I Ungor Archer

Beastmen, Elite

2 | 0 | 3

Retreat | **Foul Shot**

Foul Shot: The hero with the most ♦ suffers ♦ equal to this enemy's attack value. Then, if that hero is bleeding or sickened, he suffers 1 additional ♦.

As a consequence of their lowly status in the tribe, Ungors are extremely cruel and spiteful creatures, taking out their bitterness on foes, captives or wild animals that fall into their clutches.

II Bovigor

Beastmen, Elite

3 | 1 | 3

Challenge | **Ram**

Challenge: This enemy engages the hero with the fewest ♦.

Ram: If this enemy was not engaged with you before its activation, exhaust 1 action and suffer 2♦.

Bovigors are also bullheaded in their nature, being very competitive and prising brute power over any form of subtlety. What differentiates these Beastmen from Minotaurs is their much smaller stature.

II Bovigor

Beastmen

2 | 1 | 2

Challenge | **Ram**

Challenge: This enemy engages the hero with the fewest ♦.

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II Bovigor

Beastmen

2 | 1 | 2

Challenge | **Ram**

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Ram: If this enemy was not engaged with you before its activation, exhaust 1 action and suffer 2♦.

Bovigors are also bullheaded in their nature, being very competitive and prising brute power over any form of subtlety. What differentiates these Beastmen from Minotaurs is their much smaller stature.

I Ungor Raider

Beastmen

1 | 0 | 2

Scurry | **Lacerate**

Scurry: If this enemy is engaged with you, it retreats. Otherwise, it engages you.

Lacerate: If this enemy is engaged with you, become bleeding.

Ungor Raiders are tasked with the role of hunting out enemies for their warherd to prey upon. It is they who sow the seeds of mayhem that soon blossom into full-blown destruction.

I Ungor Raider

Beastmen

1 | 0 | 2

Scurry | **Lacerate**

Scurry: If this enemy is engaged with you, it retreats. Otherwise, it engages you.

Lacerate: If this enemy is engaged with you, become bleeding.

Ungor Raiders are tasked with the role of hunting out enemies for their warherd to prey upon. It is they who sow the seeds of mayhem that soon blossom into full-blown destruction.

I Ungor Raider

Beastmen, Elite

2 | 0 | 3

Scurry | **Lacerate**

Scurry: If this enemy is engaged with you, it retreats. Otherwise, it engages you.

Lacerate: If this enemy is engaged with you, become bleeding.

Ungor Raiders are tasked with the role of hunting out enemies for their warherd to prey upon. It is they who sow the seeds of mayhem that soon blossom into full-blown destruction.

III Bestigor

Beastmen

3 | 2 | 4

Challenge | **Stomp**

Challenge: This enemy engages the hero with the fewest ♦.

Stomp: Suffer 4 ♦. You may exhaust up to 2 actions to suffer 2 ♦ less for each action exhausted this way.

In battle they seek out the elite troops of the enemy army, who inherently challenge their dominant status. ...hewing their foe limb from limb and trampling his broken body into the mud beneath their unshod hooves.

III Bestigor

Beastmen

3 | 2 | 4

Challenge | **Stomp**

Challenge: This enemy engages the hero with the fewest ♦.

Stomp: Suffer 4 ♦. You may exhaust up to 2 actions to suffer 2 ♦ less for each action exhausted this way.

In battle they seek out the elite troops of the enemy army, who inherently challenge their dominant status. ...hewing their foe limb from limb and trampling his broken body into the mud beneath their unshod hooves.

III
Bestigor
Beastmen, Elite
4
2
5
Challenge
Stomp
Challenge: This enemy engages the hero with the fewest ♦.
Stomp: Suffer 4 ♦. You may exhaust up to 2 actions to suffer 2 ♦ less for each action exhausted this way.
In battle they seek out the elite troops of the enemy army, who inherently challenge their dominant status. ...hewing their foe limb from limb and trampling his broken body into the mud beneath their unshod hooves.

II
Tuskgor
Creature
1
1
3
Disease
Advance
Inflict
Disease: If this enemy is engaged with you, become sickened.
Tuskgors are foul-smelling and hunchbacked animals from whose flea-infested forms sprout malformed tusks and horns. They are a grotesque combination of a great boar and a mighty ram, often betraying signs of other, less identifiable heritage. Crude, obese beasts, their skin is so thick and fur so matted that arrows or crossbow bolts can barely penetrate their gnarled hide.

II
Tuskgor
Creature
1
1
3
Disease
Advance
Inflict
Disease: If this enemy is engaged with you, become sickened.
Tuskgors are foul-smelling and hunchbacked animals from whose flea-infested forms sprout malformed tusks and horns. They are a grotesque combination of a great boar and a mighty ram, often betraying signs of other, less identifiable heritage. Crude, obese beasts, their skin is so thick and fur so matted that arrows or crossbow bolts can barely penetrate their gnarled hide.

