

Star Soldiers Captain
Leader

Close Combat d12 Ranged d12

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Veteran: d12 for all rolls

Killer*: +1 Wound when shooting

Armored: 1 level of armor

Steady: ignore Shock and Wound
penalties when shooting

Equipment

Bolt Pistol 6"/12" +1 Wound

Chainsword +1 CC, Deadly (Out of
action on 10+ CC)

Extra Heavy Armor: 4+

Star Soldiers Heavy Weapon
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Deadeye: +1 shooting

Armored: 1 level of armor

Killer*: +1 Wound when shooting

Equipment

Grenade Launcher 10"/20" Blast 3

Extra Heavy Armor: 4+

Star Soldiers

Total Traits: 14

Star Soldiers Trooper
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Killer*: +1 Wound when shooting

Armored: 1 level of armor

Equipment

Bolt Rifle 12"/24" +1 Wound

Extra Heavy Armor: 4+

Star Soldiers Trooper
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Killer*: +1 Wound when shooting

Armored: 1 level of armor

Equipment

Bolt Rifle 12"/24" +1 Wound

Extra Heavy Armor: 4+

Star Soldiers Trooper
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Killer*: +1 Wound when shooting

Armored: 1 level of armor

Equipment

Bolt Rifle 12"/24" +1 Wound

Extra Heavy Armor: 4+

Command Module
Leader

Close Combat d12 Ranged d12

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll
Soulless*: never suffer Shock, +1 to
be shot
Veteran: d12 for all rolls
Ferocious: +1 Wound in CC
Killer: +1 Wound when shooting

Equipment

Assault Rifle 12"/24" Burst (Blast
3, -1 to shoot each target)
Axe +1 Wound
Light armor: 8+

Assault Module
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Soulless*: never suffer Shock, +1 to
be shot
Armored: 1 level of armor
Strong: +1 to knock down, no
requirement for 2-handed or team
weapon

Equipment

Machine Gun 18"/36" Burst, Ammo
Hog
Heavy armor: 6+

Robot Army

Total Traits: 14

Security Module
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Soulless*: never suffer Shock, +1 to
be shot
Deadeye: +1 shooting

Equipment

Assault Rifle 12"/24" Burst (Blast
3, -1 to shoot each target)
Light armor: 8+

Security Module
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Soulless*: never suffer Shock, +1 to
be shot
Deadeye: +1 shooting

Equipment

Assault Rifle 12"/24" Burst (Blast
3, -1 to shoot each target)
Light armor: 8+

Security Module
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Soulless*: never suffer Shock, +1 to
be shot
Deadeye: +1 shooting

Equipment

Assault Rifle 12"/24" Burst (Blast
3, -1 to shoot each target)
Light armor: 8+

Alien Mastermind
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll
Infiltrator: move 10" before game
starts

Ferocious*: +1 Wound in CC
Brawler: once per turn, reroll CC
Bodyguard: can apply Wound on
you to ally in 2"

Equipment

Laser Pistol 8"/16" AP 1, Ammo
Hog
Sword +1 CC

Warbeast
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Ferocious*: +1 Wound in CC
Large: +1 to be shot, +1 Wounds in
CC, can take 4 Wounds
Brawler: once per turn, reroll CC

Equipment

Claws and Teeth +2 CC

Bug Aliens

Total Traits: 14

Hive Warrior
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ferocious*: +1 Wound in CC
Brawler: once per turn, reroll CC

Equipment

Claws +1 CC

Hive Warrior
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ferocious*: +1 Wound in CC
Brawler: once per turn, reroll CC

Equipment

Claws +1 CC

Hive Warrior
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ferocious*: +1 Wound in CC
Brawler: once per turn, reroll CC

Equipment

Claws +1 CC

Brave Force-Knight
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Heroes All*: 4 Specialists and no
Leader or Regulars

Psionics: can use one power each
turn

Brawler: once per turn, reroll CC

Equipment

Lightsword +1 CC, Deadly (-1 to
armor rolls)

Pistol 6"/12"

Roguish Smuggler
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Heroes All*: 4 Specialists and no
Leader or Regulars

