

Hero Gain one <u>Wound</u> .	Hero Gain one <u>Attack</u> .	Hero Gain one <u>Pierce</u> .
Henchman This unit <u>Promotes</u> .	Henchman If this unit Incapacitated a <u>Hero</u> , this unit Promotes.	Henchman If this unit Incapacitated a <u>Hero</u> , this unit Promotes.
Hero Gain one <u>Injury</u> .	Hero Gain one <u>Skill or Spell</u> .	Hero Gain one <u>Skill or Spell</u> .
Henchman If this unit Incapacitated a <u>Leader</u> , this unit Promotes.	Henchman If this unit Incapacitated a <u>Leader</u> , this unit Promotes.	Henchman If this unit Incapacitated a <u>Leader</u> , this unit Promotes.
Hero Gain one <u>Skill or Spell</u> .	Hero Roll equal to or under <u>Defence</u> to improve it by one.	Hero Roll equal to or under <u>Defence</u> to improve it by one.
Henchman Nothing happens.	Henchman Nothing happens.	Henchman Nothing happens.

Hero Pick <u>Melee or Ranged</u> . Roll equal to or under it to improve it by one. Henchman Nothing happens.	Hero Pick <u>Melee or Ranged</u> . Roll equal to or under it to improve it by one. Henchman Nothing happens.	Hero Pick <u>Melee or Ranged</u> . Roll equal to or under it to improve it by one. Henchman Nothing happens.
Hero Pick <u>Melee or Ranged</u> . Roll equal to or under it to improve it by one. Henchman Nothing happens.	Hero Pick <u>Melee or Ranged</u> . Roll equal to or under it to improve it by one. Henchman Nothing happens.	Hero Roll equal to or under <u>Agility</u> to improve it by one. Henchman Nothing happens.
Hero Roll equal to or under <u>Agility</u> to improve it by one. Henchman Nothing happens.	Hero Roll equal to or under <u>Agility</u> to improve it by one. Henchman Nothing happens.	Hero Roll equal to or under <u>Morale</u> to improve it by one. Henchman Nothing happens.

<p>Hero Roll equal to or under <u>Morale</u> to improve it by one.</p> <p>Henchman Nothing happens.</p>	<p>Hero Roll equal to or under <u>Morale</u> to improve it by one.</p> <p>Henchman Nothing happens.</p>	