

# Appendix H. Crew Roster Cards

## Bitterbark, Goblin Leader

Hero (1) - Evil, Goblin, Fighter

-	4	4	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	1	4	3
ATTACKS	WOUNDS	COURAGE	HEROISM

**SWORD**      **USER**      -      **PARRY**

WEAPON      STRENGTH      RANGE      MISC

**Leadership.** Provides a +1 to Fighting for all Goblin Swordsmen and Warriors and a +1 to Shooting for all Goblin Archers under his command.

**Taunt.** A model wishing to charge at this model must pass a Courage test. If the test is failed, the attacking model does not move. It can cast spells, shoot, and swing (if engaged) although it cannot target the taunting model.

**Life Is Cheap.** All evil models within 6" of this model may shoot at targets even if there are friendly models in the way or models are engaged in combat. "In the Way" penalties may apply.

## Bron, Goblin Shaman

Hero - Evil, Goblin, Cleric

-	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	5
ATTACKS	WOUNDS	COURAGE	HEROISM

**STAFF**      **USER**      -      **PARRY**

WEAPON      STRENGTH      RANGE      MISC

**Restore.** Spell. Simplicity 5. Range 6". Restore target evil model's Fighting, Strength, and Courage to their original values.

**Tunnel.** Spell. Simplicity 4. Range 6". Creates a permanent 1" w x 1" h x 1" deep hole in wall or floor. This allows models to pass through stone walls, etc. If it is cast below a model, a jump test is allowed to avoid. Flying creatures are unaffected.

**Lightning Bolt.** Spell. Simplicity 4. Range 12". Three target victims within 6" of each other suffer a Strength 3 electrical hit. This spell may be used even if the targets are in combat, but the targets must be visible.

## Hollr, Ogre Mage

Hero - Evil, Ogre, Mage

3	4	5	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	2	3	7
ATTACKS	WOUNDS	COURAGE	HEROISM

**2H SWORD**      **USER**      -      **+1 STRENGTH**  
**LONG BOW**      3      16"      **HALF MOVE**

WEAPON      STRENGTH      RANGE      MISC

**Fly.** Move 10". Can move over any terrain without penalty in the air. The model must land at the end of movement.

**Regeneration.** The first wound in any turn is discarded.

**Transfix.** Spell. Simplicity 3. Range 6". Combat casting. The victim can do nothing further that turn. A Courage save negates.

**Cone of Cold.** Spell. Simplicity 2. Draw an 8" long and 1" wide line from the firer (the line must be absolutely straight). Any and all models suffer a Strength 3 cold hit.

## Nagrash, Orc Chieftain

Hero - Evil, Orc, Fighter

-	4	4	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	2	4	3
ATTACKS	WOUNDS	COURAGE	HEROISM

**2H SWORD**      **USER**      -      **+1 STRENGTH**

WEAPON      STRENGTH      RANGE      MISC

**Leadership.** Provides a +1 Fight to all orcs under his command.

**Swordsman.** The model always wins all tied combats.

**Lightning Fast.** The model may choose to make an extra move of d6 inches in the Shooting or Magic phase instead of firing a weapon and/or casting a spell. The model must be unengaged, may not use this move to charge, and must follow all movement rules.

### S'Athru, Lizardman Tyrant

Hero - Evil, Lizardman, Fighter

-	4	5	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	2	5	3
ATTACKS	WOUNDS	COURAGE	HEROISM

SWORD	USER	-	PARRY
WEAPON	STRENGTH	RANGE	MISC

**Leadership.** Provides a +1 Fight to all lizardmen under his command.

**First Strike.** The model is notoriously quick with his sword and always resolves his melee swings first (before any initiative swings or heroic action swings).

**Nimble.** The model adds a +2 to all Jumping, Climbing, Swinging or Swimming checks.

### Surkar, Orc Shaman

Hero - Evil, Orc, Cleric

-	4	4	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	6
ATTACKS	WOUNDS	COURAGE	HEROISM

STAFF	USER	-	PARRY
WEAPON	STRENGTH	RANGE	MISC

**Teleport.** Spell. Simplicity 4. Range 0. The caster may be moved anywhere within 12". A model can be charged if the caster can see it before and after teleporting.

**Strength.** Spell. Simplicity 5. Range 6". Target evil model gains +1 Strength for the rest of the turn. This may be cast into melee combat.

**Command.** Spell. Simplicity 3. Range 6". The target victim will fight for the caster for the rest of the round. They will not use Heroism points, magical items or spells. This may be cast into melee combat. A Courage save negates.

### Goblin Archer

Henchmen (4) - Evil, Goblin, Archer

3	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

DAGGER	USER	4"	CAN BE THROWN
BOW	3	8"	FULL MOVE
WEAPON	STRENGTH	RANGE	MISC

### Goblin Swordsman

Henchmen (6) - Evil, Goblin, Fighter

-	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

SWORD	USER	-	PARRY
WEAPON	STRENGTH	RANGE	MISC



### Goblin Warrior

Henchman (4) - Evil, Goblin, Fighter

-	3	3	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>SWORD</b>	<b>USER</b>	-	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC



### Lizardman Archer

Henchmen (4) - Evil, Lizardman, Archer

4	3	4	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>SWORD</b>	<b>USER</b>	-	<b>PARRY</b>
<b>LONG BOW</b>	<b>3</b>	<b>16"</b>	<b>HALF MOVE</b>
WEAPON	STRENGTH	RANGE	MISC



