II
Hunter
Human
1
0
3
Retreat
Inflict
Inflict
When you become engaged with this enemy including if it spawns engaged with you, suffer 1 ♦ and become bleeding.
The few exiles that avoid death out in the freezing tundra often come together to form bloodthirsty bands of wild hunters, etching out a brutal existence that makes them even more hardened, callous, and adept as warriors – Marauders with the skill of ambush hunters.

II
Hunter
Human
1
0
3
Retreat
Inflict
Inflict
When you become engaged with this enemy including if it spawns engaged with you, suffer 1 ♦ and become bleeding.
The few exiles that avoid death out in the freezing tundra often come together to form bloodthirsty bands of wild hunters, etching out a brutal existence that makes them even more hardened, callous, and adept as warriors – Marauders with the skill of ambush hunters.

II
Hunter
Human, Elite
3
0
4
Retreat
Inflict
When you become engaged with this enemy including if it spawns engaged with you, suffer 1 ♦ and become bleeding.
The few exiles that avoid death out in the freezing tundra often come together to form bloodthirsty bands of wild hunters, etching out a brutal existence that makes them even more hardened, callous, and adept as warriors – Marauders with the skill of ambush hunters.

III
Chaos Warrior
Human
2
3
3
Challenge
Inflict
Challenge: This enemy engages the hero with the fewest ♦.
"Physically powerful, armed and armoured with both steel and sorcery, filled with evil intent. Are they even Human? All the evidence is that they are not; rather, these creatures are spontaneously generated deep within the Pits of Chaos in the Icy Wastes north of Norsca, born from the cosmic flux of creation that is primal Chaos..."
—Albrecht Kinear, Professor Emeritus at the University of Nuln

III
Chaos Warrior
Human
2
3
3
Challenge
Inflict
Challenge: This enemy engages the hero with the fewest ♦.
"Physically powerful, armed and armoured with both steel and sorcery, filled with evil intent. Are they even Human? All the evidence is that they are not; rather, these creatures are spontaneously generated deep within the Pits of Chaos in the Icy Wastes north of Norsca, born from the cosmic flux of creation that is primal Chaos..."
—Albrecht Kinear, Professor Emeritus at the University of Nuln

III
Chaos Warrior
Human, Elite
3
3
4
Challenge
Inflict
Challenge: This enemy engages the hero with the fewest ♦.
"Physically powerful, armed and armoured with both steel and sorcery, filled with evil intent. Are they even Human? All the evidence is that they are not; rather, these creatures are spontaneously generated deep within the Pits of Chaos in the Icy Wastes north of Norsca, born from the cosmic flux of creation that is primal Chaos..."
—Albrecht Kinear, Professor Emeritus at the University of Nuln

III
Bloodletter
Daemon
4
1
5
Frenzy
Advance
Frenzy: If this enemy is engaged with you, suffer 2 ♦.
"Behind him wait the Legions of his Master, arrayed in armour fluted and droved with gold, brighter than the sun and darker than midnight. Each holds a shrieking sword, each shrieks in disharmony with his blade, each joins the chorus of Chaos, a promise of worse than death for those that hear it. Beneath their feet the earth writhes at their touch, as if seeking to escape their presence."
—Codex Daemonica.

III
Bloodletter
Daemon
4
1
5
Frenzy
Advance
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—Codex Daemonica.

III
Bloodletter
Daemon, Elite
4
1
6
Frenzy
Advance
"Behind him wait the Legions of his Master, arrayed in armour fluted and droved with gold, brighter than the sun and darker than midnight. Each holds a shrieking sword, each shrieks in disharmony with his blade, each joins the chorus of Chaos, a promise of worse than death for those that hear it. Beneath their feet the earth writhes at their touch, as if seeking to escape their presence."
—Codex Daemonica.

III

Flesh Hound

Daemon

2 | 0 | 5

Lacerate | Scurry | Hunt

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

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

Hunt: If this enemy is engaged with you, suffer 2 ♦. Otherwise, remove all ♦ from this enemy and turn it facedown.

"Soon their prey was nought but bloodied plumage"
—Liber Malefic.

III

Flesh Hound

Daemon

2 | 0 | 5

Lacerate | Scurry | Hunt

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

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

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"Soon their prey was nought but bloodied plumage"
—Liber Malefic.

III

Flesh Hound

Daemon, Elite

3 | 0 | 6

Lacerate | Scurry | Hunt

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

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Hunt: If this enemy is engaged with you, suffer 2 ♦. Otherwise, remove all ♦ from this enemy and turn it facedown.

"Soon their prey was nought but bloodied plumage"
—Liber Malefic.

II

Berserker

Human

2 | 0 | 3

Frenzy | Advance | Inflict

When revealed, place this enemy in the shadows.

Frenzy: If this enemy is engaged with you, suffer 2 ♦.

"Khorne!" they shrieked as they gnashed their teeth and bit their shields."
—A description of Sarl Berserkers at the destruction of Wisborg.

II

Berserker

Human

2 | 0 | 3

Frenzy | Advance | Inflict

When revealed, place this enemy in the shadows.

Frenzy: If this enemy is engaged with you, suffer 2 ♦.

"Khorne!" they shrieked as they gnashed their teeth and bit their shields."
—A description of Sarl Berserkers at the destruction of Wisborg.

II

Berserker

Human, Elite

2 | 1 | 3

Frenzy | Advance | Inflict

When revealed, place this enemy in the shadows.

Frenzy: If this enemy is engaged with you, suffer 2 ♦.

"Khorne!" they shrieked as they gnashed their teeth and bit their shields."
—A description of Sarl Berserkers at the destruction of Wisborg.

II

Marauder

Human

2 | 0 | 3

Rage | Advance | Inflict

Rage: If this enemy is engaged with you, it recovers 1 ♦.

Chaos Marauders are the most numerous tribal warriors dedicated to the worship of Chaos, and whose profession for violence and savagery have since earned them the well-known title of Marauders by the inhabitants of the Old World, though amongst their own people, they are simply known as warriors, and in times of peace, they often serve the clans as guardians and hunters.

II

Marauder

Human

2 | 0 | 3

Rage | Advance | Inflict

Rage: If this enemy is engaged with you, it recovers 1 ♦.

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II

Marauder

Human, Elite

2 | 0 | 4

Rage | Advance | Inflict

Rage: If this enemy is engaged with you, it recovers 1 ♦.

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I
Fanatic
Human
1
0
2
Inflict
Sacrifice
Sacrifice: If at least 1 non-Tier I enemy has suffered ♦, the 2 highest-ranked enemies who have suffered ♦ each recover 1 ♦ and this enemy suffers 1 ♦.
"Let the flowing of the blood from my weak flesh appease you. Let my sacrifice be a testament to your dark powers! "

I
Fanatic
Human
1
0
2
Inflict
Sacrifice
Sacrifice: If at least 1 non-Tier I enemy has suffered ♦, the 2 highest-ranked enemies who have suffered ♦ each recover 1 ♦ and this enemy suffers 1 ♦.
"Let the flowing of the blood from my weak flesh appease you. Let my sacrifice be a testament to your dark powers! "

I
Fanatic
Human, Elite
2
0
3
Inflict
Sacrifice
Sacrifice: If at least 1 non-Tier I enemy has suffered ♦, the 2 highest-ranked enemies who have suffered ♦ each recover 1 ♦ and this enemy suffers 1 ♦.
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