



# RADUKAR THE WOLF

MOVE: 6

WOUNDS: 10

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Vyrkos Barrow-blade<sup>1</sup>

Melee



3/4

<sup>1</sup>If a hero suffers damage from this weapon, they are cursed and stunned.

## SPECIAL RULES

**Supernatural Strength:** Each time this hostile activates, make two behaviour rolls to determine what actions it makes. Fully resolve one behaviour roll result before making the other behaviour roll.

**Unsurpassable Might:** When this hostile suffers damage, reduce the damage suffered by 1, to a minimum of 0.

**Inveterate Conqueror:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-2** **Dark Majesty:** Remove all wound counters or one grievous wound counter from next to this hostile, and remove all ailments from this hostile. Then this hostile makes an **Advance** action.

**3-4** **Charge**

**5-9** **Brutal Assault:** This hostile makes a **Charge** action, but makes two weapon actions instead of one.

**10-12** **Call to the Hunt:** Add one available Vyrkos Blood-born to this hostile's hostile group and deploy it as reinforcements. Then this hostile and each Vyrkos Blood-born on the battlefield make a **Charge** action.



# GORSLAV THE GRAVEKEEPER

MOVE: 3      WOUNDS: 9      SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Gravekeeper's Spade	Melee	△ △	3/3

## SPECIAL RULES

**Keeper of the Corpse-gardens:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

## BEHAVIOUR TABLE

ROLL	RESULT
1-4	<b>Arise! Arise!:</b> Deploy all slain Deadwalker Zombies from hostile groups as reinforcements. This hostile and all Deadwalker Zombies on the battlefield make an <b>Advance</b> action.
5-8	<b>Call of the Gravekeeper:</b> This hostile and all Deadwalker Zombies on the battlefield make an <b>Advance</b> action.
9-12	<b>Corpse Planting:</b> If there are no heroes adjacent to this hostile, treat this result as a Call of the Gravekeeper result. Otherwise, the leader must pick one hero that is adjacent to this hostile – they are buried.



# TORGILLIUS THE CHAMBERLAIN

MOVE: 2

WOUNDS: 7

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Necrotising Bolt

Dual



3/5

## SPECIAL RULES

**Guardian of Dark Secrets:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-3** **Chittering Horde:** Deploy all slain Corpse Rats from hostile groups as reinforcements. If there are no hostile groups that contain any Corpse Rats, add three Corpse Rats models to this hostile's hostile group, and deploy them as reinforcements. Then each hostile in Torgillius' hostile group makes an **Advance** action.

**4-6** **Chilling Whispers:** The leader must pick one hero. That hero must remove 1 activation or reaction dice from their character card. If they cannot, they suffer 1 damage.

**7-9** **Creeping Doubt:** The leader must pick one hero. Change the score of all activation or reaction dice on that hero's character card to 1. If the hero does not have any unspent activation or reaction dice, they suffer 2 damage.

**10-12** **Flock of Nightmares:** Deploy all slain Bat Swarms from hostile groups as reinforcements. If there are no hostile groups that contain any Bat Swarms, add three Bat Swarms models to this hostile's hostile group, and deploy them as reinforcements. Then each hostile in Torgillius' group makes an **Advance** action.



# WATCH CAPTAIN HALGRIM

MOVE: 3

WOUNDS: 7

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Cursed Weapons

Melee



3/4

## SPECIAL RULES

**Deathly Loyalty:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

**Commander of the Watch:** Increase the Damage values of all Ulfenwatch weapon actions by +1/+1 while this hostile is on the battlefield.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-2** **Summoned Bodyguard:** Deploy one slain Ulfenwatch from hostile groups as reinforcements. Then Watch Captain Halgrim and all Ulfenwatch in his hostile group make an **Advance** action.

**3-4** **Charge**

**5-9** **Disciplined Advance:** This hostile makes an **Advance** action. Then all Ulfenwatch on the battlefield make an **Advance** action.

**10-12** **Unleashed Might:** This hostile makes an **Advance** action. Increase the Damage values of his **Cursed Weapons** weapon action by +2/+2 until the end of the turn.



# VARGSKYR

MOVE: 4

WOUNDS: 14

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Talons<sup>1</sup>

Melee



2/4

Gaping Maw

Melee



4/5

<sup>1</sup>When this hostile makes an **Advance** or **Charge** action, use this weapon action when it attacks.

## SPECIAL RULES

**Feral Monstrosity:** Each time this hostile activates, make two behaviour rolls to determine what actions it makes. Fully resolve one behaviour roll result before making the other behaviour roll.

**Gnarled Hide:** Each time this hostile suffers damage, the leader must roll the quest dice. If the result is a 10+, reduce the damage suffered by 2, to a minimum of 1.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-2** **Terrifying Howl:** All heroes are stunned. Then the acting hostile makes an **Advance** action.

**3-4** **Bounding Leap:** The acting hostile makes a **Gaping Maw** weapon action that must target an adjacent hero. If the acting hostile is not adjacent to a hero, remove it from the battlefield. The leader then deploys it adjacent to as many heroes as possible. Then the acting hostile makes a **Gaping Maw** weapon action that must target an adjacent hero. If the acting hostile cannot be placed adjacent to a hero, place it as near as possible, after which the acting hostile makes a **Charge** action.

**5-9** **Advance**

**10-12** **Charge**



# KOSARGI NIGHTGUARD

MOVE: 3

WOUNDS: 10

SIZE: LARGE

## WEAPON ACTION

Bardiche

## TYPE

Melee

## DICE



## DAMAGE

3/4

## SPECIAL RULES

**Deathly Vigour:** Each time this hostile suffers damage, the leader must roll the quest dice. If the result is a 10+, reduce the damage suffered by 2, to a minimum of 1.

## BEHAVIOUR TABLE

### ROLL RESULT

1-3 Advance

4-9 Charge

10-12

**Lumbering Charge:** Each acting hostile makes two **Move** actions. While making those **Move** actions, each hostile can move adjacent to heroes without ending its **Move** action. After both of these **Move** actions have been made, each acting hostile must be adjacent to as many heroes as possible. Each acting hostile then attacks each adjacent hero once.



# VYRKOS BLOOD-BORN

MOVE: 5

WOUNDS: 6

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Piercing Blade

Melee



2/3

## SPECIAL RULES

**Bloodscent:** When picking a target for a weapon action made by this hostile, the leader must pick a hero that has one or more wound or grievous wound counters on their character card over one that does not.

**Shadowfast:** Each time this hostile suffers damage, the leader must roll the quest dice. If the result is a 9+, this model ignores the damage.

## BEHAVIOUR TABLE

ROLL RESULT

1-3

**Scent of Blood:** Each acting hostile makes a **Charge** action. While making this **Charge** action, each hostile can move adjacent to heroes with no wound or grievous wound counters without ending its **Move** action. If possible, each hostile must end its **Charge** action adjacent to one or more heroes with one or more wound or grievous wound counters on their character card.

4-7

**Charge**

8-12

**Bloodthirsty Charge:** Each acting hostile makes a **Charge** action. Re-roll failed attack rolls for that **Charge** action's weapon action.



# CORPSE RATS

MOVE: 3

WOUNDS: 3

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Infected Bite<sup>1</sup>

Melee



1/2

<sup>1</sup>**Disease Vector:** A hero that suffers damage from an **Infected Bite** weapon action is diseased.