Deadeye: +1 shooting

Dodge: if missed when target of
shooting, move 5" to cover

Equipment

Pistol 6"/12"

Space War Heroes

Total Traits: 12

Bold Diplomat
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Heroes All*: 4 Specialists and no
Leader or Regulars

Smart: +1 Task rolls

Encouraging: remove all Shock
from ally within 12"

Equipment

Pistol 6"/12"

Fierce Co-Pilot
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Heroes All*: 4 Specialists and no
Leader or Regulars

Armored: 1 level of armor

Two-Fisted: can make two CC
attacks in a turn

Equipment

Crossbow 9"/18", Reload

Light armor: 8+

Dark Force-Knight Lord
Leader

Close Combat d12 Ranged d12
Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Psionics: can use one power each
turn

Determined: ignore Shock and
Wound penalties in CC

Veteran: d12 for all rolls

Advanced Comms*: team draws
extra card with at least 2 team
members

Equipment

Lightsword +1 CC, Deadly (-1 to
armor rolls)

Light armor: 8+

Cool Bounty Hunter
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Indomitable: spend 2 actions to
remove all Shock

Flier: can move over terrain with
no penalty

Equipment

Blaster Rifle 12"/24"

Flame Thrower

Heavy armor: 6+

Space War Villains

Total Traits: 14

Shock Trooper
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Steady: ignore Shock and Wound
penalties when shooting

Equipment

Blaster Rifle 12"/24"

Shock Trooper
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Steady: ignore Shock and Wound
penalties when shooting

Equipment

Blaster Rifle 12"/24"

Shock Trooper
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Steady: ignore Shock and Wound
penalties when shooting

Equipment

Blaster Rifle 12"/24"

Local Sheriff
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Encouraging: remove all Shock
from ally within 12"

Deadeye: +1 shooting

Lucky: reroll any one die each turn

Quick*: +1" move

Equipment

Pistol 6"/12"

Knife win ties against opponent
with no weapon

Final Girl
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Quick*: +1" move

Tough as Nails: can take 4 Wounds

Determined: ignore Shock and
Wound penalties in CC

Equipment

Chainsaw +2 Wound

Rifle 12"/24"

Horror Survivors

Total Traits: 14

Civilian
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Quick*: +1" move

Nerves of Steel: ignore first Shock
result of game

Equipment

Rifle 12"/24"

Civilian
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Quick*: +1" move

Nerves of Steel: ignore first Shock
result of game

Equipment

Rifle 12"/24"

Civilian
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Quick*: +1" move

Nerves of Steel: ignore first Shock
result of game

Equipment

Rifle 12"/24"

Cult Leader
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and LOS making Recover roll

Poison: roll for a Wound each turn for a target hit in CC

Determined: ignore Shock and Wound penalties in CC

Bodyguard: can apply Wound on you to ally in 2"

Loyal*: will not rout, +1 to recover from shock

Equipment

Cane sword +1 CC

Thing From Another Dimension
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover from shock

Fearsome Appearance: enemy makes Task roll 5+ to attack

Large: +1 to be shot, +1 Wounds in CC, can take 4 Wounds

Equipment

Teeth and Claws +1 CC

Extra Heavy Armor: 4+

Spawn of the Deep

Total Traits: 14

Cultist
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover from shock

Brawler: once per turn, reroll CC

Equipment

Knife win ties in CC against opponent with no weapon

Cultist
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover from shock

Brawler: once per turn, reroll CC

Equipment

Knife win ties in CC against opponent with no weapon

Cultist
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover from shock

Brawler: once per turn, reroll CC

Equipment

Knife win ties in CC against opponent with no weapon

Patient Zero
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Horde*: 12 Grunts (d8, all on 1
card, 1 wound), no Specialist or
Regulars

Armored: 1 level of armor

Impervious: ignore Wound
penalties

Pugilist: no penalty for fighting
unarmed

Equipment

Light armor: 8+

Zombie Minion (12)
Grunt

Close Combat d8 Ranged d8

Traits (* Team trait)

Soulless: never suffer Shock, +1 to
be shot

Equipment

Zombie Horde

Total Traits: 17

Secret Agent
Leader

Close Combat d12 Ranged d12

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Advanced Comms*: team draws
extra card with at least 2 team
members