### Lizardman Pikeman

Henchmen (4) - Evil, Lizardman, Fighter

-	4	4	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>PIKE</b>	<b>USER</b>	-	<b>REACH</b>
<b>SWORD</b>	<b>USER</b>	-	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC



### Lunkh the Hill Giant

Henchman (1) - Evil, Giant, Fighter

3	5	6	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	3	4	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>2H CLUB</b>	<b>USER</b>	-	<b>+1 STRENGTH</b>
<b>ROCK</b>	<b>4</b>	<b>12"</b>	<b>HALF MOVE</b>
WEAPON	STRENGTH	RANGE	MISC

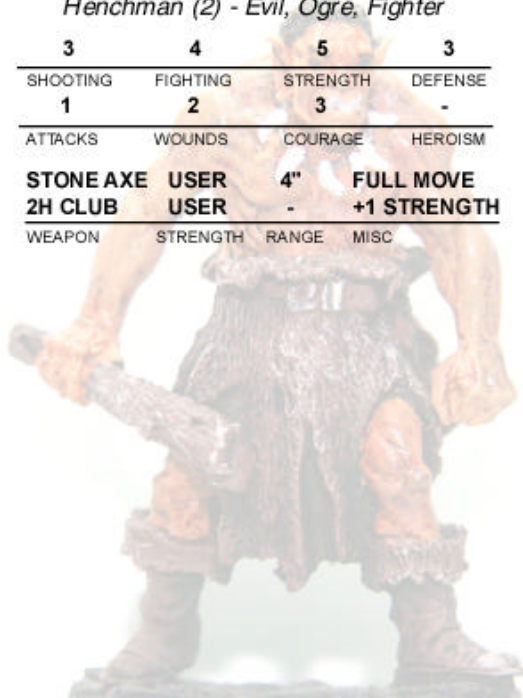
**Big Swing.** When engaged by three or more melee opponents, the model may opt to take the "big swing" instead of his normal attacks. This allows for one attack per opponent.

**Handy with Rocks.** Can throw rocks as projectile weapons. Can throw one rock per Attacks value each round.

**Uncanny Sense.** The model is edgy and is exceptionally hard to surprise. Whenever this character is unengaged and an enemy tries to charge him, the enemy must stop 1" away. The model may throw one rock immediately, out of sequence, at the charging model. If the shot misses, then the enemy completes his charge as normal. If the shot hits, then the enemy's movement is halted.

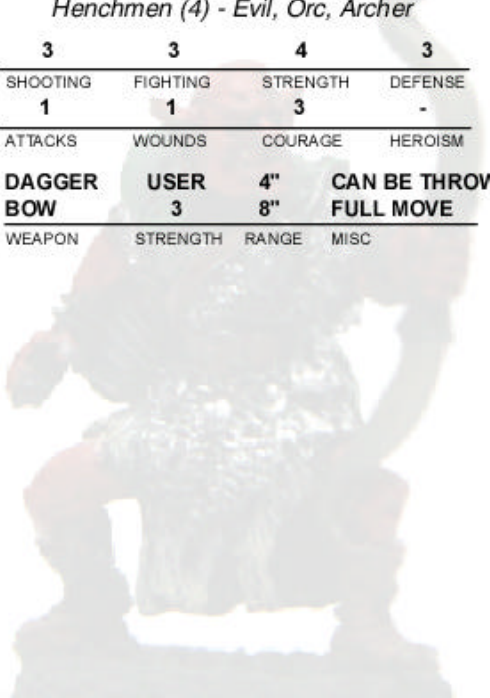
**Ogre**  
*Henchman (2) - Evil, Ogre, Fighter*

<b>3</b>	<b>4</b>	<b>5</b>	<b>3</b>
SHOOTING	FIGHTING	STRENGTH	DEFENSE
<b>1</b>	<b>2</b>	<b>3</b>	<b>-</b>
ATTACKS	WOUNDS	COURAGE	HEROISM
<b>STONE AXE</b>	<b>USER</b>	<b>4"</b>	<b>FULL MOVE</b>
<b>2H CLUB</b>	<b>USER</b>	<b>-</b>	<b>+1 STRENGTH</b>
WEAPON	STRENGTH	RANGE	MISC




**Orc Archer**  
*Henchmen (4) - Evil, Orc, Archer*

<b>3</b>	<b>3</b>	<b>4</b>	<b>3</b>
SHOOTING	FIGHTING	STRENGTH	DEFENSE
<b>1</b>	<b>1</b>	<b>3</b>	<b>-</b>
ATTACKS	WOUNDS	COURAGE	HEROISM
<b>DAGGER</b>	<b>USER</b>	<b>4"</b>	<b>CAN BE THROWN</b>
<b>BOW</b>	<b>3</b>	<b>8"</b>	<b>FULL MOVE</b>
WEAPON	STRENGTH	RANGE	MISC