## SPECIAL RULES

**Feral Packs:** A hostile group that contains three or fewer Corpse Rat models cannot include more than one Blood Rat model. If a Corpse Rat group has three or more models, one of the models must be a Blood Rat if a Blood Rat model is available. Finally, if a Corpse Rat group has six models, two of the models must be Blood Rats if two Blood Rat models are available.

**Swollen Horror:** Add 1 to the Wounds value of a Blood Rat.

## BEHAVIOUR TABLE

ROLL RESULT

1-7

**Sewer Swarm:** Remove all wound counters from all acting hostiles. Then each acting hostile makes an **Advance** action.

8-9

**Advance**

10-12

**Deathleap:** Each acting hostile makes a **Charge** action. Re-roll failed attack rolls for that **Charge** action's weapon action. After an acting Corpse Rats hostile makes a weapon action, the target hero can make one free weapon action that must target that Corpse Rats hostile.



# DEADWALKER ZOMBIES

MOVE: 2

WOUNDS: 3

SIZE: SMALL

## WEAPON ACTION

Hands and Teeth

## TYPE

Melee

## DICE



## DAMAGE

1/2

## SPECIAL RULES

**Gravestones:** Gravestone models (see Gravecall, below) are not hostiles, nor are they part of any hostile group. Heroes cannot enter the same space as a gravestone model. One small hostile can be in the same space as a gravestone model. A hero that is adjacent to a gravestone model can make the **Destroy** (4+) action. If they do, remove the gravestone model from the battlefield.

## BEHAVIOUR TABLE

### ROLL RESULT

1-2

**Gravecall:** The leader must place one available gravestone model in an empty space adjacent to a hero on the battlefield. If there are no available gravestone models, or there are no empty spaces adjacent to any hero, no gravestone models are placed. Then place an available Deadwalker Zombie on the battlefield in the same space as, or in an empty space adjacent to, each gravestone model on the battlefield. Those Deadwalker Zombies are now part of the active hostiles' hostile group. Then each acting hostile makes an **Advance** action.

3-5

**Advance**

6-9

**Charge**

10-12

**Impaling Cursebriar:** Each acting hostile makes an **Advance** action. If a hero suffers damage from that **Advance** action's weapon action, they are trapped.



# BAT SWARMS

MOVE: 5

WOUNDS: 2

SIZE: SMALL

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Leeching Bite

Melee



1/2

## SPECIAL RULES

**Flying Horrors:** A hostile group that contains three or fewer Bat Swarms cannot include more than one Direbat. If a Bat Swarm group has three or more models, one of the models must be a Direbat if a Direbat model is available. Finally, if a Bat Swarm group has six models, two of the models must be Direbats if two Direbat models are available.

**Hard to Hit:** Each time this hostile suffers damage, the leader must roll the quest dice. If the result is a 10+, reduce the damage suffered by 2, to a minimum of 1.

**Bloodgorged:** Add 1 to the Wounds value of a Direbat.

## BEHAVIOUR TABLE

### ROLL RESULT

1-3 Advance

4-6 Charge

7-10 **Blinding Attack:** Each acting hostile makes an **Advance** action. If the attack roll for that **Advance** action's weapon action is successful, lower the scores of any remaining activation dice on the target's character card by 1, to a minimum of 1.

11-12 **Bloodsucking Bite:** Each acting hostile makes an **Advance** action. If the attack roll is successful, increase the Damage values of that weapon action by +1/+1 for that attack. Then remove that Bat Swarm hostile from the battlefield as if it had been slain.



# ULFENWATCH

MOVE: 3

WOUNDS: 2

SIZE: SMALL

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Rusted Weapon

Melee



1/2

## SPECIAL RULES

**City Guard Patrol:** A hostile group that contains any Ulfenwatch cannot include more than one Ulfenwatch Sergeant or more than one Ulfenwatch Banner Bearer. In addition, if an Ulfenwatch group has four or more models, one of the models must be an Ulfenwatch Sergeant if one is available, and one of the models must be an Ulfenwatch Banner Bearer if one is available.

**Banner Bearer:** Re-roll failed attack rolls for weapon actions made by Ulfenwatch while an Ulfenwatch Banner Bearer is visible to the acting hostile.

**Ulfenwatch Officer:** Add 1 to the Wounds value of an Ulfenwatch Sergeant.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-2** **Summon the Ulfenwatch:** Deploy any slain Ulfenwatch from this hostile group as reinforcements. Each acting hostile already on the battlefield makes an **Advance** action.

**3-8** **Charge**

**9-12** **Danse Macabre:** Each acting hostile makes a **Move** action, then makes a **Charge** action.



# RADUKAR THE WOLF

*Empowered*

MOVE: 7

WOUNDS: 10

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Vyrkos Barrow-blade<sup>1</sup>

Melee



4/5

<sup>1</sup>If a hero suffers damage from this weapon, they are cursed and stunned.

## SPECIAL RULES

**Supernatural Strength:** Each time this hostile activates, make two behaviour rolls to determine what actions it makes. Fully resolve one behaviour roll result before making the other behaviour roll.

**Unsurpassable Might:** When this hostile suffers damage, reduce the damage suffered by 2, to a minimum of 0.

**Inveterate Conqueror:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-2** **Dark Majesty:** Remove all wound counters or one grievous wound counter from next to this hostile, and remove all ailments from this hostile. Then this hostile makes an **Advance** action.

**3-4** **Charge**

**5-9** **Brutal Assault:** This hostile makes a **Charge** action, but makes two weapon actions instead of one.

**10-12** **Call to the Hunt:** Add one available Vyrkos Blood-born to this hostile's hostile group and deploy it as reinforcements. Then this hostile and each Vyrkos Blood-born on the battlefield make a **Charge** action.



# GORSLAV THE GRAVEKEEPER

*Empowered*

MOVE: 4

WOUNDS: 9

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Gravekeeper's Spade

Melee



4/4

## SPECIAL RULES

**Keeper of the Corpse-gardens:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-5** **Arise! Arise!:** Deploy all slain Deadwalker Zombies from hostile groups as reinforcements. This hostile and all Deadwalker Zombies on the battlefield make an **Advance** action.

**6-7** **Call of the Gravekeeper:** This hostile and all Deadwalker Zombies on the battlefield make an **Advance** action.

**8-12** **Corpse Planting:** If there are no heroes adjacent to this hostile, treat this result as a Call of the Gravekeeper result. Otherwise, the leader must pick one hero that is adjacent to this hostile – they are buried.



# TORGILLIUS THE CHAMBERLAIN

*Empowered*

MOVE: 3

WOUNDS: 7

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Necrotising Bolt

Dual



4/6

## SPECIAL RULES

**Guardian of Dark Secrets:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-2** **Chittering Horde:** Deploy all slain Corpse Rats from hostile groups as reinforcements. If there are no hostile groups that contain any Corpse Rats, add three Corpse Rats models to this hostile's hostile group, and deploy them as reinforcements. Then each hostile in Torgillius' hostile group makes an **Advance** action.

**3-6** **Chilling Whispers:** The leader must pick one hero. That hero must remove 1 activation or reaction dice from their character card. If they cannot, they suffer 2 damage.

**7-10** **Creeping Doubt:** The leader must pick one hero. Change the score of all activation or reaction dice on that hero's character card to 1. If the hero does not have any unspent activation or reaction dice, they suffer 2 damage.

**11-12** **Flock of Nightmares:** Deploy all slain Bat Swarms from hostile groups as reinforcements. If there are no hostile groups that contain any Bat Swarms, add three Bat Swarms models to this hostile's hostile group, and deploy them as reinforcements. Then each hostile in Torgillius' group makes an **Advance** action.



