

<b>Hero</b> Gain one <u>Wound</u> .	<b>Hero</b> Gain one <u>Attack</u> .	<b>Hero</b> Gain one <u>Pierce</u> .
<b>Henchman</b> This unit <u>Promotes</u> .	<b>Henchman</b> If this unit is not an Animal or Large unit and Incapacitated a <u>Hero</u> , it Promotes.	<b>Henchman</b> If this unit is not an Animal or Large unit and Incapacitated a <u>Hero</u> , it Promotes.
<b>Hero</b> Gain one <u>Injury</u> .	<b>Hero</b> Gain one <u>Skill</u> or <u>Spell</u> .	<b>Hero</b> Gain one <u>Skill</u> or <u>Spell</u> .
<b>Henchman</b> If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u> , it Promotes.	<b>Henchman</b> If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u> , it Promotes.	<b>Henchman</b> If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u> , it Promotes.
<b>Hero</b> Gain one <u>Skill</u> or <u>Spell</u> .	<b>Hero</b> Roll equal to or under <u>Defence</u> to improve it by one.	<b>Hero</b> Roll equal to or under <u>Defence</u> to improve it by one.
<b>Henchman</b> Nothing happens.	<b>Henchman</b> Nothing happens.	<b>Henchman</b> Nothing happens.

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

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