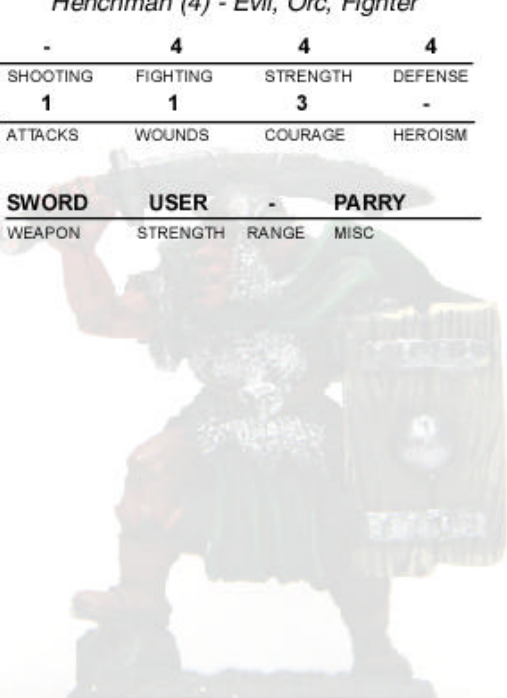
**Orc Swordsman**  
*Henchmen (4) - Evil, Orc, Fighter*

<b>-</b>	<b>4</b>	<b>4</b>	<b>3</b>
SHOOTING	FIGHTING	STRENGTH	DEFENSE
<b>1</b>	<b>1</b>	<b>3</b>	<b>-</b>
ATTACKS	WOUNDS	COURAGE	HEROISM
<b>SWORD</b>	<b>USER</b>	<b>-</b>	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC



**Orc Warrior**  
*Henchman (4) - Evil, Orc, Fighter*

<b>-</b>	<b>4</b>	<b>4</b>	<b>4</b>
SHOOTING	FIGHTING	STRENGTH	DEFENSE
<b>1</b>	<b>1</b>	<b>3</b>	<b>-</b>
ATTACKS	WOUNDS	COURAGE	HEROISM
<b>SWORD</b>	<b>USER</b>	<b>-</b>	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC





**Witch**  
*Henchman (3) - Evil, Human*

-	2	2	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	4	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>DAGGER</b>	<b>USER</b>	<b>3"</b>	<b>CAN BE THROWN</b>
WEAPON	STRENGTH	RANGE	MISC

Witch effects are continuous and cumulative.

**Toil and Trouble.** If you control at least one witch, all other evil models you control within 6" of any witch gets +1 Fighting.

**Double Double.** If you control at least two witches, all other evil models you control within 6" of any witch gets +1 Strength.

**Cauldron Bubble.** If you control three witches, once per game you may conjure the Cauldron of Poison (place anywhere inside the triangle formed by the three witches). All attacks by other evil models you control within 6" of the cauldron are poisoned. Victims must make a Courage test or lose an additional point of Strength for each hit taken. The Cauldron is destroyed if any witch is killed. The Cauldron cannot be moved once it is conjured - witches may move freely.

**Avery McIlHenny**  
*Hero - Good, Dwarf, Cleric*

-	5	5	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	2	5	5
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>MACE</b>	<b>USER</b>	<b>-</b>	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC

**Dwarven Resolve.** The model has hidden reserves of courage and tenacity and may re-roll any failed Courage tests.

**Leadership.** Provides a +1 Fight for all dwarves under his command.

**Prevent Wound.** Spell. Simplicity 4. Range 6". The caster can use this spell to prevent one lost Wound to a target <type> model. This may be cast into melee combat.

**Command Undead.** Spell. Simplicity 3. Range 6". The target undead victim will fight for the caster for the rest of the round. They will not use Heroism points, magical items or spells. This may be cast into melee combat. No save.

**Ernest Goodfellow**  
*Hero - Good, Human, Fighter*

-	5	4	5
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	2	6	4
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>SWORD</b>	<b>USER</b>	<b>-</b>	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC

**Leadership.** Provides a +1 to Fight for all templar knights under his command.

**No Quarter.** Once per game. If all enemy models attacking this model are killed during melee, this model and any friendly models that are also part of the combat may move again, before proceeding with the remainder of the Fighting phase. They may move into touch with new enemies or join other fights. NOTE: This does potentially allow a character to move DOUBLE their normal movement and DOUBLE their normal number of swings.

**Dispatch Riff-Raff.** If all enemies fighting the model are killed, the model may make a move up to half of full movement immediately following combat resolution but may not move into an enemy's Zone of Control.

**Evan "Danger" Granger**  
*Hero - Good, Human, Mage*

-	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	4	6
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>STAFF</b>	<b>USER</b>	<b>-</b>	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC

**Swap.** Spell. Simplicity 3. Range 12". Choose target ally and target enemy within the spell range. Those characters exchange places. Characters in combat may be targeted.

**Invisibility.** Spell. Simplicity 4. Range 0. The caster may not be attacked (including "In the Way" actions) but may be hit by area of effect spells. A successful invisibility allows the caster to move unhindered. No ZOC exists, and the spell ends when the model makes any offensive action or casts any spell.

**Fireball.** Spell. Simplicity 3. Range 12". The caster creates a 3" diameter ball of fire at any point along his line of sight up to the spell range. All models within suffer a Strength 3 fire hit.

### Jana Blackfire

Hero - Good, Human, Fighter

-	5	5	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
3	2	5	4
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>SWORD</b>	<b>USER</b>	-	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC

**Leadership.** Provides a +1 to Fight for all Sisters of the Blade under her command.

**Inspiration.** All friendly models within 6" of this model may add +1 to Courage tests.

**Lucky.** Once per game. The model may re-roll any one dice roll. This roll can be used only for the character, not other characters or henchmen.