# WATCH CAPTAIN HALGRIM

*Empowered*

MOVE: 3

WOUNDS: 7

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Cursed Weapons

Melee



3/4

## SPECIAL RULES

**Deathly Loyalty:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

**Commander of the Watch:** Increase the Damage values of all Ulfenwatch weapon actions by +1/+2 while this hostile is on the battlefield.

## BEHAVIOUR TABLE

### ROLL RESULT

- |       |   |
|-------|---|
| 1-2   | <b>Summoned Bodyguard:</b> Deploy two slain Ulfenwatch from hostile groups as reinforcements. Then Watch Captain Halgrim and all Ulfenwatch in his hostile group make an <b>Advance</b> action. |
| 3-4   | <b>Charge</b>   |
| 5-9   | <b>Disciplined Advance:</b> This hostile makes an <b>Advance</b> action. Then all Ulfenwatch on the battlefield make an <b>Advance</b> action.  |
| 10-12 | <b>Unleashed Might:</b> This hostile makes an <b>Advance</b> action. Increase the Damage values of his <b>Cursed Weapons</b> weapon action by +2/+2 until the end of the turn.                  |



# VARGSKYR

*Empowered*

MOVE: 5

WOUNDS: 14

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Talons<sup>1</sup>

Melee



2/4

Gaping Maw

Melee



4/5

<sup>1</sup>When this hostile makes an **Advance** or **Charge** action, use this weapon action when it attacks.

## SPECIAL RULES

**Feral Monstrosity:** Each time this hostile activates, make two behaviour rolls to determine what actions it makes. Fully resolve one behaviour roll result before making the other behaviour roll.

**Gnarled Hide:** Each time this hostile suffers damage, the leader must roll the quest dice. If the result is a 9+, reduce the damage suffered by 2, to a minimum of 1.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-2** **Terrifying Howl:** All heroes are stunned. Then the acting hostile makes an **Advance** action.

**3-4** **Bounding Leap:** The acting hostile makes a **Gaping Maw** weapon action that must target an adjacent hero. If the acting hostile is not adjacent to a hero, remove it from the battlefield. The leader then deploys it adjacent to as many heroes as possible. Then the acting hostile makes a **Gaping Maw** weapon action that must target an adjacent hero. If the acting hostile cannot be placed adjacent to a hero, place it as near as possible, after which the acting hostile makes a **Charge** action.

**5-9** **Advance**

**10-12** **Charge**



# KOSARGI NIGHTGUARD

*Empowered*

MOVE: 3

WOUNDS: 10

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Bardiche

Melee



4/6

## SPECIAL RULES

**Deathly Vigour:** Each time this hostile suffers damage, the leader must roll the quest dice. If the result is a 9+, reduce the damage suffered by 2, to a minimum of 1.

## BEHAVIOUR TABLE

ROLL RESULT

1-7 Charge

8-12

**Lumbering Charge:** Each acting hostile makes two **Move** actions. While making those **Move** actions, each hostile can move adjacent to heroes without ending its **Move** action. After both of these **Move** actions have been made, each acting hostile must be adjacent to as many heroes as possible. Each acting hostile then attacks each adjacent hero once.



# VYRKOS

## BLOOD-BORN

*Empowered*

MOVE: 6

WOUNDS: 6

SIZE: LARGE

### WEAPON ACTION

### TYPE

### DICE

### DAMAGE

Piercing Blade

Melee



3/4

### SPECIAL RULES

**Bloodscent:** When picking a target for a weapon action made by this hostile, the leader must pick a hero that has one or more wound or grievous wound counters on their character card over one that does not.

**Shadowfast:** Each time this hostile suffers damage, the leader must roll the quest dice. If the result is a 9+, this model ignores the damage.

## BEHAVIOUR TABLE

### ROLL RESULT

**1-4** **Scent of Blood:** Each acting hostile makes a **Charge** action. While making this **Charge** action, each hostile can move adjacent to heroes with no wound or grievous wound counters without ending its **Move** action. If possible, each hostile must end its **Charge** action adjacent to one or more heroes with one or more wound or grievous wound counters on their character card.

**5-6** **Charge**

**7-12** **Bloodthirsty Charge:** Each acting hostile makes a **Charge** action. Re-roll failed attack rolls for that **Charge** action's weapon action.



# CORPSE RATS

*Empowered*

MOVE: 3

WOUNDS: 3

SIZE: LARGE

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Infected Bite<sup>1</sup>

Melee



1/2

<sup>1</sup>Disease Vector: A hero that suffers damage from an Infected Bite weapon action is diseased.

## SPECIAL RULES

**Feral Packs:** A hostile group that contains three or fewer Corpse Rat models cannot include more than one Blood Rat model. If a Corpse Rat group has three or more models, one of the models must be a Blood Rat if a Blood Rat model is available. Finally, if a Corpse Rat group has six models, two of the models must be Blood Rats if two Blood Rat models are available.

**Swollen Horror:** Add 1 to the Wounds value of a Blood Rat.

## BEHAVIOUR TABLE

### ROLL RESULT

1-3

**Sewer Swarm:** Remove all wound counters from all acting hostiles. Then each acting hostile makes an **Advance** action.

4-7

**Advance**

8-12

**Deathleap:** Each acting hostile makes a **Charge** action. Re-roll failed attack rolls for that **Charge** action's weapon action. After an acting Corpse Rats hostile makes a weapon action, the target hero can make one free weapon action that must target that Corpse Rats hostile.



# DEADWALKER ZOMBIES

*Empowered*

MOVE: 4

WOUNDS: 3

SIZE: SMALL

WEAPON ACTION

TYPE

DICE

DAMAGE

Hands and Teeth

Melee



2/3

## SPECIAL RULES

**Gravestones:** Gravestone models (see Gravecall, below) are not hostiles, nor are they part of any hostile group. Heroes cannot enter the same space as a gravestone model. One small hostile can be in the same space as a gravestone model. A hero that is adjacent to a gravestone model can make the **Destroy (4+)** action. If they do, remove the gravestone model from the battlefield.

## BEHAVIOUR TABLE

ROLL RESULT

1-4

**Gravecall:** The leader must place one available gravestone model in an empty space adjacent to a hero on the battlefield. If there are no available gravestone models, or there are no empty spaces adjacent to any hero, no gravestone models are placed. Then place an available Deadwalker Zombie on the battlefield in the same space as, or in an empty space adjacent to, each gravestone model on the battlefield. Those Deadwalker Zombies are now part of the active hostiles' hostile group. Then each acting hostile makes an **Advance** action.

5-6 **Advance**

7-8 **Charge**

9-12

**Impaling Cursebriar:** Each acting hostile makes an **Advance** action. If a hero suffers damage from that **Advance** action's weapon action, they are trapped.



# BAT SWARMS

*Empowered*

MOVE: 5

WOUNDS: 2

SIZE: SMALL

## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Leeching Bite

Melee



1/2

## SPECIAL RULES

**Flying Horrors:** A hostile group that contains three or fewer Bat Swarms cannot include more than one Direbat. If a Bat Swarm group has three or more models, one of the models must be a Direbat if a Direbat model is available. Finally, if a Bat Swarm group has six models, two of the models must be Direbats if two Direbat models are available.

**Hard to Hit:** Each time this hostile suffers damage, the leader must roll the quest dice. If the result is a 10+, reduce the damage suffered by 2, to a minimum of 1.