Veteran: d12 for all rolls

Sniper: once per turn reroll
shooting

Sixth Sense: force enemy to reroll
shooting once per turn

Equipment

Pistol 6"/12"

Light armor: 8+

Handler
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Cunning: once per turn, reroll 1
task roll

Coolheaded: +1 to Recover-Shock

Equipment

Rifle 12"/24"

Light armor: 8+

Superspy Agency

Total Traits: 14

Agent
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Deadeye: +1 shooting

Equipment

Rifle 12"/24"

Light armor: 8+

Agent
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Deadeye: +1 shooting

Equipment

Rifle 12"/24"

Light armor: 8+

Agent
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Deadeye: +1 shooting

Equipment

Rifle 12"/24"

Light armor: 8+

Lieutenant
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Advanced Comms*: team draws
extra card with at least 2 team
members

Coolheaded: +1 to Recover-Shock

Deadeye: +1 shooting

Steady: ignore Shock and Wound
penalties when shooting

Equipment

Pistol: 6"/12"

Knife: win ties in CC against
unarmed

Sergeant
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Nerves of Steel: ignore first Shock
result of game

Killer: +1 Wound when shooting

Equipment

Assault Rifle: 12"/24" Burst (Blast
3, -1 to shoot each target)

Knife: win ties in CC against
unarmed

Modern Infantry

Total Traits: 14

Rifleman
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Deadeye: +1 shooting

Equipment

Modern Rifle: 12"/24"

Knife: win ties in CC against
unarmed

Rifleman
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Deadeye: +1 shooting

Equipment

Modern Rifle: 12"/24"

Knife: win ties in CC against
unarmed

Rifleman
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Advanced Comms*: team draws
extra card with at least 2 team
members

Deadeye: +1 shooting

Equipment

Modern Rifle: 12"/24"

Knife: win ties in CC against
unarmed

Gang Leader
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll
Killer*: +1 Wound when shooting
Loads of Ammo: ignore first Out of
Ammo result
Dodge: if missed when target of
shooting, move 5" to cover
Coolheaded: +1 to Recover-Shock

Equipment

Pistol 6"/12"
Knife win ties against opponent
with no weapon

Right-Hand Man
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Killer*: +1 Wound when shooting
Loads of Ammo: ignore first Out of
Ammo result
Steady: ignore Shock and Wound
penalties when shooting

Equipment

Submachine Gun 6"/12" Burst
Knife win ties against opponent
with no weapon

Street Gang

Total Traits: 14

Punk
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Killer*: +1 Wound when shooting
Lightning Fast: if shot, make a
Task roll of 8+ to dodge

Equipment

Knife win ties against opponent
with no weapon
Pistol 6"/12"

Punk
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Killer*: +1 Wound when shooting
Lightning Fast: if shot, make a
Task roll of 8+ to dodge

Equipment

Knife win ties against opponent
with no weapon
Pistol 6"/12"

Punk
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Killer*: +1 Wound when shooting
Lightning Fast: if shot, make a
Task roll of 8+ to dodge

Equipment

Knife win ties against opponent
with no weapon
Pistol 6"/12"

Sensei
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Master of Melee: roll 2 dice in CC
and use best result

Stealthy*: -1 to be hit by shooting
attacks

Armored: 1 level of armor

Infiltrator: move 10" before game
starts

Equipment

Shuriken 3"/6"

Katana +1 CC

Light armor: 8+

Assassin
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Stealthy*: -1 to be hit by shooting
attacks

Defensive Fighter: immediately
attack if win CC as defender

Camouflage: -1 to be hit in cover

Equipment

Shuriken 3"/6"

Katana +1 CC, Deadly (Out of
action on 10+ CC)

Ninja Clan

Total Traits: 14

Ninja Warrior
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Stealthy*: -1 to be hit by shooting
attacks

Flurry of Blows: if CC attack only
causes Shock, attack again

Equipment

Shuriken 3"/6"

Katana +1 CC

Ninja Warrior
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Stealthy*: -1 to be hit by shooting
attacks