II
Tuskgor
Creature, Elite
1
1
4
Disease
Advance
Inflict
Disease: If this enemy is engaged with you, become sickened.
Tuskgors are foul-smelling and hunchbacked animals from whose flea-infested forms sprout malformed tusks and horns. They are a grotesque combination of a great boar and a mighty ram, often betraying signs of other, less identifiable heritage. Crude, obese beasts, their skin is so thick and fur so matted that arrows or crossbow bolts can barely penetrate their gnarled hide.

I
Ungor Archer
Beastmen
1
0
2
Retreat
Foul Shot
Foul Shot: The hero with the most ♦ suffers ♦ equal to this enemy's attack value. Then, if that hero is bleeding or sickened, he suffers 1 additional ♦.
As a consequence of their lowly status in the tribe, Ungors are extremely cruel and spiteful creatures, taking out their bitterness on foes, captives or wild animals that fall into their clutches.

I
Ungor Archer
Beastmen
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0
2
Retreat
Foul Shot
Foul Shot: The hero with the most ♦ suffers ♦ equal to this enemy's attack value. Then, if that hero is bleeding or sickened, he suffers 1 additional ♦.
As a consequence of their lowly status in the tribe, Ungors are extremely cruel and spiteful creatures, taking out their bitterness on foes, captives or wild animals that fall into their clutches.

III
Centigor
Beastmen
2
1
5
Unpredictable
Unpredictable: Roll 1 ⬢.
On a blank or ⚙, this enemy engages the hero with the most ♦. That hero suffers 3 ♦.
On a ⚔, this enemy engages you. Suffer 1 ♦ for each exhausted action and become bleeding.
Their self-resentment engenders unpredictable behaviour, rage, and merciless hatred.

III
Centigor
Beastmen
2
1
5
Unpredictable
Unpredictable: Roll 1 ⬢.
On a blank or ⚙, this enemy engages the hero with the most ♦. That hero suffers 3 ♦.
On a ⚔, this enemy engages you. Suffer 1 ♦ for each exhausted action and become bleeding.
Their self-resentment engenders unpredictable behaviour, rage, and merciless hatred.

III
Centigor
Beastmen, Elite
3
1
6
Unpredictable
Unpredictable: Roll 1 ⬢.
On a blank or ⚙, this enemy engages the hero with the most ♦. That hero suffers 3 ♦.
On a ⚔, this enemy engages you. Suffer 1 ♦ for each exhausted action and become bleeding.
Their self-resentment engenders unpredictable behaviour, rage, and merciless hatred.

I
Ungor Halfhorn
Beastmen
1
0
2
Signal
Inflict
Signal: If this enemy has suffered no ♠, spawn 1 exhausted enemy faceup in the shadows and Ungor Halfhorn suffers 1♠.
In battle ungors are bullied into a semblance of order by the largest of their number, known as Halfhorns, who seek a position in the battleline from which they can enact the most pain and suffering upon the foe.

I
Ungor Halfhorn
Beastmen
1
0
2
Signal
Inflict
Signal: If this enemy has suffered no ♠, spawn 1 exhausted enemy faceup in the shadows and Ungor Halfhorn suffers 1♠.
In battle ungors are bullied into a semblance of order by the largest of their number, known as Halfhorns, who seek a position in the battleline from which they can enact the most pain and suffering upon the foe.

I
Ungor Halfhorn
Beastmen, Elite
2
0
3
Signal
Inflict
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II
Ungor Pack
Beastmen, Elite
2
0
4
Advance
Cruelty
Cruelty: Suffer 1♠ and discard 1⊗ for each exhausted action.
In battle the Ungors join the Gors in unruly herds, charging towards the enemy with thoughts only of rending them apart. The Gors always push their way to the front of a fight, and so the Ungors jab between their larger cousins with their crude spears.

II
Ungor Pack
Beastmen
2
0
3
Advance
Cruelty
Cruelty: Suffer 1♠ and discard 1⊗ for each exhausted action.
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Beastmen
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0
3
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II
Caprigor
Beastmen
2
0
3
Advance
Inflict
When revealed, this enemy engages the hero with the most ♠.
The Gors are not especially stealthy, but can stay hidden well enough within the trees. Few foes can maintain their nerve in the face of a deafening, intimidating horde of Gors, let alone when more of them burst from the trees and cut off any chance of escape for routing soldiers.

II
Caprigor
Beastmen
2
0
3
Advance
Inflict
When revealed, this enemy engages the hero with the most ♠.
The Gors are not especially stealthy, but can stay hidden well enough within the trees. Few foes can maintain their nerve in the face of a deafening, intimidating horde of Gors, let alone when more of them burst from the trees and cut off any chance of escape for routing soldiers.

II
Caprigor
Beastmen, Elite
3
0
4
Advance
Inflict
When revealed, this enemy engages the hero with the most ♠.
The Gors are not especially stealthy, but can stay hidden well enough within the trees. Few foes can maintain their nerve in the face of a deafening, intimidating horde of Gors, let alone when more of them burst from the trees and cut off any chance of escape for routing soldiers.