**Bloodgorged:** Add 1 to the Wounds value of a Direbat.

## BEHAVIOUR TABLE

### ROLL RESULT

1-4 Charge

5-8

**Bloodsucking Bite:** Each acting hostile makes an **Advance** action. If the attack roll is successful, increase the Damage values of that weapon action by +1/+1 for that attack. Then remove that Bat Swarm hostile from the battlefield as if it had been slain.

9-12

**Frenzied Assault:** Each acting hostile makes a **Charge** action. Re-roll failed attack rolls for that **Charge** action's weapon action.



# ULFENWATCH

*Empowered*

MOVE: 3

WOUNDS: 2

SIZE: SMALL

WEAPON ACTION

TYPE

DICE

DAMAGE

Rusted Weapon

Melee



2/2

## SPECIAL RULES

**City Guard Patrol:** A hostile group that contains any Ulfenwatch cannot include more than one Ulfenwatch Sergeant or more than one Ulfenwatch Banner Bearer. In addition, if an Ulfenwatch group has four or more models, one of the models must be an Ulfenwatch Sergeant if one is available, and one of the models must be an Ulfenwatch Banner Bearer if one is available.

**Banner Bearer:** Re-roll failed attack rolls for weapon actions made by Ulfenwatch while an Ulfenwatch Banner Bearer is visible to the acting hostile.

**Ulfenwatch Officer:** Add 1 to the Wounds value of an Ulfenwatch Sergeant.

## BEHAVIOUR TABLE

ROLL RESULT

1-3 **Summon the Ulfenwatch:** Deploy any slain Ulfenwatch from this hostile group as reinforcements. Each acting hostile already on the battlefield makes an **Advance** action.

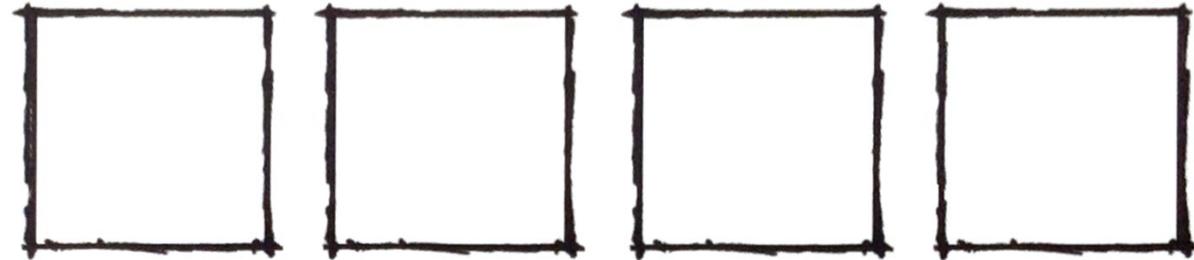
4-7 **Charge**

8-12 **Danse Macabre:** Each acting hostile makes a **Move** action, then makes a **Charge** action.

# JELSEN DARROCK

Executioner, Human, Order of Azyr

Size: Large



MOVE 3/4  
 AGILITY  VITALITY   
 DEFENCE 

CARRIED ITEM

WEAPON ACTION	TYPE	DICE	DAMAGE
Ardent Blade (1+)	Melee		2/3
Judgement (5+) <sup>1</sup>	Ranged	 	2/4
Firewood Stakes <sup>2</sup>	Dual		1/1

<sup>1</sup>Reload: This weapon action can only be made once per turn.

<sup>2</sup>Finisher: This weapon action cannot be made by spending activation dice.

## UNIQUE ABILITIES

**Ruthless:** Each time an attack roll made for this hero is successful, if the target is still visible, this hero can make one free **Firewood Stakes** weapon action against the same target.

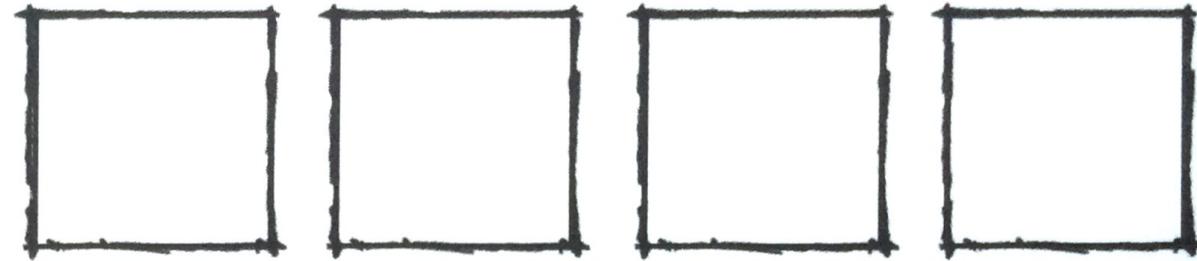
## PATH TO GLORY

**Relentless Hunter:** Each time a weapon action made by this hero slays a hostile Champion, gain 1 inspiration point.

# CAPTAIN EMELDA BRASKOV

*Blade, Human, Soldier*

*Size: Large*



MOVE  
3/4

AGILITY

VITALITY

DEFENCE

CARRIED  
ITEM

**WEAPON ACTION**                      **TYPE**                      **DICE**                      **DAMAGE**

Dawnlight (1+)                      Melee                                            2/4

**UNIQUE ABILITIES**

**Deathblow (6+):** This action can only be made once per turn. Pick two hostiles that are adjacent to each other, or two hostiles in the same space. Those hostiles must also be adjacent to this hero. Make one free **Dawnlight (1+)** weapon action against each of those hostiles.

**Battle Instincts:** Once per turn, during the gambit step, this hero can swap the position of their initiative card on the combat track with that of one other hero who agrees to switch position (the other hero does not need to be visible).

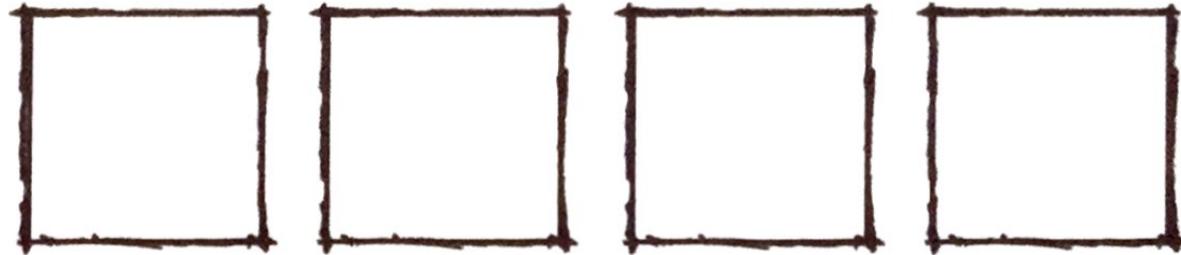
**PATH TO GLORY**

**Cut Them Down:** Each time this hero slays 3 or more hostiles during the same activation, gain 1 inspiration point.

# QULATHIS THE EXILE

*Executioner, Sylvaneth, Hunter*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Aelven Blade (4+)

Melee



1/1

Winter's Call (1+)

Ranged



1/3

## UNIQUE ABILITIES

**Oaken Arrows (6+):** Discard one oaken arrow counter and make one free **Winter's Call (1+)** weapon action. Damage suffered from that weapon action cannot be reduced or ignored.

**Hunter's Grace:** Each time an **Aelven Blade (4+)** weapon action made by this hero slays a hostile, place an activation dice with a score of 1 on an empty activation dice space on this hero's character card.