### Sarah the Seeress

Hero - Good, Human, Mage

2	2	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	5	7
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>DAGGER</b>	<b>USER</b>	<b>4"</b>	<b>CAN BE THROWN</b>
WEAPON	STRENGTH	RANGE	MISC

**Magic Missile.** Spell. Simplicity 4. Range 12". The target victim suffers a Strength 4 hit. This spell may be used even if the target is in combat, but the target must be visible.

**Push.** Spell. Simplicity 4. Range 6". The victim moves back d6+1" directly away from the caster. The victim may need to roll for falling or if it hits (or is hit by) a solid object suffers a Strength 3 hit. A Strength save negates.

**Shield.** Spell. Simplicity 4. Range 0. All good models within 3" are shielded from missile fire until the end of the turn. All shooting attacks are considered "In the Way" with a +4 modifier.

### Vincent Fleetwood

Hero - Good, Human, Ranger

-	5	5	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
3	2	5	6
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>SWORD</b>	<b>USER</b>	-	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC

**Nature's Wrath.** Spell. Simplicity 3. Range 0. All models (except the caster) within 6" of the caster are knocked to the ground. This affects even those creatures in melee combat. A Strength save negates.

**Ghost Fog.** Spell. Simplicity 4. Range 0. The caster fills an area of 6" diameter with an eerie fog for the remainder of the turn. No ranged combat or targeted spells are allowed into or out of the area.

**Entangle.** Spell. Simplicity 3. Range 12". A 6" diameter circle within line of sight becomes infested with vines to ensnare victims. All models caught in/or passing through area must make a Strength test to pass or cannot move. Lasts 3 turns.

### Dwarven Crossbowman

Henchmen (4) - Dwarf, Good, Archer

4	3	4	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	4	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>CROSSBOW</b>	<b>4</b>	<b>16"</b>	<b>NO MOVE</b>
<b>SWORD</b>	<b>USER</b>		<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC

**Dwarven Resolve.** The model has hidden reserves of courage and tenacity and may re-roll any failed Courage tests.



### Dwarven Thunderer

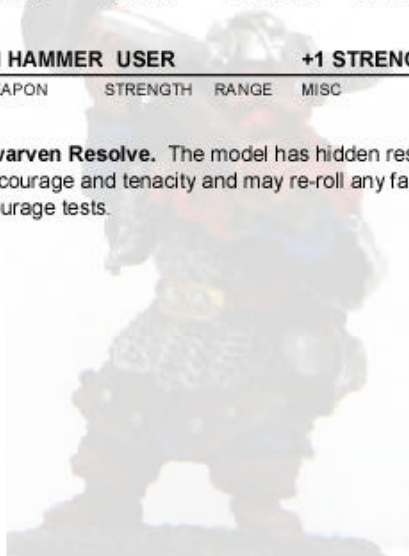
Henchmen (4) - Dwarf, Good, Fighter

-	4	4	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	4	-
ATTACKS	WOUNDS	COURAGE	HEROISM

**2H HAMMER USER** **+1 STRENGTH**

WEAPON	STRENGTH	RANGE	MISC
--------	----------	-------	------

**Dwarven Resolve.** The model has hidden reserves of courage and tenacity and may re-roll any failed Courage tests.



### Elven Archer

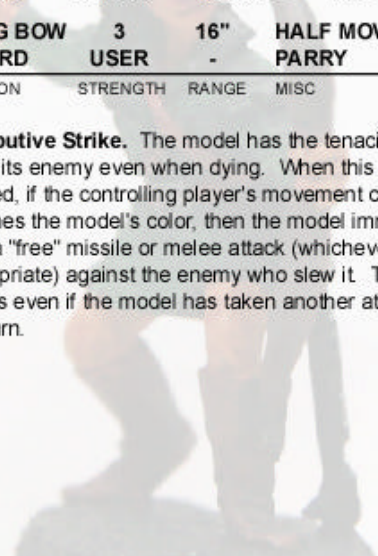
Henchmen (4) - Elf, Good, Archer

4	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	4	-
ATTACKS	WOUNDS	COURAGE	HEROISM

**LONG BOW** **3** **16"** **HALF MOVE**  
**SWORD** **USER** **-** **PARRY**

WEAPON	STRENGTH	RANGE	MISC
--------	----------	-------	------

**Retributive Strike.** The model has the tenacity to strike its enemy even when dying. When this model is killed, if the controlling player's movement card matches the model's color, then the model immediately gets a "free" missile or melee attack (whichever is appropriate) against the enemy who slew it. This occurs even if the model has taken another attack this turn.



