

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 is not an Animal or Large unit and Incapacitated a <u>Hero</u> , it Promotes.	Henchman If this unit is not an Animal or Large unit and Incapacitated a <u>Hero</u> , it Promotes.
Hero Gain one <u>Injury</u> .	Hero Gain one <u>Skill</u> or <u>Spell</u> .	Hero Gain one <u>Skill</u> or <u>Spell</u> .
Henchman If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u> , it Promotes.	Henchman If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u> , it Promotes.	Henchman If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u> , it Promotes.
Hero Gain one <u>Skill</u> or <u>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.

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

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