## PATH TO GLORY

**Run Them to Ground:** Each time an **Aelven Blade (4+)** weapon action made by this hero slays a hostile that suffered damage from a **Winter's Call (1+)** weapon action in the same activation, gain 1 inspiration point.

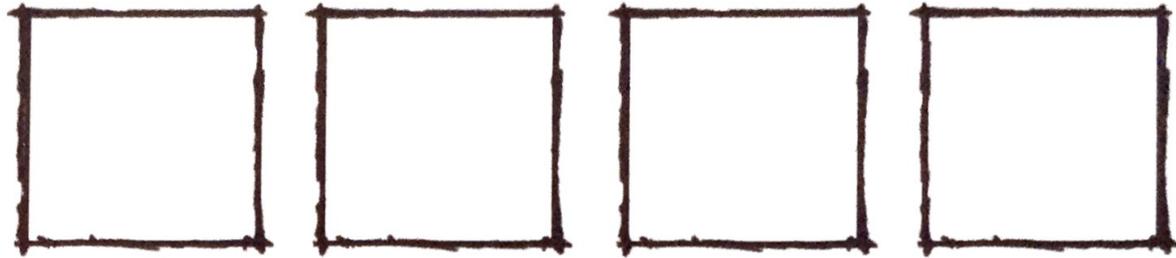


CARRIED  
ITEM

# DAGNAI HOLDENSTOCK

*Stalwart, Kharadron Overlord, Trade-Commodore*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Belaying Axe (1+)

Melee



2/3

Harpoon Gun (4+)<sup>1</sup>

Ranged



1/3

<sup>1</sup>**Reel 'em In:** This weapon action can only be made once per turn. If the attack roll is successful, you can pick an empty space within three spaces of the target that is nearer to this hero. Place the target in that space.

## UNIQUE ABILITIES

**Hook, Line and Loot:** This ability can only be used once per turn. If this hero is not adjacent to any hostiles and is within five spaces of a visible mysterious object, they can make the **Search (4+)** action as if they were adjacent to that mysterious object.

**Vault of Mercantile Endeavours:** This hero can keep up to two treasure cards instead of one.

## PATH TO GLORY

**Debts Owed:** Each time this hero draws a treasure or realmstone card from the discovery deck, gain 2 inspiration points.

AGILITY  VITALITY

MOVE **3/3**

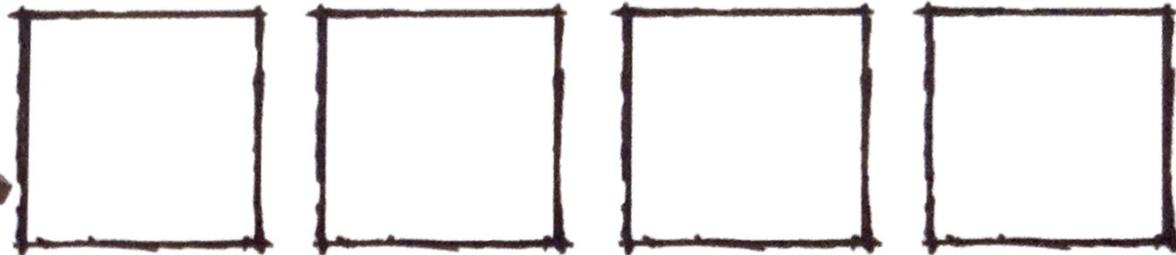
DEFENCE

CARRIED  
ITEM

# BRUTOGG CORPSE-EATER

*Stalwart, Ogor, Maneater*

*Size: Large*



WEAPON ACTION	TYPE	DICE	DAMAGE
Gutgouger (1+)	Melee	▲ ▲	1/3
Marrowmasher (4+)	Melee	◆	2/4

MOVE 3/4  
 AGILITY □  
 VITALITY ◆  
 DEFENCE ▲

CARRIED ITEM

## UNIQUE ABILITIES

**Tenderising Blow (6+):** This action can only be made once per turn. This hero makes a free **Marrowmasher (4+)** weapon action. Re-roll failed attack rolls for that action. That weapon action has a Damage value of 3/5 for that attack.

**Shoulder Barge (5+):** This action can only be made once per turn. This hero makes a free **Run (3+)** action, and can move adjacent to hostiles without ending that action. For that action, they can move through hostiles but must end the action in an empty space. Then pick one hostile that was moved through and roll ◆. If the roll is successful, that hostile is stunned.

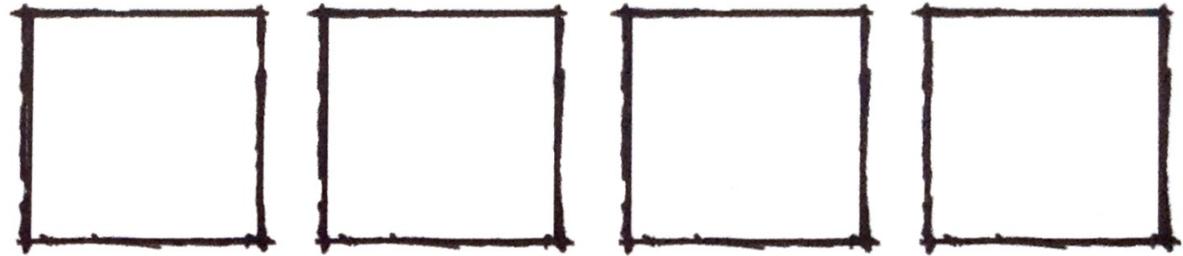
## PATH TO GLORY

**Been There, Ate That:** When making an inspiration roll, double the Wounds value of all hostiles slain during this hero's activation.

# GLAURIO VEN ALTEN III

*Blade, Human, Prince*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Gheistsever (1+)

Melee



1/3

Noblesse (3+)<sup>1</sup>

Dual



2/3

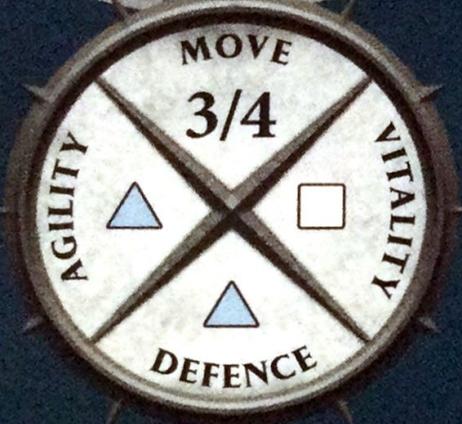
<sup>1</sup>Reload: This weapon action can only be made once per turn.

## UNIQUE ABILITIES

**Duellist (6+):** This action can only be made once per turn. This hero makes one free weapon action and one free **Move (1+)** or **Run (3+)** action, in any order. If the free weapon action is a **Gheistsever (1+)** action and the attack roll is a success, it is treated as being a critical success.

## PATH TO GLORY

**Reclaim the City:** Each time a weapon action made by this hero slays the last hostile in a hostile group, gain 1 inspiration point.

