

D4

Halfling - Heroic Deed (2D4 atk roll vs a D10 or D12 unit) Bravery (+1 def vs. D10 or D12 units)
Goblin - Suicide Bomb (Melee hits ALL units + self in a 3" radius) Nimble (+1 def vs. melee atks)
Bat - Vamp Bite (Roll D4, on hit heal the damage dealt)
Hawk - Dive Bomb (Target an enemy below you, Fly 4", then +1 atk)
Skeleton - Shield Bash (Roll a D4, on hit, move unit 2") Dungeon Defender (+2 def on stone)
Zombie - Blood Rush (Move 2" and D4 atk) Undead (On death, roll a D4, on 4 revive with 2hp)

D6

Fairy-

Spider - Venom (Roll a D6, if 6 deal 3 melee damage) Climber
Assassin - Dive Bomb (Target enemy below, Fly 6" to melee, roll a +2 attack). Climber
Mummy - Wrap (D8 attack grapples unit) Undead - On death Roll a D8, on 1 or 8 revive at 4hp.
Vampire - Vamp Bite (Roll a D6, on hit heal yourself the difference)

D8

Knight - Shield Bash (roll D8, on hit, move unit up to 3") Shield (+1 def)
Hunter - Ranged Attack, Blade of the Wild (+1 melee atk)
Spectral knight - Magic Sword (D10 Atk roll), Spectral- Moves through walls.
Griffon- Dive Bomb (Target enemy below, Fly 8" into melee range, then roll a +2 atk)
Monk - Flurry of Blows (Roll 2 D4 atk 1 or 2 targets) Still Mind (+2 def vs. Ranged.)

D10

Paladin- Double Hammers (Attack 2 sep targets with 1D6 each) Holy Aura (Undead rolls disadv)
Sorceress- Ranged Attack, Soul Magic (Souls give her an additional +1 atk/def)
Ogre - Blood Rush (Moves 5" and D8 Atk) Bloodthirsty (+1 to atks vs. full health)
Serpent- Ranged Attack, Flame Soul (Does not take damage from flame tiles)

D12

Golem - Ground Slam (Attack all units D10 melee in a 3.5" rds) Stone Skin (+2 def)
Treant - Healing Roots (Roll a D6 vs all friendly units touching Treant. If you win, heal the difference) Thorn Skin (Defend an attack = deal 1 damage)
Storm Giant - Ranged Attack, Water Soul (+1 atk while in water)
Tomb Guard - Shield Bash (Roll a D12, on success move unit 4")
Undead - on death roll a D12, on a 1 or 12, revive Tomb Guard at 6hp.