

DWARVES



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Axeman

Ag d4, Sm d4, Sp d6, St d6, Vg d8

Fighting d6

Pace 5, Parry 6, Toughness 8(2)

Axe (St+d6)

Shield (+1 Parry, +2 Armor vs. ranged attacks)

Chainmail (+2 Armor)

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Musketeer

Ag d6, Sm d6, Sp d6, St d6, Vg d8

Fighting d6, Shooting d6

Pace 5, Parry 5, Toughness 8(2)

Musket (10/20/40, 2d8, AP 2, reload 1)

Knife (St+d4)

Chainmail (+2 Armor)

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Halberdier

Ag d6, Sm d4, Sp d6, St d8, Vg d8

Fighting d8

Pace 5, Parry 6, Toughness 9(3)

Combat Reflexes, First Strike

Halberd (St+d8, Reach 1")

Breastplate (+3 Armor)

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Captain

Ag d6, Sm d6, Sp d8, St d8, Vg d8

Fighting d8, Shooting d6

Pace 5, Parry 6, Toughness 9(3)

Ambidextrous, Command, Hold the Line!, Luck

Battleaxe (St+d8)

Pistol (5/10/20, 2d6+1, AP1, reload 2)

Platemail (+3 Armor)

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Dwarflord (WC)

Ag d6, Sm d6, Sp d8, St d10, Vg d8

Fighting d8, Shooting d8

Pace 5, Parry 5, Toughness 10(3)

Brawny, Combat Reflexes, Nerves of Steel, Quick Draw

Greataxe (St+d10, AP 1, Parry-1)

Enchanted Pistol (5/10/20, 2d6+1, AP 1, reloads automatically)

Platemail (+3 Armor)



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Battlepriest

Ag d4, Sm d6, Sp d8, St d6, Vg d8

Faith d8, Fighting d6

Pace 5, Parry 6, Toughness 8(2)

Warhammer (St+d6, AP 1)

Chainmail (+2 Armor)

Shield (+1 Parry, +2 Armor vs. ranged attacks)

Arcane Background (Brotherhood of the Hammer): 15 PP; Armor, Smite

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Earth Elemental

Ag d4, Sm d4, Sp d8, St d12+3, Vg d12

Fighting d8

Pace 6, Parry 6, Toughness 14(4)

Burrow (Pace 10"), Construct, Size +2

Earthquake: An earth elemental may use its entire action, forfeiting movement, to pound the ground and cause an earthquake in a Large Burst Template, centered upon the elemental. Every non-Dwarf in the template must make a Strength roll at -2 or be Shaken.

Pummel (St+d6, AP 1)

Rocky Hide (+4 Armor)

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ELVES



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Swordsman

Ag d8, Sm d6, Sp d8, St d6, Vg d6
Fighting d8
Pace 6, Parry 7, Toughness 6(1)
Sword (St+d6)
Leather Armor (+1 Armor)
Shield (+1 Parry, +2 Armor vs. ranged attacks)

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Archer

Ag d8, Sm d6, Sp d8, St d6, Vg d6
Fighting d6, Shooting d8
Pace 6, Parry 5, Toughness 6(1)
Quick Draw
Longbow (15/30/60, 2d6)
Sword (St+d6)
Leather Armor (+1 Armor)

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Veteran

Ag d8, Sm d6, Sp d8, St d8, Vg d8
Fighting d8, Throwing d6
Pace 6, Parry 7, Toughness 7(1)
Block, Combat Reflexes, Quick
Longsword (St+d8)
Javelins (3/6/12, St+d6)
Leather Armor (+1 Armor)

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Marshal

Ag d8, Sm d8, Sp d8, St d8, Vg d8
Fighting d8, Intimidation d8
Pace 6, Parry 7, Toughness 7(1)
Inspire, Level Headed
Leadership: A Marshal may switch the Action Cards of any two Elf units within 5". This applies to enemies as well.
Using Leadership requires an action.
Longsword (St+d8)
Shield (+1 Parry, +2 Armor vs. ranged attacks)

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Ranger (WC)

Ag d10, Sm d8, Sp d8, St d8, Vg d8
Fighting d8, Shooting d8
Pace 6, Parry 7, Toughness 7(1)
Block, Common Bond, Improved Dodge, Marksman, Quick,
Quick Draw, Two Fisted
Longsword x2 (St+d8)
Longbow (15/30/60, 2d6)
Leather Armor (+1 Armor)