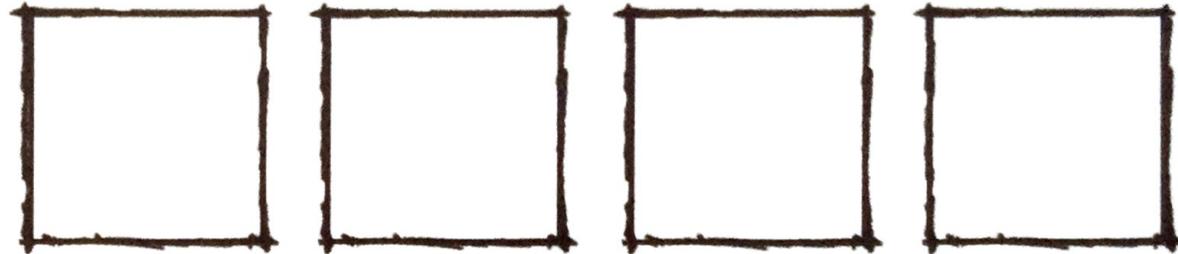


CARRIED  
ITEM

# OCTREN GLIMSCRY

*Loremaster, Human, Death Scholar*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Hexbrand (1+)<sup>1</sup>

Melee



1/2

Hollow Stare (4+)

Dual



1/3

<sup>1</sup>**Suffused with Death:** A target that suffers damage from this weapon action is also cursed.

## UNIQUE ABILITIES

**Grave-sand Tincture (6+):** This action can only be made once per turn. This hero suffers 1 damage. Until the start of this hero's next activation, the Damage value of the **Hollow Stare (4+)** weapon action is 3/5.

**Withering Hex (4+):** Pick a hostile visible to this hero and roll . If the roll is successful, that hostile is stunned.

## PATH TO GLORY

**Drain Life:** After a hostile is slain on the same board tile as this hero, roll . If the roll is a critical success, gain 1 inspiration point.

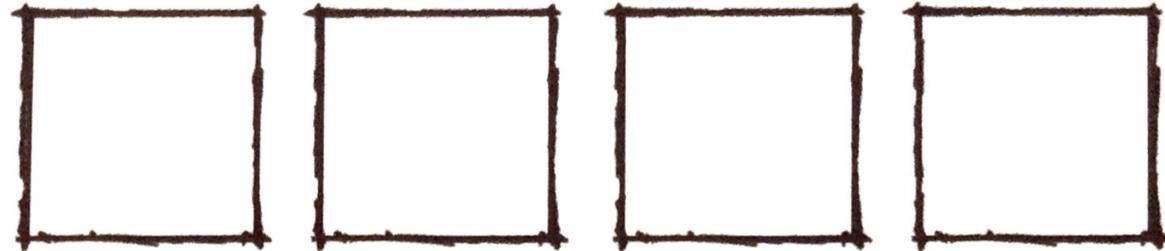


CARRIED  
ITEM

# CLEONA ZEITENGALE

*Loremaster, Human, Priest*

*Size: Large*



MOVE  
**3/4**  
 AGILITY  VITALITY   
 DEFENCE

CARRIED  
ITEM

**WEAPON ACTION**                      **TYPE**                      **DICE**                      **DAMAGE**

Thrice-blessed Mace (1+)                      Melee                                           1/3

Heavenbolt Stiletto (4+)<sup>1</sup>                      Ranged                                           1/1

<sup>1</sup>Power of Azyr: A target that suffers damage from this weapon action is also stunned.

**UNIQUE ABILITIES**

**Invigorating Touch (3+):** This action can only be made once per turn. Pick this hero or one adjacent hero. Remove one ailment from that hero.

**Staff of Celestial Devastation (6+):** This action can only be made once per turn. Pick one hostile visible to this hero and roll . If the roll is successful, that hostile and any other hostile in the same space suffers 2 damage. Then roll for each hostile or hero in an adjacent space to that hostile. If the roll is successful, that hostile or hero suffers 1 damage.

**PATH TO GLORY**

**Portents of Doom:** At the start of the initiative step, this hero's player can choose to discard one or more of this hero's activation dice that have the same score as any discarded destiny dice. For each activation dice discarded, gain 1 inspiration point.

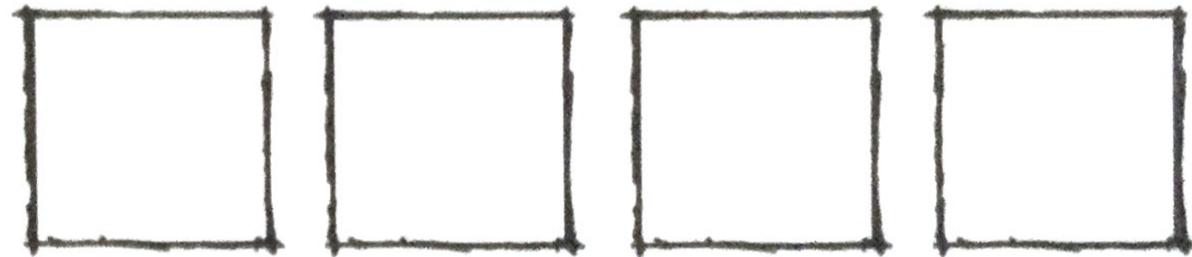


## TRAITS

# JELSEN DARROCK

Executioner, Human, Order of Azyr, Inspired

Size: Large



## WEAPON ACTION

WEAPON ACTION	TYPE	DICE	DAMAGE
Ardent Blade (1+)	Melee	▲ ▲	2/4
Judgement (3+) <sup>1</sup>	Ranged	◆ ▲	2/4
Firewood Stakes <sup>2</sup>	Dual	▲	2/2

<sup>1</sup>Reload: This weapon action can only be made once per turn.

<sup>2</sup>Finisher: This weapon action cannot be made by spending activation dice.

## UNIQUE ABILITIES

**Ruthless:** Each time an attack roll made for this hero is successful, if the target is still visible, this hero can make one free **Firewood Stakes** weapon action against the same target.

**Remorseless Killer (6+):** Make a free weapon action with this hero. If that weapon action slays a hostile Champion, this hero can immediately make one free weapon action.

CARRIED  
ITEM

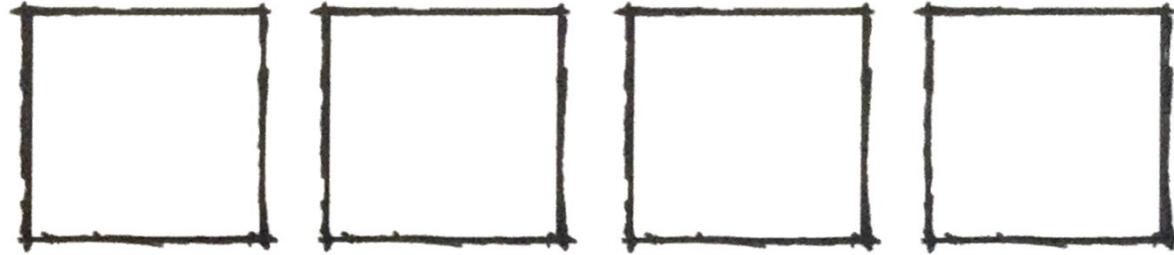
ARMOUR

WEAPON

# CAPTAIN EMELDA BRASKOV

*Blade, Human, Soldier, Inspired*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Dawnlight (1+)

Melee



3/4

## UNIQUE ABILITIES

**Deathblow (5+):** This action can only be made once per turn. Pick two hostiles that are adjacent to each other, or two hostiles in the same space. Those hostiles must also be adjacent to this hero. Make one free **Dawnlight (1+)** weapon action against each of those hostiles.

**Battle Instincts:** Once per turn, during the gambit step, this hero can swap the position of their initiative card on the combat track with that of one other hero who agrees to switch position (the other hero does not need to be visible).

