

6 **FLAME BEARER**

2 **1**

MARK OF FLAME RANGE 10 **+4** STUN

FIRES OF TEETH RANGE 6 **+3** BEAM 1

ILLUMINE RANGE 4 BEAM 1 **FRIENDLY** CHARACTERS HIT BY BEAM MAY MOVE 2

WIZARD **26**

Illus. Mark Laszlo

ELEMENTAL SMITE

WITCH OR WIZARD

TWO USES

CHARACTERS HIT BY STUN DO NOT ENGAGE UNTIL THEIR NEXT ACTIVATION

ELEMENTAL SMITE RANGE 12 **+5** STUN **2**

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5 **3** **2** **LONE GUARD COMMANDER**

TIRELESS ONSLAUGHT x3 **+4**

STAUNCH DEFENDER **ALLIES WITHIN 3" MAY USE THE COMMANDER'S DODGE TOKENS AS IF THEY WERE THEIR OWN**

COMMAND RANGE 8 **TARGET ALLY GAINS +1 AD DURING NEXT ACTIVATION**

WARLORD SHIELD FIGHTER **30**

CHAMPION

MAY PERFORM ONE MELEE WEAPON ACTION ONE ADDITIONAL TIME PER ACTIVATION

CHAMPION **PERFORM A MELEE WEAPON ACTION ONE ADDITIONAL TIME** **2**

4 **3** **1** **BOUNTY HUNTER**

BASTARD SWORD x2 **+3**

CROSSBOW RANGE 12 **+3**

TACTICIAN RANGE 8 **MOVE UP TO TWO DODGE TOKENS BETWEEN CHARACTERS**

SCOUT FIGHTER **23**

COMBAT MOBILITY

AFTER ANOTHER CHARACTER COMPLETES AN ACTION WITHIN LINE OF SIGHT, YOU MAY SPEND A DODGE TOKEN TO MAKE A MOVE ACTION

MOVE MAY RESULT IN A CHARGE

ROLL TO DISENGAGE AS NORMAL

COMBAT MOBILITY **SPEND A DODGE TOKEN TO MAKE A MOVE ACTION** **1**

3 **5** **1** **BONE FURY**

BARBED CLAWS x2 **+2** **MOVE TARGET 2" DIRECTLY TOWARD YOU**

BLOOD FURY **GAIN +2 DAMAGE BONUS WHILE CRITICALLY WOUNDED**

FLYING **IGNORE CLIMB AND JUMP LIMITATIONS**

BONE BEAST **16**

BLOODTHIRSTY

BEAST AND BARBARIAN ONLY

WHEN YOU DESTROY AN ENEMY CHARACTER, GAIN +1 AD DURING THIS ACTIVATION

YOU MAY BENEFIT FROM A CHARGE MULTIPLE TIMES PER ACTIVATION

BLOODTHIRSTY **GAIN +1 AD FOR DESTROYING AN ENEMY MULTIPLE CHARGES** **1**

3 **4** **1** **BERSERKER PIG**

CARVER x2 **+3**

GORE **+2**

FRENZY **TAKE D3 DAMAGE GAIN THAT MANY BONUS AD THIS ACTIVATION**

BARBARIAN PIG **16**

