

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

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

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