### Human Archer

Henchmen (4) - Human, Good, Archer

3	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

**LONG BOW** **3** **16"** **HALF MOVE**  
**SWORD** **USER** **-** **PARRY**

WEAPON	STRENGTH	RANGE	MISC
--------	----------	-------	------



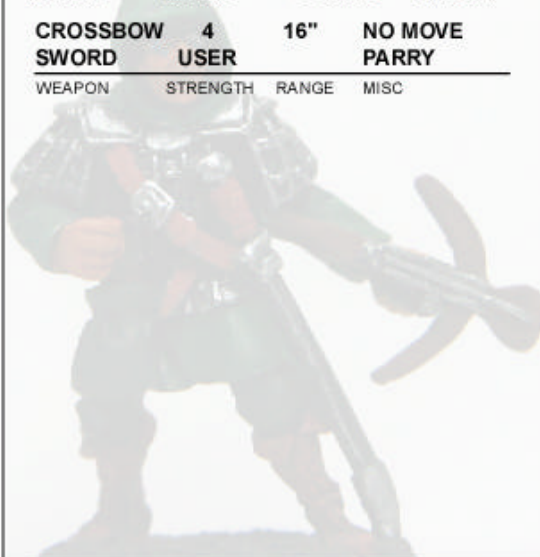
### Human Crossbowman

Henchmen (4) - Human, Good, Archer

3	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

**CROSSBOW** **4** **16"** **NO MOVE**  
**SWORD** **USER** **-** **PARRY**

WEAPON	STRENGTH	RANGE	MISC
--------	----------	-------	------

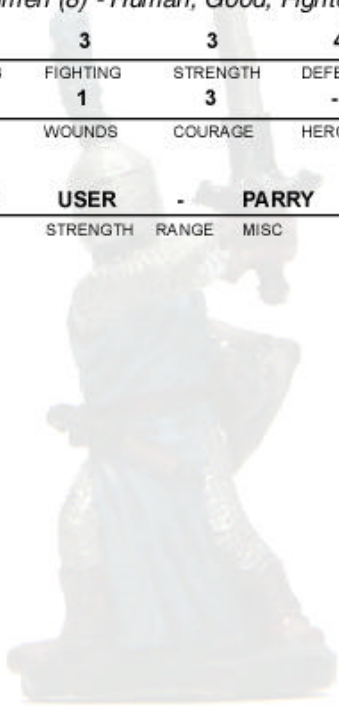


### Human Guard

Henchmen (8) - Human, Good, Fighter

-	3	3	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

SWORD	USER	-	PARRY
WEAPON	STRENGTH	RANGE	MISC

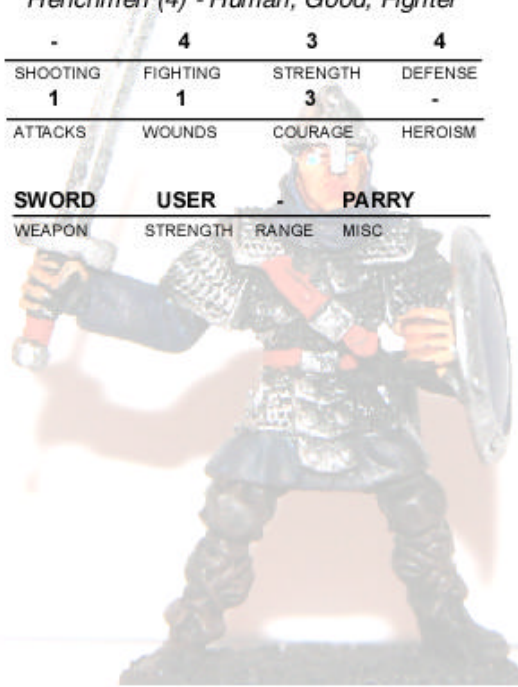


### Human Warrior

Henchmen (4) - Human, Good, Fighter

-	4	3	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM

SWORD	USER	-	PARRY
WEAPON	STRENGTH	RANGE	MISC



### Sister of the Blade

Henchmen (4) - Human, Good, Fighter

-	4	4	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	4	-
ATTACKS	WOUNDS	COURAGE	HEROISM

SWORD	USER	-	PARRY
WEAPON	STRENGTH	RANGE	MISC

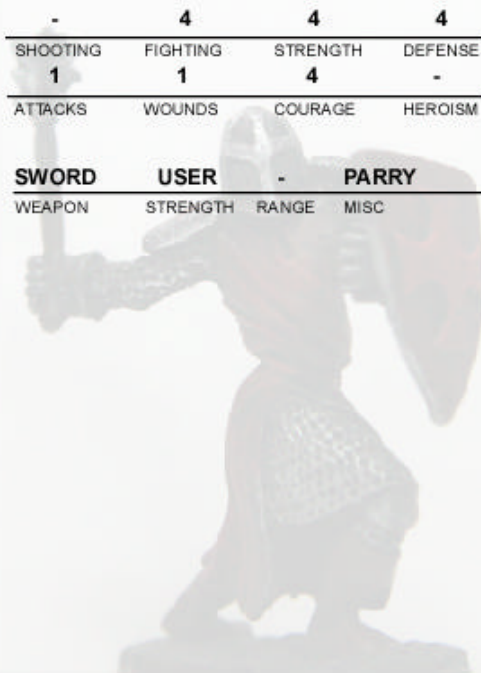


### Templar Knight

Henchmen (4) - Human, Good, Fighter

-	4	4	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	4	-
ATTACKS	WOUNDS	COURAGE	HEROISM

SWORD	USER	-	PARRY
WEAPON	STRENGTH	RANGE	MISC





### Abraxes the Butcher

Hero - Undead, Dire-Dread

-	5	4	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	3	-	3
ATTACKS	WOUNDS	COURAGE	HEROISM

2H AXE	USER	-	+1 STRENGTH
WEAPON	STRENGTH	RANGE	MISC

**Leadership.** Provides +1 to Fight value for all other undead models under his command.

**Undead.** The undead is immune to any effects requiring a Courage test.

**Terror.** A model wishing to charge at this model must pass a Courage test. If the test is failed, the attacking model does not move. It can cast spells, shoot, and swing (if engaged) although it cannot target the terrorizing model.