Flurry of Blows: if CC attack only
causes Shock, attack again

Equipment

Shuriken 3"/6"

Katana +1 CC

Ninja Warrior
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Stealthy*: -1 to be hit by shooting
attacks

Flurry of Blows: if CC attack only
causes Shock, attack again

Equipment

Shuriken 3"/6"

Katana +1 CC

Leads
Specialist

Close Combat d12 Ranged d12

Traits (* Team trait)
Heroes All*: 4 Specialists and no
Leader or Regulars
Veteran: d12 for all rolls
Fancy Footwork: win ties in CC

Equipment
Shuriken 3"/6"
Katana +1 CC
Light armor: 8+

Machines
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)
Heroes All*: 4 Specialists and no
Leader or Regulars
Fancy Footwork: win ties in CC
Smart: +1 Task rolls

Equipment
Shuriken 3"/6"
Bo staff CC attack from 2"
Light armor: 8+

Martial Arts Terrapins

Total Traits: 12

Cool But Rude
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)
Heroes All*: 4 Specialists and no
Leader or Regulars
Fancy Footwork: win ties in CC
Two-Fisted: can make two CC
attacks in a turn

Equipment
Shuriken 3"/6"
Sai +1 CC
Light armor: 8+

Party Dude
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)
Heroes All*: 4 Specialists and no
Leader or Regulars
Fancy Footwork: win ties in CC
Sharp-Tongued: make Task roll of
3+ to force enemy to reroll CC
once per turn

Equipment
Shuriken 3"/6"
Nunchaku -1 Wound but +1 Shock
Light armor: 8+

Desperado
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Stable*: all start mounted

Deadeye: +1 shooting

Cold Blooded: +1 CC for each

Shock and Wound enemy has

Bodyguard: can apply Wound on
you to ally in 2"

Equipment

Shotgun 6"/12", Splash, +1 Wound
short range, -1 Wound long range

Mongo
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Stable*: all start mounted

Nerves of Steel: ignore first Shock
result of game

Killer: +1 Wound when shooting

Equipment

Pistol 6"/12"

Wild West Bandit Gang

Total Traits: 14

Bandit
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Stable*: all start mounted

Deadeye: +1 shooting

Equipment

Pistol 6"/12"

Bandit
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Stable*: all start mounted

Deadeye: +1 shooting

Equipment

Pistol 6"/12"

Bandit
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Stable*: all start mounted

Deadeye: +1 shooting

Equipment

Pistol 6"/12"

Lieutenant
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll
Loyal*: will not rout, +1 to recover
from shock
Coolheaded: +1 to Recover-Shock
Deadeye: +1 shooting
Steady: ignore Shock and Wound
penalties when shooting

Equipment

Musket 9"/18"
Knife: win ties in CC against
unarmed

Sergeant
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover
from shock
Nerves of Steel: ignore first Shock
result of game
Killer: +1 Wound when shooting

Equipment

Musket 9"/18"
Knife: win ties in CC against
unarmed

Napoleonic Soldiers

Total Traits: 14

Rifleman
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover
from shock
Deadeye: +1 shooting

Equipment

Musket 9"/18"
Knife: win ties in CC against
unarmed

Rifleman
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover
from shock
Deadeye: +1 shooting

Equipment

Musket 9"/18"
Knife: win ties in CC against
unarmed

Rifleman
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover
from shock
Deadeye: +1 shooting

Equipment

Musket 9"/18"
Knife: win ties in CC against
unarmed

Fighter
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Heroes All*: 4 Specialists and no
Leader or Regulars

Brawler: once per turn, reroll CC

Strong: +1 to knock down, carry 2-
handed or team like standard
weapon

Equipment

2H Sword +1 CC, +1 Wound

Shield: +1 armor rolls

Heavy armor: 6+

Cleric
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Heroes All*: 4 Specialists and no
Leader or Regulars

Spellcaster: Task roll to cast
spell(s) from 1 path

Medic: make Task roll of 5+ to heal
1 Wound

Equipment

Mace -1 Wound but add +1 Shock

Light armor: 8+

Fantasy Adventurers

Total Traits: 12

Path of Light (Hearts)

