

Veteran Guards

Elites

Move 6"

4 points

+	3
+	4
+	3
+	6
+	4
+	4
+	6
+	4

Heavy Armour.

The Veteran Guards are a versatile close combat Unit.

Zombies

Troops

Move 3"

2 points

+	4
+	4
+	6
+	4
+	4
+	6
+	4
+	6

Shambling, Stupid, Resilient.

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

Skeleton Warriors

Troops

Move 6"

4 points

+	4
+	6
+	6
+	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
+	6
+	4
+	4
+	6
+	4
+	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
+	6
+	5
+	5

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
+	6
+	4
+	5
+	6
+	3
+	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
+	4
+	5
+	2
+	4
+	4
+	5
+	2

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
+	5
+	2
+	4
+	4
+	5
+	2

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

5	3	3

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	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	6

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
5	4	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
6	6	6

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	5

Magic User, Battle Mage, Magic Defense.

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