**Summon Minion.** Once per game. Must be used during the Movement phase. Model may move up to 1 ghast, 2 mummies, 3 ghouls, or 4 zombies under his command to him. Move the models from anywhere on the board placing them touching the summoner. They can move after being summoned.

### Ichabod

Hero - Undead, Spectre

-	4	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	2	-	3
ATTACKS	WOUNDS	COURAGE	HEROISM

TOUCH (causes no damage)	ENERGY DRAIN
WEAPON	STRENGTH RANGE MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Fly.** Move 10". Can move over any terrain without penalty in the air. The model must land at the end of movement.

**Ethereal.** Must be used during the Movement phase. While ethereal, the model can move through any object, although it cannot shoot, cast spells, fight, be targeted or hit. The effect stops at the end of the turn.

**Energy Drain.** On each hit, opponent's Strength value is lowered by 1. Courage test negates. If Strength = 0 the victim dies.

### Invisible Cindy

Hero - Undead, Ghost

-	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	2	-	3
ATTACKS	WOUNDS	COURAGE	HEROISM

TOUCH (causes no damage)	ENERGY DRAIN
WEAPON	STRENGTH RANGE MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Ethereal.** Must be used during the Movement phase. While ethereal, the model can move through any object, although it cannot shoot, cast spells, fight, be targeted or hit. The effect stops at the end of the turn.

**Energy Drain.** On each hit, opponent's Strength value is lowered by 1. Courage test negates. If Strength = 0 the victim dies.

**Frightful Moan.** Once per game. All enemies within a 6" radius. May be activated anytime (typically before movement). Frightened creatures move directly away from the model at full speed. Courage test negates. Courage can be re-tested during end-of-turn phase.

### Khamul

Hero - Undead, Wraith

-	4	4	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	2	-	3
ATTACKS	WOUNDS	COURAGE	HEROISM

CLAW (2)	USER	-	ENERGY DRAIN
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Fly.** Move 10". Can move over any terrain without penalty in the air. The model must land at the end of movement.

**Energy Drain.** On each hit, opponent's Strength value is lowered by 1. Courage test negates. If Strength = 0 the victim dies.

### The Embalmer

*Hero - Undead, Vampire*

-	5	5	5
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	3	-	3
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>BITE</b>	<b>USER</b>	-	<b>DRAIN + CHARM</b>
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Fly.** Move 10". Can move over any terrain without penalty in the air. The model must land at the end of movement.

**Energy Drain.** On each hit, opponent's Strength value is lowered by 1. Courage test negates. If Strength = 0 the victim dies.

**Charm.** On each hit, the target victim will be charmed to fight for the caster. They will not use Heroism points, magical items or spells. Charmed models must stay within 6" of The Embalmer. Courage test negates. Courage can be re-tested during subsequent end-of-turn phases.

### Vardus the Interred

*Hero - Undead, Skeleton Lord*

-	5	5	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
3	3	-	3
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>2H SWORD</b>	<b>USER</b>	-	<b>+1 STRENGTH</b>
WEAPON	STRENGTH	RANGE	MISC

**Leadership.** Provides a +1 Fight to all skeletons under his command.

**Mostly Bones.** +1 Defense against arrows and bolts.

**Undead.** The undead is immune to any effects requiring a Courage test.

**Terror.** A model wishing to charge at this model must pass a Courage test. If the test is failed, the attacking model does not move. It can cast spells, shoot, and swing (if engaged) although it cannot target the terrorizing model.

**Raise Dead.** Once per game. Must be used during the Movement phase. Return destroyed skeleton under model's command. Place the skeleton within 3" of model. It can move after being raised.

### Ghast

*Henchmen (2) - Undead*

-	4	4	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	1	-	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>CLAW</b>	<b>USER</b>	-	<b>PARALYSIS</b>
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Paralysis.** On each hit, the model is paralyzed. It is unable to move, cast, shoot or swing. Courage test negates. Courage can be re-tested during end-of-turn phase.

### Ghoul

*Henchmen (6) - Undead*

-	4	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	-	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>CLAW</b>	<b>USER</b>	-	<b>PARALYSIS</b>
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Paralysis.** On each hit, the model is paralyzed. It is unable to move, cast, shoot or swing. Courage test negates. Courage can be re-tested during end-of-turn phase.



### Mummy

*Henchmen (4) - Undead*

-	4	4	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	-	-
ATTACKS	WOUNDS	COURAGE	HEROISM