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Druid

Ag d6, Sm d8, Sp d10, St d6, Vg d6
Faith d10, Fighting d6
Pace 6, Parry 6, Toughness 5
Staff (St+d4, Parry +1, Reach 1")
Arcane Background (Druid): 15 PP; Boost/Lower Trait (only usable on Fighting, Throwing, Shooting, Strength, and Spirit), Deflection, Entangle

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Ent

Ag d6, Sm d4, Sp d10, St d12+2, Vg d10
Fighting d8
Pace 8, Parry 6, Toughness 12(2)
Arcane Resistance, Combat Reflexes, Size+3
Long Strides: Ents ignore Rough Terrain.
Branch Whip (St+d6, Reach 1")
Bark (+2 Armor)

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HUMANS



Spearman

Ag d6, Sm d4, Sp d6, St d6, Vg d6
Fighting d6, Throwing d6
Pace 6, Parry 6, Toughness 6(1)
Javelins (3/6/12, St+d6)
Spear (St+d6, Reach 1")
Leather Armor (+1 Armor)
Shield (+1 Parry, +2 Armor vs. ranged attacks)

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Bowman

Ag d6, Sm d4, Sp d6, St d6, Vg d6
Fighting d6, Shooting d6
Pace 6, Parry 5, Toughness 6(1)
Quick Draw
Bow (12/24/48, 2d6)
Knife (St+d4)
Leather Armor (+1 Armor)

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Knight

Ag d6, Sm d6, Sp d8, St d8, Vg d6
Fighting d10
Pace 5, Parry 9, Toughness 9(3)
Brawny, Combat Reflexes
Brave: +2 to resist Fear, both the monstrous ability and the Fear spell. +2 to Morale checks.
Longsword (St+d8)
Kite Shield (+2 Parry, +2 Armor vs. ranged attacks)
Platemail (+3 Armor)

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Noble

Ag d6, Sm d8, Sp d6, St d6, Vg d6
Fighting d8, Intimidation d6, Shooting d8
Pace 6, Parry 6, Toughness 8(3)
Command, Great Luck, Natural Leader
Confidence: Allies within 5" of a Noble gain a +1 bonus to Morale checks.
Broadsword (St+d6)
Crossbow (15/30/60, 2d6, AP 2, Reload 1)
Breastplate (+3 Armor)

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Paladin (WC)

Ag d6, Sm d6, Sp d10, St d10, Vg d8
Faith d8, Fighting d10
Pace 6, Parry 6, Toughness 10(3)
Brawny, Combat Reflexes, Improved Frenzy
Fearless
Greatsword (St+d10, Parry -1)
Platemail (+3 Armor)
Arcane Background (Knight of the Round); 10 PP; Fear, Healing

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Wizard (WC)

Ag d6, Sm d10, Sp d8, St d4, Vg d6
Fighting d4, Spellcasting d10
Pace 6, Parry 5, Toughness 5
Level Headed
Counterspeller: A Wizard that interrupts an action to cast Dispel gains a +2 bonus to their Agility roll to interrupt.
Staff (St+d4, Parry +1, Reach 1")
Arcane Background (Wizard): 25 PP; Blast, Bolt, Boost/Lower Trait, Deflection, Dispel, Fly

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Fire Elemental

Ag d10, Sm d4, Sp d8, St d4, Vg d8
Fighting d8, Shooting d8
Pace 10, Parry 6, Toughness 9
Arcane Resistance, Combat Reflexes, Size +1
Amorphous: +1 Parry when withdrawing from melee
Out of Phase: +2 Toughness
Shimmering Flames: Ranged attacks suffer a -2 penalty.
Burning Tough (2d6+2, AP 1)
Fireburst (2d10 damage, cone template)

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ORCS



Raider

Ag d6, Sm d4, Sp d6, St d8, Vg d6
Fighting d6, Throwing d6
Pace 6, Parry 5, Toughness 6
Brawny
Battleaxe (St+d8)
Throwing Axes (4/8/16, St+d6, AP 1)