Enchant Weapon, Magical Arrow

Divine Path

Rogue
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Heroes All*: 4 Specialists and no
Leader or Regulars

Sharp-Tongued: make Task roll of
3+ to force enemy to reroll CC
once per turn

Stealthy: -1 to be hit by shooting
attacks

Equipment

Sword +1 CC

Crossbow 9"/18", reload

Wizard
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Heroes All*: 4 Specialists and no
Leader or Regulars

Smart: +1 Task rolls

Spellcaster: Task roll to cast
spell(s) from 1 path

Equipment

Staff CC attack from 2"

Captain
Leader

Close Combat d12 Ranged d12

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll
Loyal*: will not rout, +1 to recover
from shock
Master of Melee: roll 2 dice in CC
and use best result
Veteran: d12 for all rolls
Brawler: once per turn, reroll CC

Equipment

Sword +1 CC
Heavy Armor: 6+

Knight Errant
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover
from shock
Master of Melee: roll 2 dice in CC
and use best result
Deadly Strike: reduce armor by
one type for one attack type

Equipment

Extra Heavy Armor: 4+
Shield +1 armor rolls
Sword +1 CC

Medieval Infantry

Total Traits: 14

Footman
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover
from shock
Defensive Fighter: immediately
attack if win CC as defender

Equipment

Spear CC attack from 2"
Light armor: 8+

Footman
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Loyal*: will not rout, +1 to recover
from shock
Defensive Fighter: immediately
attack if win CC as defender

Equipment

Spear CC attack from 2"
Light armor: 8+

Barbarian
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ferocious: +1 Wound in CC
Loyal*: will not rout, +1 to recover
from shock

Equipment

Bow: 9"/18"
2H Axe +2 Wound, cannot use
shield

Thane
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll
Armored*: 1 level of armor
Brawler: once per turn, reroll CC
Weapon Master: +1 CC
9 Lives: once per game Out of
action becomes 1 Wound

Equipment

2H Axe: +2 Wound, cannot use
shield
Heavy armor: 6+

Runepriest
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Armored*: 1 level of armor
Spellcaster: Task roll to cast spells
from 1 path
Shieldmaster: +1 Armor rolls, push
opponent 3" after winning CC

Equipment

Staff: attack in CC from 2"
Heavy armor: 6+

Dwarves

Total Traits: 14

Spells: Path of the Elements (Diamonds)
Earth Shaker, Fire of the Forge

Guard
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Armored*: 1 level of armor
Weapon Master: +1 CC

Equipment

Axe: +1 Wound
Heavy armor: 6+

Guard
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Armored*: 1 level of armor
Weapon Master: +1 CC

Equipment

Axe: +1 Wound
Heavy armor: 6+

Guard
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Armored*: 1 level of armor
Weapon Master: +1 CC

Equipment

Axe: +1 Wound
Heavy armor: 6+

Mage
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Spellcaster: Task roll to cast
spell(s) from 1 path

Ranger*: no terrain penalties, +1
CC in difficult terrain

Smart: +1 Task rolls

9 Lives: once per game Out of
action becomes 1 Wound

Equipment

Bow 9"/18"

Sword +1 CC

Light armor: 8+

Sentry
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Ranger*: no terrain penalties, +1
CC in difficult terrain

Lightning Fast: if shot, make a
Task roll of 8+ to dodge

Coolheaded: +1 to Recover-Shock

Equipment

Sword +1 CC

Light armor: 8+

Elves

Total Traits: 14

Spells: Path of Illusion (Clubs)

Invisibility, Mirror Image, Teleport

Tracker
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ranger*: no terrain penalties, +1
CC in difficult terrain

Eagle-Eyed: short range +2", long
range +4"

Equipment

Spear CC attack from 2"

Bow 11"/22"

Light armor: 8+

Tracker
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ranger*: no terrain penalties, +1
CC in difficult terrain

Eagle-Eyed: short range +2", long
range +4"

Equipment

Spear CC attack from 2"

Bow 11"/22"

Light armor: 8+

Tracker
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ranger*: no terrain penalties, +1
CC in difficult terrain