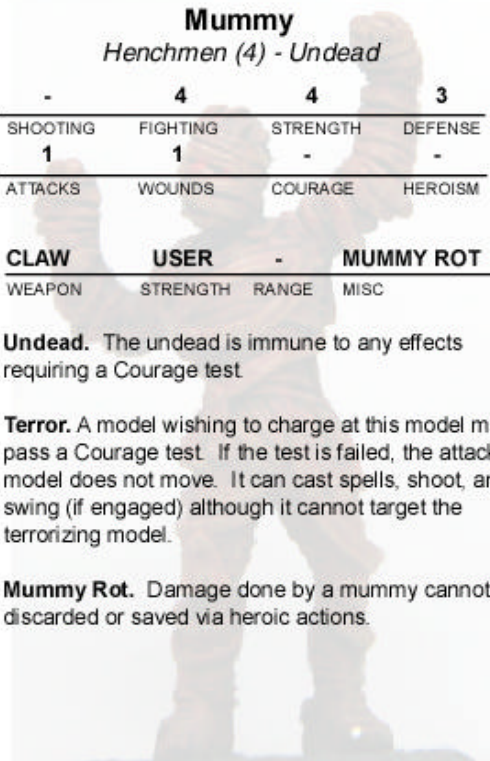
  

<b>CLAW</b>	<b>USER</b>	-	<b>MUMMY ROT</b>
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Terror.** A model wishing to charge at this model must pass a Courage test. If the test is failed, the attacking model does not move. It can cast spells, shoot, and swing (if engaged) although it cannot target the terrorizing model.

**Mummy Rot.** Damage done by a mummy cannot be discarded or saved via heroic actions.



### Skeleton 2H Swordsman

*Henchmen (5) - Undead*

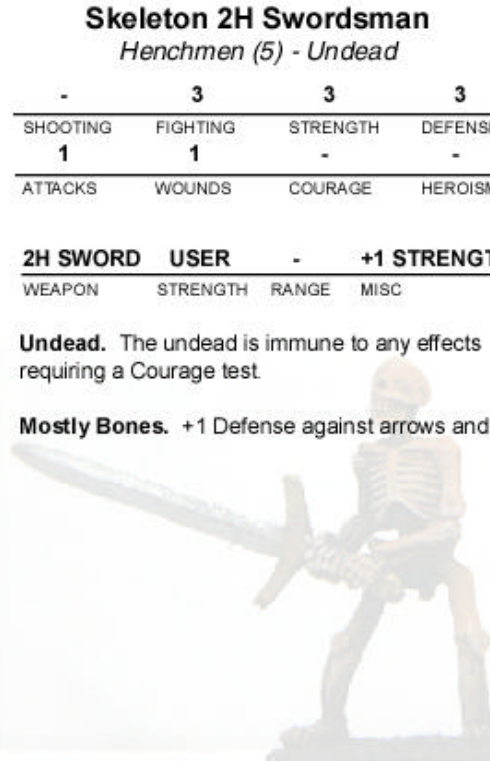
-	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	-	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>2H SWORD</b>	<b>USER</b>	-	<b>+1 STRENGTH</b>
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Mostly Bones.** +1 Defense against arrows and bolts.



### Skeleton Swashbuckler

*Henchmen (6) - Undead*

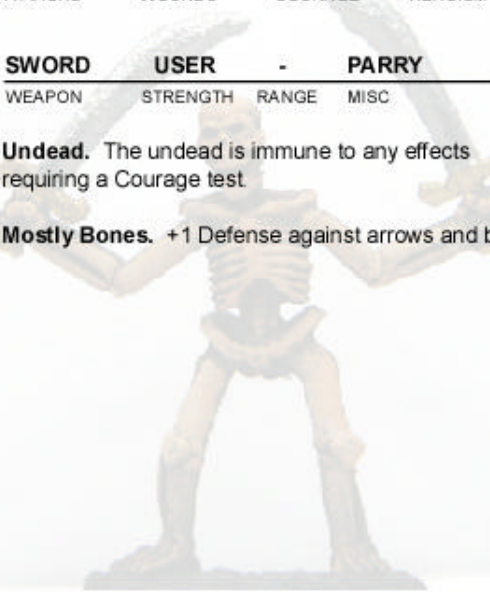
-	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	1	-	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>SWORD</b>	<b>USER</b>	-	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Mostly Bones.** +1 Defense against arrows and bolts.



### Skeleton Warrior

*Henchmen (9) - Undead*

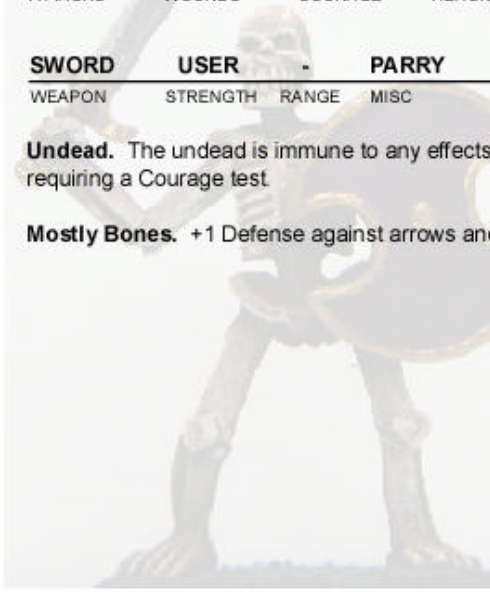
-	3	3	4
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	-	-
ATTACKS	WOUNDS	COURAGE	HEROISM

<b>SWORD</b>	<b>USER</b>	-	<b>PARRY</b>
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

