

Human Soldier 39 Regular - Medium Model Points <div> <div>4</div> <div>MOV</div> <div>4</div> <div>ATT</div> <div>3</div> <div>MRK</div> <div>5</div> <div>DEF</div> <div>3</div> <div>IV</div> <div>3</div> <div>WP</div> <div>3</div> <div>ARM</div> <div>4</div> <div>EN</div> <div>4</div> <div>DAM</div> </div> Equipment Hand Weapon Light Armour Shield Perk Soldier Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. <div> Health </div>	Human Fighter 54 Regular - Medium Model Points <div> <div>3</div> <div>MOV</div> <div>4</div> <div>ATT</div> <div>3</div> <div>MRK</div> <div>4</div> <div>DEF</div> <div>4</div> <div>IV</div> <div>3</div> <div>WP</div> <div>5</div> <div>ARM</div> <div>3</div> <div>EN</div> <div>5</div> <div>DAM</div> </div> Equipment Great Weapon Medium Armour Perk Fighter Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. <div> Health </div>	Human Hunter 39 Regular - Medium Model Points <div> <div>5</div> <div>MOV</div> <div>3</div> <div>ATT</div> <div>4</div> <div>MRK</div> <div>4</div> <div>DEF</div> <div>3</div> <div>IV</div> <div>3</div> <div>WP</div> <div>3</div> <div>ARM</div> <div>3</div> <div>EN</div> <div>4</div> <div>DAM</div> </div> Equipment Hand Weapon Light Armour Longbow - Range: 16" - DAM: 4 Perk Ranger Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. <div> Health </div>	Human Marksman 44 Regular - Medium Model Points <div> <div>4</div> <div>MOV</div> <div>3</div> <div>ATT</div> <div>4</div> <div>MRK</div> <div>4</div> <div>DEF</div> <div>4</div> <div>IV</div> <div>3</div> <div>WP</div> <div>3</div> <div>ARM</div> <div>3</div> <div>EN</div> <div>4</div> <div>DAM</div> </div> Equipment Hand Weapon Light Armour Crossbow - Range: 24" - DAM: 5 - Slow to Load Perk Archer Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. <div> Health </div>
Human Guardsman 64 Regular - Medium Model Points <div> <div>3</div> <div>MOV</div> <div>4</div> <div>ATT</div> <div>3</div> <div>MRK</div> <div>4</div> <div>DEF</div> <div>4</div> <div>IV</div> <div>3</div> <div>WP</div> <div>4</div> <div>ARM</div> <div>3</div> <div>EN</div> <div>5</div> <div>DAM</div> </div> Equipment Polearm - Reach - Medium Armour Perk Fighter Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. <div> Health </div>	Dwarf Clansman 72 Regular - Medium Model Points <div> <div>3</div> <div>MOV</div> <div>5</div> <div>ATT</div> <div>3</div> <div>MRK</div> <div>5</div> <div>DEF</div> <div>4</div> <div>IV</div> <div>4</div> <div>WP</div> <div>5</div> <div>ARM</div> <div>4</div> <div>EN</div> <div>4</div> <div>DAM</div> </div> Equipment Hand Weapon Medium Armour Shield Perk Fighter Abilities Stalwart - Score criticals on a 5+ on Armour Rolls. Sturdy - No MOV penalty for armour. <div> Health </div>	Dwarf Deathseeker 67 Regular - Medium Model Points <div> <div>3</div> <div>MOV</div> <div>5</div> <div>ATT</div> <div>3</div> <div>MRK</div> <div>4</div> <div>DEF</div> <div>3</div> <div>IV</div> <div>4</div> <div>WP</div> <div>5</div> <div>ARM</div> <div>4</div> <div>EN</div> <div>4</div> <div>DAM</div> </div> Equipment Two Hand Weapons Medium Armour Perk Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn. Abilities Stalwart - Score criticals on a 5+ on Armour Rolls. Sturdy - No MOV penalty for armour. <div> Health </div>	Dwarf Marksman 62 Regular - Medium Model Points <div> <div>3</div> <div>MOV</div> <div>4</div> <div>ATT</div> <div>4</div> <div>MRK</div> <div>4</div> <div>DEF</div> <div>4</div> <div>IV</div> <div>4</div> <div>WP</div> <div>4</div> <div>ARM</div> <div>4</div> <div>EN</div> <div>4</div> <div>DAM</div> </div> Equipment Hand Weapon Light Armour Crossbow - Range: 24" - DAM: 5 - Slow to Load Perk Archer Abilities Stalwart - Score criticals on a 5+ on Armour Rolls. Sturdy - No MOV penalty for armour. <div> Health </div>

Warrow Thornguard 44 Regular - Small Model Points <div> <div>4</div> <div>MOV</div> </div> <div> <div>3</div> <div>ATT</div> </div> <div> <div>5</div> <div>MRK</div> </div> <div> <div>6</div> <div>DEF</div> </div> <div> <div>4</div> <div>IV</div> </div> <div> <div>4</div> <div>WP</div> </div> <div> <div>2</div> <div>ARM</div> </div> <div> <div>2</div> <div>EN</div> </div> <div> <div>3</div> <div>DAM</div> </div> <div> Equipment Hand Weapon Light Armour Shield </div> <div> Perk Soldier </div> <div> Abilities Fearless - Never has to take a Bravery test. </div> <div> Health </div>	Warrow Brushstalker 44 Regular - Small Model Points <div> <div>5</div> <div>MOV</div> </div> <div> <div>3</div> <div>ATT</div> </div> <div> <div>6</div> <div>MRK</div> </div> <div> <div>5</div> <div>DEF</div> </div> <div> <div>4</div> <div>IV</div> </div> <div> <div>4</div> <div>WP</div> </div> <div> <div>2</div> <div>ARM</div> </div> <div> <div>2</div> <div>EN</div> </div> <div> <div>3</div> <div>DAM</div> </div> <div> Equipment Hand Weapon Light Armour Short Bow - Range: 12" - DAM: 3 </div> <div> Perk Soldier </div> <div> Ability Fearless - Never has to take a Bravery test. </div> <div> Health </div>	Ogre Mercenary 39 Regular - Large Model Points <div> <div>5</div> <div>MOV</div> </div> <div> <div>3</div> <div>ATT</div> </div> <div> <div>2</div> <div>MRK</div> </div> <div> <div>4</div> <div>DEF</div> </div> <div> <div>4</div> <div>IV</div> </div> <div> <div>3</div> <div>WP</div> </div> <div> <div>4</div> <div>ARM</div> </div> <div> <div>5</div> <div>EN</div> </div> <div> <div>6</div> <div>DAM</div> </div> <div> Equipment Hand Weapon Medium Armour Shield </div> <div> Perk Fighter </div> <div> Abilities Throwing Weight - Charge makes a Power Attack. Fear (3) - Force enemies to make a Bravery test with a TN of 3 when attacking them. </div> <div> Health </div>	Human Veteran 61 Veteran - Medium Model Points <div> <div>3</div> <div>MOV</div> </div> <div> <div>5</div> <div>ATT</div> </div> <div> <div>3</div> <div>MRK</div> </div> <div> <div>5</div> <div>DEF</div> </div> <div> <div>3</div> <div>IV</div> </div> <div> <div>4</div> <div>WP</div> </div> <div> <div>4</div> <div>ARM</div> </div> <div> <div>5</div> <div>EN</div> </div> <div> <div>4</div> <div>DAM</div> </div> <div> Equipment Hand Weapon Medium Armour Shield </div> <div> Perks Soldier Natural Born Killer </div> <div> Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. </div> <div> Health </div>