Eagle-Eyed: short range +2", long
range +4"

Equipment

Spear CC attack from 2"

Bow 11"/22"

Light armor: 8+

Warlord
Leader

Close Combat d12 Ranged d12

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Veteran: d12 for all rolls

Ferocious*: +1 Wound in CC

Nerves of Steel: ignore first Shock
result of game

Cold Blooded: +1 CC for each
Shock and Wound enemy has

Equipment

Sword +1 CC

Brute
Specialist

Close Combat d12 Ranged d10

Traits (* Team trait)

Ferocious*: +1 Wound in CC

Determined: ignore Shock and
Wound penalties in CC

Brute: no shooting, d12 for CC, +1
to be Wounded in CC

Equipment

2H Axe +2 to Wound

Beast-Men

Total Traits: 14

Warrior
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ferocious*: +1 Wound in CC

Nerves of Steel: ignore first Shock
result of game

Equipment

Sword +1 CC

Warrior
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ferocious*: +1 Wound in CC

Nerves of Steel: ignore first Shock
result of game

Equipment

Sword +1 CC

Warrior
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Ferocious*: +1 Wound in CC

Nerves of Steel: ignore first Shock
result of game

Equipment

Sword +1 CC

Necromancer
Leader

Close Combat d10 Ranged d10

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Spellcaster: Task roll to cast
spell(s) from 1 path

9 Lives: once per game Out of
action becomes 1 Wound

Soulless*: never suffer Shock, +1 to
be shot

Unstoppable: if enemy is Out of
action in CC, move up to 5" and
attack again

Equipment

Staff CC attack from 2"

Vampire
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Bloodthirsty: must charge, +1 CC,
+1 Wound

Soulless*: never suffer Shock, +1 to
be shot

Fearsome Appearance: enemy
makes Task roll 5+ to attack

Equipment

Sword +1 CC

Undead

Total Traits: 14

Spellcasting: Path of the Dead (Spades)

Corpse Call, Grasping Dead, Withering Touch

Skeleton Swordsman
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Soulless*: never suffer Shock, +1 to
be shot

Weapon Master: +1 CC

Equipment

Sword +1 CC

Skeleton Swordsman
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Soulless*: never suffer Shock, +1 to
be shot

Weapon Master: +1 CC

Equipment

Sword +1 CC

Skeleton Archer
Regular (3)

Close Combat d8 Ranged d12

Traits (* Team trait)

Soulless*: never suffer Shock, +1 to
be shot

Ranged Fighter: d8 CC, d12 Shoot

Equipment

Bow 9"/18"

Super-Knight Lord
Leader

Close Combat d12 Ranged d12

Traits (* Team trait)

Leader: +1 to ally within 12" and
LOS making Recover roll

Veteran: d12 for all rolls

Weapon Master: +1 CC

Armored*: 1 level of armor

Deadly Strike: reduce armor by
one type for one attack type

Equipment

Sword +1 CC, Deadly (Out of action
on 10+ CC)

Heavy armor: 6+

Super-Knight Magus
Specialist

Close Combat d10 Ranged d10

Traits (* Team trait)

Armored*: 1 level of armor

Determined: ignore Shock and
Wound penalties in CC

Spellcaster: Task roll to cast
spell(s) from 1 path

Equipment

Staff CC attack from 2"

Heavy armor: 6+

Thunder-Born Super-Knights

Total Traits: 14

Spells: Path of Light (Hearts)

Blinding Light, Fireball, Purge

Super-Knight
Regular (1)

Close Combat d10 Ranged d10

Traits (* Team trait)

Armored*: 1 level of armor

Weapon Master: +1 CC

Equipment

Sword +1 CC

Heavy armor: 6+

Super-Knight
Regular (2)

Close Combat d10 Ranged d10

Traits (* Team trait)

Armored*: 1 level of armor

Weapon Master: +1 CC

Equipment

Sword +1 CC

Heavy armor: 6+

Super-Knight
Regular (3)

Close Combat d10 Ranged d10

Traits (* Team trait)

Armored*: 1 level of armor

Weapon Master: +1 CC

Equipment

Sword +1 CC

Heavy armor: 6+