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Scout

Ag d8, Sm d6, Sp d6, St d8, Vg d6
Fighting d6, Throwing d8
Pace 8, Parry 5, Toughness 6
Brawny, Fleet Footed, Improved Dodge, Two Fisted
Hand Axe x2 (St+d6)
Throwing Axes (4/8/16, St+d6, AP 1)

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Warrior

Ag d6, Sm d4, Sp d6, St d10, Vg d8
Fighting d8, Throwing d6
Pace 6, Parry 5, Toughness 8(1)
Brave: +2 to resist Fear, both the monstrous ability and the Fear spell. +2 to Morale checks.
Good Arm: Warriors halve Throwing range penalties.
Brawny, Improved Sweep, Mighty Blow
Greataxe (St+d10, AP 1, Parry -1)
Throwing Axes (4/8/16, St+d6, AP 1)
Hide Armor (+1 Armor)

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Khan

Ag d6, Sm d6, Sp d8, St d10, Vg d8
Fighting d8, Throwing d8
Pace 6, Parry 7, Toughness 9(2)
Brawny, Command, Fervor
Scimitar (St+d8)
Throwing Axes (4/8/16, St+d6, AP 1)
Chainmail (+2 Armor)
Buckler (+1 Parry)

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Berserker (WC)

Ag d8, Sm d4, Sp d8, St d12, Vg d8
Fighting d10
Pace 8, Parry 7, Toughness 7
Block, Combat Reflexes, Dodge, Fleet Footed, Frenzy, Hard to Kill, Sweep
Berserker: Berserkers may go Berserk (as per the Edge) with a successful Spirit roll. They may cancel this effect with another Spirit roll. Making either roll requires an action.
Greataxe (St+d10, AP 1, Parry -1)



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Shaman

Ag d6, Sm d6, Sp d10, St d6, Vg d6
Faith d8, Fighting d6, Intimidation d6
Pace 6, Parry 6, Toughness 6
Brawny, Soul Drain
Spear (St+d6, Parry +1, Reach 1")
Arcane Background (Shaman): 15 PP; Smite, Speed

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Warboar

Ag d6, Sm d4(A), Sp d8, St d12+2, Vg d12+2
Fighting d8
Pace 8, Parry 6, Toughness 11
Berserk, Hardy, Size +2
Charge: If the Warboar moves 6" in a straight line, it gains +2 damage and AP.
Tenacious: Warboars have 2 bennies that they may use only for soaking wounds.
Totem: Shamans adjacent to a Warboar regain 1 PP/round.
Tusks (St+d8)

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GOBLINS



Goblin

Ag d8, Sm d6, Sp d6, St d4, Vg d6
Fighting d6, Taunt d8
Pace 6, Parry 6, Toughness 4
Small
Foul Mouthed: +1 to Taunts
Spear (St+d6, Parry +1, Reach 1")

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Hurler

Ag d8, Sm d6, Sp d6, St d4, Vg d6
Fighting d4, Shooting d6
Pace 6, Parry 4, Toughness 4
Dodge, Small
Volley: Hurlers may sling three stones at a single target.
They make 3 attack rolls with a -2 penalty.
Sling (5/10/20, St+d4)
Knife (St+d4)

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Hobgoblin

Ag d6, Sm d4, Sp d6, St d6, Vg d6
Fighting d6, Taunt d6
Pace 6, Parry 6, Toughness 6(1)
Ambidextrous, Block, Two Fisted
Dirty Tactics: Hobgoblins add +1 to any applicable gangup bonus.
Sword (St+d6) and axe (St+d6)
Leather Armor (+1 Armor)

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Screecher

Ag d8, Sm d8, Sp d8, St d4, Vg d8
Fighting d8, Taunt d10
Pace 6, Parry 6, Toughness 6(1)
Command, Fervor, Luck, Natural Leader, Strong Willed
Loud: All allies within 10" benefit from the Screecher's Leadership Edges.
Knife (St+d4)
Horn of Fear: The Screecher may use his Vigor as a casting roll to cast Fear. He has 6 PP to use with this spell.
Leather Armor (+1 Armor)

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Redcap (WC)

Ag d8, Sm d6, Sp d8, St d6, Vg d8
Fighting d6, Spellcasting d8
Pace 6, Parry 6, Toughness 6
Fearless, Fear
Arcane Resistance, Frenzy, Level Headed, Mighty Blow, Quick, Trademark Weapon (Knife)
Long Knife (St+d4+1, AP 1)
Arcane Background (Blood Mage): 10 PP; Burst, Dispel, Stun