Human Apprentice Mage 66 Veteran - Medium Model Points <div> <div>4</div> <div>MOV</div> </div> <div> <div>3</div> <div>ATT</div> </div> <div> <div>3</div> <div>MRK</div> </div> <div> <div>4</div> <div>DEF</div> </div> <div> <div>4</div> <div>IV</div> </div> <div> <div>5</div> <div>WP</div> </div> <div> <div>3</div> <div>ARM</div> </div> <div> <div>4</div> <div>EN</div> </div> <div> <div>4</div> <div>DAM</div> </div> <div> Equipment Hand Weapon Light Armour </div> <div> Perks Mage Lightning Reflexes </div> <div> Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. </div> <div> Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Plane Walk - Range: 16" - Mana: 1 - TN: 4 Instantly move up to 16" within line of sight. Heal Wounds - Range: 16" Mana: 1 - TN: 4 Heal a friendly model +1 EN per success. </div> <div> Health </div>	Human Knight 126 Veteran - Large Points <div> <div>6</div> <div>MOV</div> </div> <div> <div>4</div> <div>ATT</div> </div> <div> <div>3</div> <div>MRK</div> </div> <div> <div>3</div> <div>DEF</div> </div> <div> <div>2</div> <div>IV</div> </div> <div> <div>4</div> <div>WP</div> </div> <div> <div>5</div> <div>ARM</div> </div> <div> <div>6</div> <div>EN</div> </div> <div> <div>5</div> <div>DAM</div> </div> <div> Equipment Hand Weapon Heavy Armour Shield Lance - +2 DAM when charging </div> <div> Perks Rider Natural Born Killer Fleet Brute Tough </div> <div> Abilities Tactics - Range 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. Tooth and Claw - Mount Cannot Equip Weapons. Mounted - Horse. </div> <div> Health </div>	Dwarf Ironborn 89 Veteran - Medium Model Points <div> <div>3</div> <div>MOV</div> </div> <div> <div>5</div> <div>ATT</div> </div> <div> <div>3</div> <div>MRK</div> </div> <div> <div>4</div> <div>DEF</div> </div> <div> <div>3</div> <div>IV</div> </div> <div> <div>5</div> <div>WP</div> </div> <div> <div>6</div> <div>ARM</div> </div> <div> <div>7</div> <div>EN</div> </div> <div> <div>4</div> <div>DAM</div> </div> <div> Equipment Hand Weapon Heavy Armour Shield </div> <div> Perks Soldier True Grit </div> <div> Abilities Stalwart - Score criticals on a 5+ on Armour Rolls. Sturdy - No MOV penalty for armour. </div> <div> Health </div>	Dwarf Ranger 94 Veteran - Medium Model Points <div> <div>4</div> <div>MOV</div> </div> <div> <div>4</div> <div>ATT</div> </div> <div> <div>4</div> <div>MRK</div> </div> <div> <div>4</div> <div>DEF</div> </div> <div> <div>4</div> <div>IV</div> </div> <div> <div>5</div> <div>WP</div> </div> <div> <div>5</div> <div>ARM</div> </div> <div> <div>5</div> <div>EN</div> </div> <div> <div>5</div> <div>DAM</div> </div> <div> Equipment Great Weapon Medium Armour Crossbow - Range: 24" - DAM: 5 - Slow to Load </div> <div> Perks Ranger Lightning Reflexes </div> <div> Abilities Stalwart - Score criticals on a 5+ on Armour Rolls. Sturdy - No MOV penalty for armour. </div> <div> Health </div>

<div> Warrow Deadshot 46 Points </div> <div> Veteran - Small Model </div> <div> <div> 4 MOV </div> <div> 2 ATT </div> <div> 5 MRK </div> <div> 5 DEF </div> <div> 4 IV </div> <div> 5 WP </div> <div> 2 ARM </div> <div> 3 EN </div> <div> 3 DAM </div> </div> <div> Equipment Hand Weapon Light Armour Short Bow - Range: 12" - DAM: 3 </div> <div> Perk Archer Target Shooter - Each success adds +1 D6. </div> <div> Abilities Fearless - Never has to take a Bravery test. </div> <div> Health </div>	