**Vision of Heroism:** This hero cannot be stunned or fatigued.



MOVE  
3/4

AGILITY 

VITALITY 

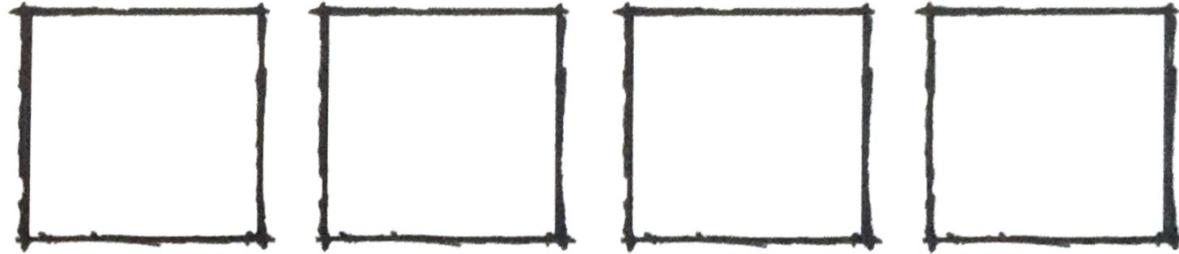
DEFENCE 

CARRIED  
ITEM

# QULATHIS THE EXILE

*Executioner, Sylvaneth, Hunter, Inspired*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Aelven Blade (2+)

Melee



1/2

Winter's Call (1+)

Ranged



2/3

## UNIQUE ABILITIES

**Oaken Arrows (6+):** Discard one oaken arrow counter and make one free **Winter's Call (1+)** weapon action. Damage suffered from that weapon action cannot be reduced or ignored.

**Hunter's Grace:** Each time an **Aelven Blade (2+)** weapon action made by this hero slays a hostile, place an activation dice with a score of 1 on an empty activation dice space on this hero's character card.

**Hunter's Eye:** Each time this hero makes a weapon action, if the score of the activation dice spent to make that action was a 6, increase the Damage values of that weapon action by +1/+1 for that attack. This cannot affect free weapon actions.



MOVE  
3/5

AGILITY  VITALITY 

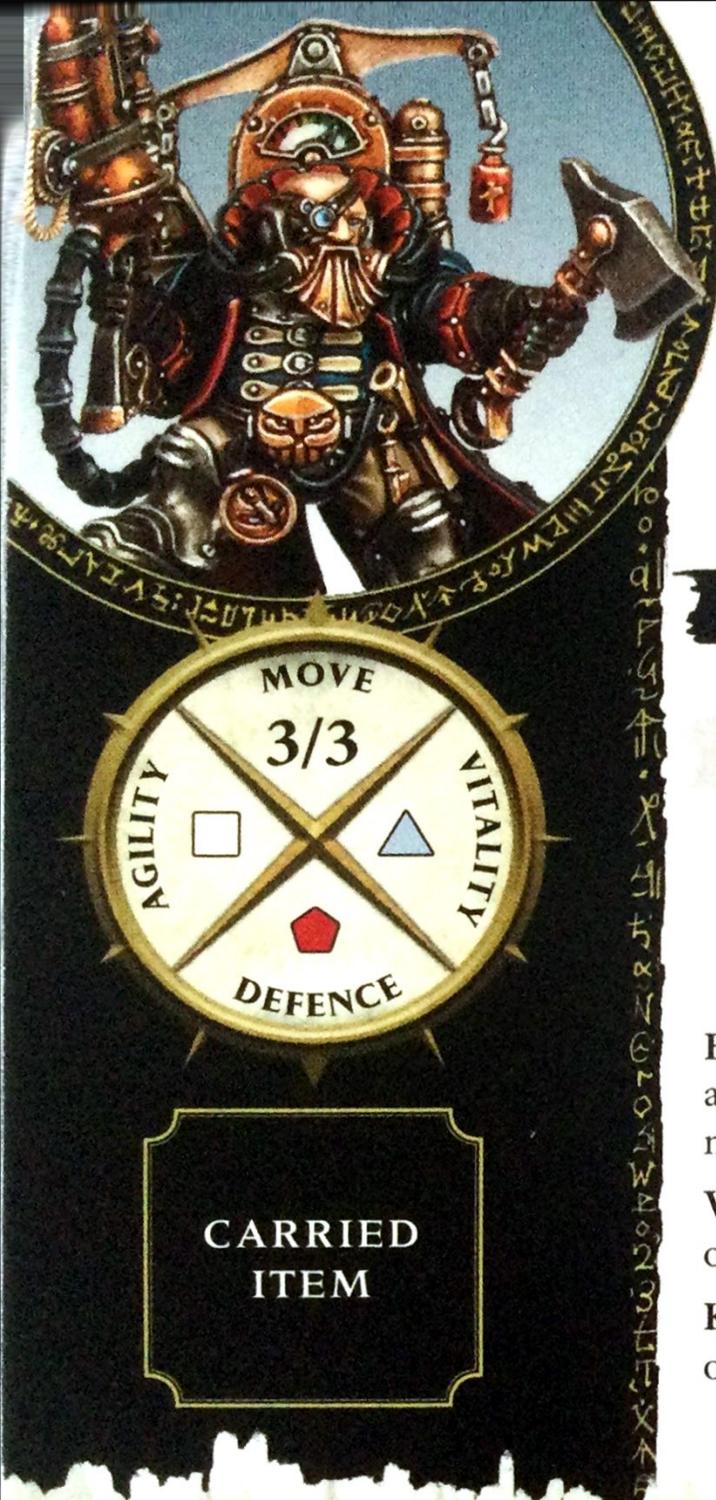
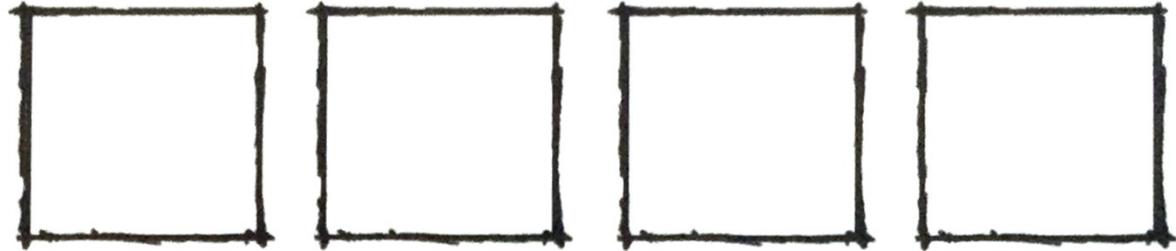
DEFENCE 

CARRIED  
ITEM

# DAGNAI HOLDENSTOCK

*Stalwart, Kharadron Overlord, Trade-Commodore, Inspired*

*Size: Large*



WEAPON ACTION	TYPE	DICE	DAMAGE
---------------	------	------	--------

Belaying Axe (1+)

Melee



3/3

Harpoon Gun (2+)<sup>1</sup>

Ranged



2/3

<sup>1</sup>**Reel 'em In:** This weapon action can only be made once per turn. If the attack roll is successful, you can pick an empty space within three spaces of the target that is nearer to this hero. Place the target in that space.

## UNIQUE ABILITIES

**Hook, Line and Loot:** This ability can only be used once per turn. If this hero is not adjacent to any hostiles and is within five spaces of a visible mysterious object, they can make the **Search** (4+) action as if they were adjacent to that mysterious object.

**Vault of Mercantile Endeavours:** This hero can keep up to three treasure cards instead of one.

**Keen Eye:** Each time this hero draws a discovery card, draw two cards and pick one. The other card is placed on the bottom of the discovery deck.



