <p><b>Kill Him!</b></p> <p>Choose a Hero. All minions that can Fight that Hero without moving will immediately do so.</p> <p>Note that this is Fight only, not Shoot or cast spells.</p> <p>This is in addition to each model's Turn.</p>	<p>Overlord Command Card</p> <p><b>Extra 1 Command</b></p>

<p><b>Overlord Command Card Necromancer</b></p> <p><b>Delay</b> Your minions have fought well and have delayed the Heroes.</p> <p>Draw an extra Command card from your deck. This reduces the time they have left to successfully complete the adventure.</p> <p>If there are no cards remaining to draw then the game has timed out.</p>	<p><b>Overlord Command Card Necromancer</b></p> <p><b>You Are In My Power</b> Choose a Hero. You befuddle that Hero with daydreams of riches and glory that distract him from the task at hand. The Hero misses his Turn in the next Round. Mark him with the counter to show this.</p> <p>The Hero defends himself as normal. <b>Curis - needs counter.</b></p>	<p><b>Overlord Command Card Necromancer</b></p> <p><b>Curse Them All</b> You summon vile and ancient witches to curse the Heroes for thwarting your plans.</p> <p>For the next Round, all Heroes are cursed. Count them as -1 Armour. Leave this card beside the board as a reminder.</p>
<p><b>Overlord Command Card Necromancer</b></p> <p><b>Graves Of Our Ancestors</b> This place has been used to bury the dead for centuries.</p> <p>Place 2 <i>Piles of Bones</i> counters on the board. Each must be placed in a different empty square.</p>		
<p><b>Major Spell Card</b></p> <p><b>Shriek</b> (Range: Short)</p> <p>The target suffers an immediate 5 dice Magical attack.</p>	<p><b>Major Spell Card</b></p> <p><b>Faithful In Death</b> (Range: Sight, Short)</p> <p>Summons ghostly handmaidens to protect the caster.</p> <p>Place a single Ghost model on any square within range. The scenario will list the maximum number of Ghosts that may be in play at one time.</p>	<p><b>Major Spell Card</b></p> <p><b>Banshee Wail</b> (Range: Short)</p> <p>Roll one dice for each enemy model in range:</p> <p><b>1-3: Annoying.</b> No effect. <b>4-5: Terrified.</b> The model is frozen in fear. Mark them with a <i>Terrified</i> counter. Their next Turn must be spent removing the <i>Terrified</i> counter. They can do nothing except defend themselves until it is removed. <b>6: Piercing.</b> The model suffers a single Hit.</p>

<p style="text-align: center;"><b><u>Elshara</u></b> <b>Banshee</b></p> <p><b>Move: 2</b> <b>Dice: -</b> <b>Armour: -</b></p> <p style="text-align: center;"><i>Ethereal, Walk Through Walls, Spellcaster</i></p>	<p style="text-align: center;"><b><u>Hoggar</u></b> <b>Zombie Troll Shaman</b></p> <p><b>Move: 4</b> <b>Dice: 4</b> <b>Armour: 3</b></p> <p style="text-align: center;"><i>Large Model, Mob Rule, Regenerate, Spellcaster</i></p> <p style="text-align: center;">○ ○ ○ ○ ○</p>	
<p style="text-align: center;"><b><u>Grund</u></b> <b>Undead Dwarf King</b></p> <p><b>Move: 4</b> <b>Dice: 5</b> <b>Armour: 4</b></p> <p style="text-align: right;"><i>Tough</i></p> <p style="text-align: center;">○ ○ ○ ○ ○</p>	<p style="text-align: center;"><b><u>Mortibris</u></b> <b>Necromancer</b></p> <p><b>Move: 5</b> <b>Dice: 2</b> <b>Armour: 1</b></p> <p style="text-align: right;"><i>Spellcaster, Regenerate</i></p> <p style="text-align: center;">○ ○ ○ ○ ○</p>	
<p style="text-align: center;"><b>Major Spell Card</b></p> <p style="text-align: center;"><b>Scourge</b> (Range: Sight, Short)</p> <p>The target suffers an immediate 5 dice Magical attack.</p>	<p style="text-align: center;"><b>Minor Spell Card</b></p> <p style="text-align: center;"><b>Bleed</b> (Range: Short)</p> <p>The target suffers an immediate 2 dice attack as if it was in a Fight.</p> <p>If the model suffers a Hit then a zombie model may immediately be summoned with this blood offering. Place a new zombie model in any square adjacent to the target.</p>	<p style="text-align: center;"><b>Major Spell Card</b></p> <p style="text-align: center;"><b>Transfix</b> (Range: Sight, Long)</p> <p>The target is fixated by the caster. They cannot Move or Act until the caster moves, Fights or casts another spell. The spell is also broken if they are attacked.</p>

<p><b>Magic Item Card (Weapon)</b></p> <p><b><i>Runed Staff of Silibar</i></b>  A time-worn staff of deep, black wood, its bold runic carving almost worn away by many hands.</p> <p>The model with this item can cast one Minor spell in each Turn on top of their normal allocation of spells. This does not allow you to cast the same spell twice.</p>	<p><b>Magic Item Card (Sundries)</b></p> <p><b><i>Stone Heart Fragment</i></b>  A fraction of the stone heart of the banshee Elshara.</p> <p>When a single Hero holds all four fragments they merge into a single whole and the banshee is laid to rest.</p>	<p><b>Magic Item Card (Sundries)</b></p> <p><b><i>Stone Heart Fragment</i></b>  A fraction of the stone heart of the banshee Elshara.</p> <p>When a single Hero holds all four fragments they merge into a single whole and the banshee is laid to rest.</p>
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<p><b>Magic Item Card (Weapon)</b></p> <p><b><i>Thorfin's Hammer</i></b>  The hammer that built an Empire.</p> <p>The hero that wields this Hammer treats all enemy armour as if it was 2 less than it would otherwise be (down to the normal minimum of 1).</p>	<p><b>Magic Item Card (Sundries)</b></p> <p><b><i>Book of Valandor</i></b>  One of the original books of magic.</p> <p>A model that carries the <i>Book of Valandor</i> casts every spell as if it was minor.</p>	<p><b>Minor Spell Card</b></p> <p><b><i>Darkness</i></b>  (Range: Sight, Long)</p> <p>The target is blinded. Mark them with a <i>Darkness</i> counter. Their next Turn must be spent removing the <i>Darkness</i> counter. They can do nothing except defend themselves at -2 dice until it is removed.</p>

<p><b>Minor Spell Card</b></p> <p><b>Death Surge</b> (Range: Sight, Short)</p> <p>A wave of blackness ripples out from the caster. All enemy models in range and sight suffer a 4 dice Magical attack.</p>	<p><b>Minor Spell Card</b></p> <p><b>Soul Burn</b> (Range: Short)</p> <p>The target suffers an immediate 6 dice Magical attack.</p>	<p><b>Minor Spell Card</b></p> <p><b>Unspeakable Fear</b> (Range: Short)</p> <p>The target suffers an immediate 4 dice Magical attack. If this results in a hit then the target is not wounded. Instead, it must immediately move as far away from the caster as possible. This is in addition to any normal movement that Round. The model obeys normal movement rules, and must Break Away if it needs to.</p>
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