

Veteran Guards



Elites

Move 6"

4 points

3	4	3
4	4	4
4	6	4

Heavy Armour.

The Veteran Guards are a versatile close combat Unit.

Zombies



Troops

Move 3"

2 points

4	4	4
4	4	4
4	6	4

Shambling, Stupid, Resilient.

You can chop bits off, but they just keep coming.

Skeleton Warriors



Troops

Move 6"

4 points

4	6	4
4	6	4
4	6	4

Light Armour, Fearsome (If this unit charges, it gains 1 advantage point for that turn.)

A horde of undead can test the nerves of even the most hardened fighters.

Dwarf Warriors



Troops

Move 6"


5 points

4	4	4
4	4	4
4	6	4

Heavy Armour Steadfast (If this Unit is charged it gains 1 advantage point for that turn.)

'Steady lads ! Hold your ground !'

Skeleton Archers



Troops

Move 6"

5 points

4	6	4
5	6	5
4	6	4

Light Armour, Fearsome (If this unit charges, it gains 1 advantage point for that turn.)

They may be dead, but their arrows still hurt.

Elf Archers



Troops

Move 6"

7 points

4	5	3
4	5	4
4	6	4

Sharpshooters, Light Armour, Reflexes,

Their fast reflexes help the Elves to avoid both Melee attacks and Ranged missiles.

Adalric Wolfbane



Champion

Move 6"

11 points


2	4	2
4	4	4
4	5	4

Combat Master, Heavy Armour, Leadership (Any attached Unit has a 1 advantage point for any Attack, Save or Skill roll.)

Rare magical weapon (Hammer) rolls Melee Attack using a d10.

'Follow me !'

Lord Erich



Champion

Move 6"

12 points

2	4	2
4	4	4
4	5	4

Combat Master, Heavy Armour, Leadership (Any attached Unit has a 1 advantage point for any Attack, Save or Skill roll.)

'Skullcracker' legendary magical weapon (Hammer) rolls Melee Attack using a d12.

'You bring me the skulls, I crack 'em !'

Ghosts



Troops

Move 6"

3 points

4	3	4
4	3	4
5	3	4

Ethereal (Can pass through solid barriers at half speed. Hard to kill with normal weapons. Can only attack in close combat.)

'Did that thing just come through the wall?'

Wizards



Troops

Move 6"


7 points

4	4	4
4	4	4
4	4	5

Magic User, Battle Mage, Magic Defense.

The presence of Wizards on the battlefield can make other troops nervous – quite rightly.

Horrors



Troops

Move 9"

6 points

4	4	4
4	4	4
4	6	4

Fast, Resilient, Fearsome (If this unit charges, it gains 1 advantage point for that turn.)

You can run – but they can run faster...

The Minotaur



Champion

Move 6"


10 points

2	4	3
4	4	4
4	5	4

Combat Master, Resilient, Leadership (Any attached Unit has a 1 advantage point for any Attack, Save or Skill roll.)
Rare magical weapon (Double Axe) rolls Melee Attack using a d10.

Half man, half bull, all angry...

Adventurers



Troops

Move 6"

4 points

4	5	3
4	5	6
4	6	4

Light Armour, Reflexes

Adventurers have excellent reflexes – gained from years of fighting in forest and dungeon.

Wizards



Troops

Move 6"


7 points

4	4	4
4	4	4
4	4	5

Magic User, Battle Mage, Magic Defense.

The presence of Wizards on the battlefield can make other troops nervous – quite rightly.

Horrors



Troops

Move 9"

6 points

4	4	4
4	4	4
4	6	4

Fast, Resilient, Fearsome (If this unit charges, it gains 1 advantage point for that turn.)

You can run – but they can run faster...

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Champion

Move 6"

10 points

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4	4	4
4	5	4

Combat Master, Resilient, Leadership (Any attached Unit has a 1 advantage point for any Attack, Save or Skill roll.)
Rare magical weapon (Double Axe) rolls Melee Attack using a d10.




Half man, half bull, all angry...



















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




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














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




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




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