**Mostly Bones.** +1 Defense against arrows and bolts.

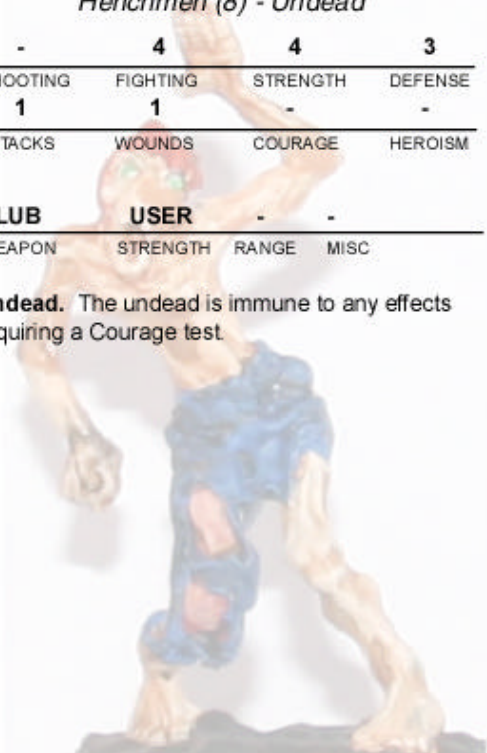


## Zombie

*Henchmen (8) - Undead*

-	4	4	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
1	1	-	-
ATTACKS	WOUNDS	COURAGE	HEROISM
CLUB	USER	-	-
WEAPON	STRENGTH	RANGE	MISC

**Undead.** The undead is immune to any effects requiring a Courage test.

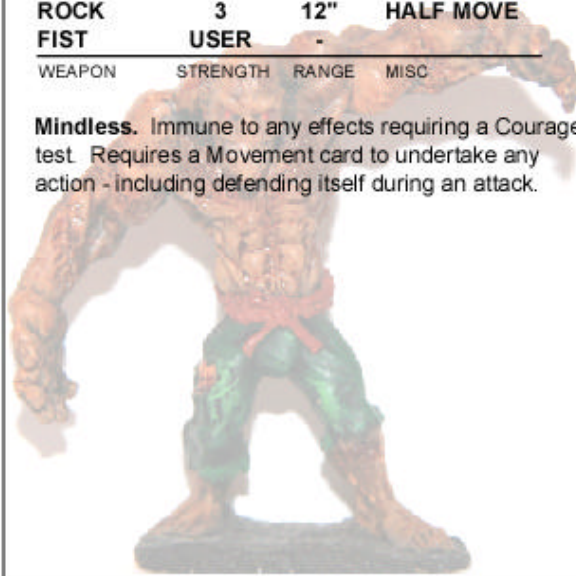


## Flesh Golem

*Henchmen (2) - Neutral, Construct*

3	4	5	5
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	3	-	-
ATTACKS	WOUNDS	COURAGE	HEROISM
ROCK FIST	3 USER	12" -	HALF MOVE
WEAPON	STRENGTH	RANGE	MISC

**Mindless.** Immune to any effects requiring a Courage test. Requires a Movement card to undertake any action - including defending itself during an attack.



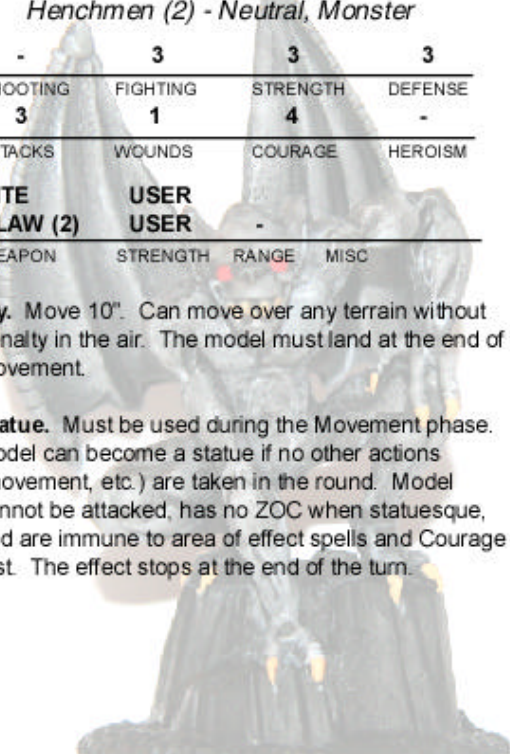
## Gargoyle

*Henchmen (2) - Neutral, Monster*

-	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
3	1	4	-
ATTACKS	WOUNDS	COURAGE	HEROISM
BITE	USER	-	-
CLAW (2)	USER	-	-
WEAPON	STRENGTH	RANGE	MISC

**Fly.** Move 10". Can move over any terrain without penalty in the air. The model must land at the end of movement.

**Statue.** Must be used during the Movement phase. Model can become a statue if no other actions (movement, etc.) are taken in the round. Model cannot be attacked, has no ZOC when statuesque, and are immune to area of effect spells and Courage test. The effect stops at the end of the turn.



## Harpy

*Henchmen (2) - Neutral, Monster*

-	3	3	3
SHOOTING	FIGHTING	STRENGTH	DEFENSE
2	1	3	-
ATTACKS	WOUNDS	COURAGE	HEROISM
CLAW	USER	-	-
WEAPON	STRENGTH	RANGE	MISC

**Fly.** Move 10". Can move over any terrain without penalty in the air. The model must land at the end of movement.

**Captivating Song.** Once per game. All enemies within a 9" radius. May be activated anytime (typically before movement). Captivated creatures move towards the singer direct and full speed. Courage test negates. Courage can be re-tested during end-of-turn phase.