TRAITS

# BRUTOGG CORPSE-EATER

*Stalwart, Ogor, Maneater, Inspired*

*Size: Large*



MOVE  
3/4

AGILITY

VITALITY

DEFENCE

CARRIED  
ITEM

WEAPON ACTION	TYPE	DICE	DAMAGE
Gutgouger (1+)	Melee		2/3
Marrowmasher (3+)	Melee		2/5

## UNIQUE ABILITIES

**Tenderising Blow (5+):** This action can only be made once per turn. This hero makes a free **Marrowmasher (3+)** weapon action. Re-roll failed attack rolls for that action. That weapon action has a Damage value of 3/5 for that attack.

**Shoulder Barge (4+):** This action can only be made once per turn. This hero makes a free **Run (3+)** action, and can move adjacent to hostiles without ending that action. For that action, they can move through hostiles but must end the action in an empty space. Then pick one hostile that was moved through and roll . If the roll is successful, that hostile is stunned.

**Invincible Fortitude:** After a wound or grievous wound counter is removed from this hero's character card during their activation, place an activation dice with a score of 1 in the space it was on.

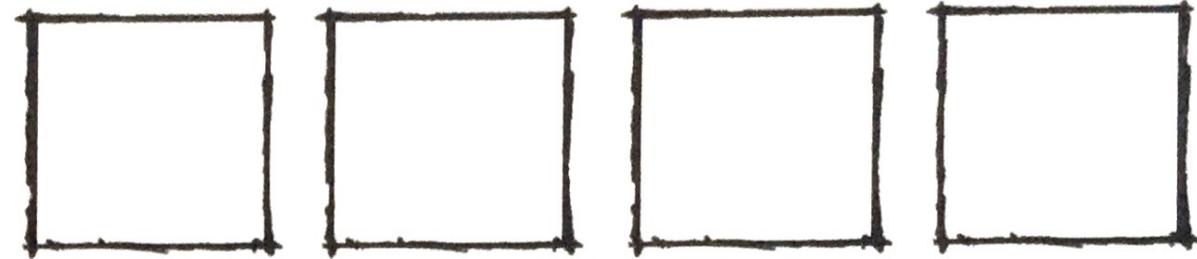
ARMOUR

WEAPON

# GLAURIO VEN ALTEN III

*Blade, Human, Prince, Inspired*

*Size: Large*



CARRIED  
ITEM

WEAPON ACTION	TYPE	DICE	DAMAGE
Gheistsever (1+)	Melee	▲ ▲	2/3
Noblesse (3+) <sup>1</sup>	Dual	◆ ▲	3/3

<sup>1</sup>**Fast Shot:** This weapon action can only be made twice per turn.

## UNIQUE ABILITIES

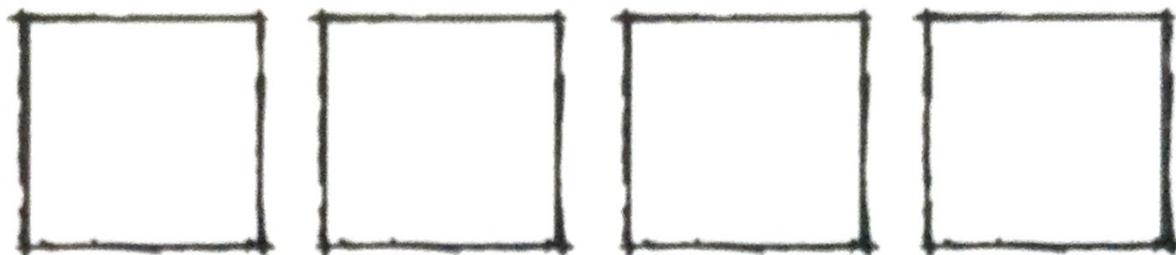
**Duellist (5+):** This action can only be made once per turn. This hero makes one free weapon action and one free **Move (1+)** or **Run (3+)** action, in any order. If the free weapon action is a **Gheistsever (1+)** action and the attack roll is a success, it is treated as being a critical success.

**Crippling Strike (3+):** Make a free **Gheistsever (1+)** weapon action with this hero. If the target suffers damage from that weapon action, it is trapped.

# OCTREN GLIMSCRY

*Loremaster, Human, Death Scholar, Inspired*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Hexbrand (1+)<sup>1</sup>

Melee



1/2

Hollow Stare (3+)

Dual



1/3

<sup>1</sup>Suffused with Death: A target that suffers damage from this weapon action is also cursed.

## UNIQUE ABILITIES

**Grave-sand Tincture (5+):** This action can only be made once per turn. This hero suffers 1 damage. Until the start of this hero's next activation, the Damage value of the **Hollow Stare (3+)** weapon action is 3/5.

**Withering Hex (3+):** Pick a hostile visible to this hero and roll . If the roll is successful, that hostile is stunned.

**Tomes of Death (4+):** This action can only be made once per turn. Pick one visible hostile to be your puppet - that hostile makes one weapon action that targets another visible hostile of your choice. Then pick a different hostile to be a puppet - that hostile makes one weapon action that targets another visible hostile of your choice.

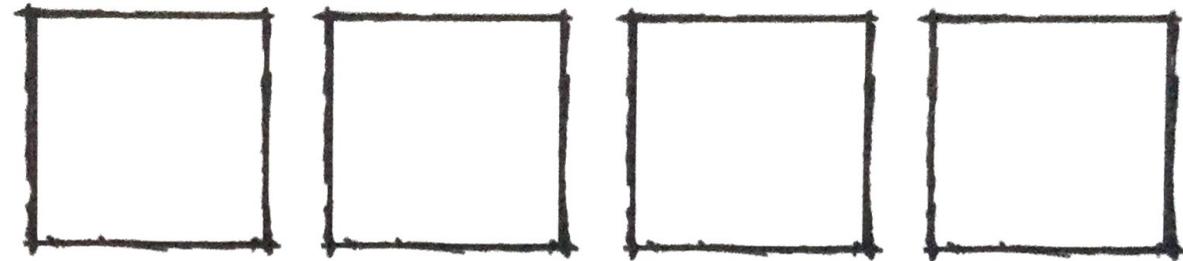


CARRIED  
ITEM

# CLEONA ZEITENGALE

*Loremaster, Human, Priest, Inspired*

*Size: Large*



WEAPON ACTION	TYPE	DICE	DAMAGE
Thrice-blessed Mace (1+)	Melee	🔴 □	2/3
Heavensbolt Stilettoes (3+) <sup>1</sup>	Ranged	🔴	1/2

<sup>1</sup>Power of Azyr: A target that suffers damage from this weapon action is also stunned.

## UNIQUE ABILITIES

**Invigorating Touch (3+):** This action can only be made once per turn. Pick this hero or one adjacent hero. Remove one ailment from that hero.

**Staff of Celestial Devastation (6+):** This action can only be made once per turn. Pick one hostile visible to this hero and roll 🔴. If the roll is successful, that hostile, and any other hostile in the same space suffers 3 damage. Then roll ▲ for each hostile or hero in an adjacent space to that hostile. If the roll is successful, that hostile or hero suffers 2 damage.

**Heavenly Alignment:** This ability can only be used once per turn. Before the initiative step, pick this hero or one visible hero and discard one of this hero's activation dice. Add 2 to the score of each of that hero's activation dice (to a maximum of 6).

MOVE  
3/4

AGILITY □

VITALITY ▲

DEFENCE □

CARRIED  
ITEM