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Sorcerer

Ag d8, Sm d10, Sp d10, St d4, Vg d6
Fighting d4, Spellcasting d12
Pace 6, Parry 4, Toughness 4
Improved Arcane Resistance, Power Surge, Small, Wizard
Accomplished: Goblins Sorcerers roll a Wild Die with Spellcasting.
Knife (St+d4)
Arcane Background (Sorcery): 20 PP; Bolt, Blast, Boost/Lower Trait, Dispel, Entangle, Fear, Puppet

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Uncommonly Large Spider

Ag d10, Sm d4(A), Sp d6, St d4, Vg d6
Fighting d6
Pace 8, Parry 5, Toughness 3
Size -2, Small (-2 to be hit Size 0 or greater targets; +2 to hit size 0 or greater targets)
Get it off me! Giant Spiders bypass armor if they hit with a raise. Additionally, if a model rolls a 1 when attacking a giant spider in melee, they hit an adjacent ally instead.
Bite (St+1)

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RATMEN



Wiseguy

Ag d8, Sm d6, Sp d6, St d6, Vg d8
Fighting d6
Pace 7, Parry 6, Toughness 6
Wallwalker
Skittish: -1 to Morale checks
Rapier (St+d4, Parry +1)

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Crossbowrat

Ag d8, Sm d6, Sp d6, St d6, Vg d6
Fighting d4, Shooting d6
Pace 7, Parry 4, Toughness 5
Marksman, Wallwalker
Skittish: -1 to Morale checks
Crossbow (15/30/60, 2d6, AP 2, reload 1)
Bite (St+d4-1)

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Legbreaker

Ag d6, Sm d4, Sp d6, St d8, Vg d8
Fighting d8
Pace 7, Parry 6, Toughness 7
Combat Reflexes, Tough as Nails, Wallwalker
Brutal: If a Legbreaker hits with a raise, the target is always at least Shaken. Elementals and Ents are immune to this ability.
Big club (St+d8, 2 hands)

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Don (WC)

Ag d8, Sm d8, Sp d8, St d6, Vg d8
Fighting d6, Shooting d6
Pace 7, Parry 6, Toughness 6
Ambidextrous, Command, Common Bond, Dodge, Great Luck, Improved Level Headed, Natural Leader, Wallwalker
An Offer You Can't Refuse: **See Text**
Escape Plan: **See Text**
Poison: Any unit Shaken by the Don's weapons must roll Vigor or remain Shaken for 1d4 rounds. Elementals and Ents are immune.
Rapier (St+d4, +1 Parry)
Hand Crossbow (6/12/24, 2d6, reload 1)

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Hitman (WC)

Ag d10, Sm d6, Sp d6, St d8, Vg d8
Fighting d6, Shooting d10
Pace 7, Parry 6, Toughness 6
Acrobat, Ambidextrous, Dead Shot, Dodge, Florentine, Marksman, Quick, Quick Draw, Two Fisted, Wallwalker
Where it Counts: Attempts to soak a Hitman's crossbow shots are made at -2.
Poison: Any unit Shaken by the Hitman's weapons must roll Vigor or remain Shaken for 1d4 rounds. Elementals and Ents are immune.
Crossbow (15/30/60, 2d6, AP 2, reload 1)
Knife x2 (St+d4)

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Shadowmage

Ag d8, Sm d6, Sp d6, St d6, Vg d6
Fighting d4, Shooting d6, Spellcasting d8
Pace 7, Parry 5, Toughness 5
Wallwalker; Skittish: -1 to Morale checks
Shadowpact: Shadowmages are not Shaken if they roll a 1 on their Spellcasting die.
Rapier (St+d4, +1 Parry)
Crossbow (15/30/60, 2d6, AP 2, reload 1)
Arcane Background (Shadowmage): 15 PP; Bolt, Obscure, Stun

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Werewolf

Ag d10, Sm d4, Sp d8, St d10, Vg d8
Fighting d10
Pace 8, Parry 7, Toughness 6
Ambidextrous, Fearless, Fleet Footed, Frenzy, Hardy, Quick, Two-Fisted
Claws x2 (St+d6+1)

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