

D4

Halfling - Dash (Move twice your dice) Heroic (+3 atk vs D12 units)

Goblin - Suicide Bomb (Melee hitting ALL units in a 3" radius)

Bat - Vamp Bite (Roll D4, on hit heal the amount of damage dealt)

Hawk - Dive Bomb (Target an enemy below you, Fly 2", then +1 atk) Flying (Can move through the air, isn't effected by landscape tiles)

Zombie Blood Rush (Move 2" and attack) Undead- On death roll a D4, on 4 revive.

Skeleton Shield Bash (Roll a D4, on hit, move unit up to 2") Charred Bone (+1 atk while standing in fire)

D6

Fairy- Healer (Heal a unit D4-1 Hp if 0 is rolled, heal 1hp) Flying (Can move through the air, isn't effected by landscape tiles)

Spider - Web (Place a 1"x1" token next to Spider. It is light cover and difficult terrain) Climber (Climb surface halved)

Assassin - Dive Bomb (Target an enemy below you, Fly 3" into melee range, then roll a).

Climber (Climbing surfaces is halved)

Monk - Flurry of Blows (Must attack once, then activate this special and roll 2 attack dice targeting one or multiple targets) Still Mind - +3 def vs. Ranged.

Vampire - Vamp Bite (Roll a D6, on hit heal yourself the amount of damage dealt) Flying (Can move through the air, isn't affected by landscape tiles)

D8

Knight - Shield Bash (roll D8, on hit, move unit up to 3" and deal 1 damage) Shield (+2 to def rolls)

Hunter - Ranged Attack 6", Deep Cover (When behind partial cover, add extra +1 to def rolls)

Spectral knight - Magic Sword (+3 Atk roll) Spectral- Moves through walls.

Griffon- Dive Bomb (Target an enemy below you, Fly 4" into melee range, then roll a +3 atk)

Flying (Can move through the air, isn't effected by landscape tiles)

Mummy - Wraps (roll a D8, on hit deal 1 damage and hold unit in place until mummy is hit)

Undead - on death Roll a D8, on 8 revive Mummy.

D10

Paladin- Double Hammers (Attack 2 targets with 1D6 each) Holy Aura - 4.5" radius, Defending units get +1

Sorceress- Ranged Attack 8", Soul Magic (Souls give her +2)

Ogre -Blood Rush (Moves 4" and Attacks with a D8) Bloodthirsty (+1 to all attacks)

Serpent- Ranged Attack, Scaled Defense (Rolls a D12 for defense)

D12

Golem - Ground Slam (Attack all units within a 3.5" radius) Stone Skin (+3 To Defense Rolls)

Treeant - Healing Roots (Heal all units 1 hp within 2.5" radius) Thorns (If you win a defense roll, deal an extra 2 damage)

Storm Giant - Ranged Attack 10", Water Soul (Gets +1 attack while in water)

Tomb Gaurd - Shield Bash (Roll a D12, on success move unit 4" and deal 2 damage) Undead - on death roll a D12, on a 1 or 12, revive Tomb Guard.