

D4

Halfling - Dash (Move twice your dice) Heroic (+4 atk vs D12 units)

Goblin - Bomb Throw (Ranged atk hitting all in a 1" radius) Self Destruct (On death roll a D4 and deal that much damage to units within a 1" radius.)

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

Hawk - Dive Bomb (Must be above, +1 atk) Flying

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 1") Charred Bone (+1 atk while standing in fire)

D6

Fairy- Healer (Heal a unit 1 Hp) Flying

Vampire - Vamp Bite (Roll a D6, on hit heal yourself the amount of damage dealt) Flying

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

Assassin - Dash (Move twice your Dice), Climber (Climbing surfaces is halted)

Monk - Fury of Blows (Must attack once, then Double attack dice) Still Mind - +3 def vs. Ranged.

D8

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

Hunter - Ranged Attack, 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 (Must be above target, +2 Atk roll) Flying

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 - 1" radius, Defending units get +1

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

Ogre -Blood Rush (Moves 5" and Attacks) Bloodthirsty (+1 to all attacks)

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

D12

Golem - Ground Slam (Attack all units within a 2.5" radius) Stone Skin (+3 To Defense Rolls)

Treeant - Healing Roots (Heal all units 1 hp within 1.5" radius) Thornskin (If you win a defense roll, deal an extra 2 damage)

Storm Giant - Ranged Attack, Water Soul (Gets +2 attack while in water)

Tomb Gaurd - Shield Bash (Roll a D12, on success move unit 3" and deal 2 damage) Undead - on death roll a D12, on a 12, revive Tomb Guard.