<div> Human Captain 164 Points </div> <div> Hero - Medium Model </div> <div> <div> 3 MOV </div> <div> 6 ATT </div> <div> 4 MRK </div> <div> 5 DEF </div> <div> 5 IV </div> <div> 4 WP </div> <div> 6 ARM </div> <div> 6 EN </div> <div> 5 DAM </div> </div> <div> Equipment Blade of Flashing Silver - +2 AP in Melee Combat Charm of Haste - +3 IV, 1 use only. Heavy Armour Shield </div> <div> Perk Soldier Natural Born Killer Lightning Reflexes </div> <div> Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. </div> <div> Health </div>	<div> Human Sorcerer 124 Points </div> <div> Hero - Medium Model </div> <div> <div> 4 MOV </div> <div> 4 ATT </div> <div> 4 MRK </div> <div> 5 DEF </div> <div> 4 IV </div> <div> 6 WP </div> <div> 4 ARM </div> <div> 5 EN </div> <div> 6 DAM </div> </div> <div> Equipment Great Weapon Light Armour </div> <div> Perks Mage Lightning Reflexes Artful Dodger - +1 DEF vs Free Strikes. </div> <div> Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. </div> <div> Health </div>	<div> Human Sorcerer 124 Points </div> <div> Hero - Medium Model </div> <div> <div> 4 MOV </div> <div> 4 ATT </div> <div> 4 MRK </div> <div> 5 DEF </div> <div> 4 IV </div> <div> 6 WP </div> <div> 4 ARM </div> <div> 5 EN </div> <div> 6 DAM </div> </div> <div> Equipment Great Weapon Light Armour </div> <div> Perks Mage Lightning Reflexes Artful Dodger - +1 DEF vs Free Strikes. </div> <div> Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. </div> <div> Health </div>
<div> Human Adventurer 154 Points </div> <div> Hero - Medium Model </div> <div> <div> 3 MOV </div> <div> 6 ATT </div> <div> 4 MRK </div> <div> 7 DEF </div> <div> 5 IV </div> <div> 4 WP </div> <div> 6 ARM </div> <div> 6 EN </div> <div> 7 DAM </div> </div> <div> Equipment Blade of Might Ring of Defense Heavy Armour Shield </div> <div> Perk Fighter Natural Born Killer True Grit </div> <div> Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. </div> <div> Health </div>	<div> Human Paladin 164 Points </div> <div> Hero - Medium Model </div> <div> <div> 4 MOV </div> <div> 5 ATT </div> <div> 4 MRK </div> <div> 5 DEF </div> <div> 4 IV </div> <div> 4 WP </div> <div> 6 ARM </div> <div> 6 EN </div> <div> 9 DAM </div> </div> <div> Equipment Black Blade Ring of Defense Heavy Armour </div> <div> Perk Soldier Fast Healer - Range: Base Contact - TN: 6 - Revive incapacitated ally with 1 EN per success. </div> <div> Ability Tactics - Range: 12" - Heroes may issue +1 D6 to any Veteran or Regular - Medium Model model. </div> <div> Health </div>	<div> Dwarf Clanlord 180 Points </div> <div> Hero - Medium Model </div> <div> <div> 3 MOV </div> <div> 7 ATT </div> <div> 4 MRK </div> <div> 5 DEF </div> <div> 5 IV </div> <div> 5 WP </div> <div> 8 ARM </div> <div> 7 EN </div> <div> 6 DAM </div> </div> <div> Equipment Hand Weapon Heavy Armour Enchanted Shield Talisman of Armour Penetration </div> <div> Perks Soldier Natural Born Killer Lightning Reflexes </div> <div> Abilities Stalwart - Score criticals on a 5+ on Armour Rolls. Sturdy - No MOV penalty for armour. </div> <div> Health </div>	<div> Dwarf Oathkeeper 190 Points </div> <div> Hero - Medium Model </div> <div> <div> 3 MOV </div> <div> 6 ATT </div> <div> 4 MRK </div> <div> 5 DEF </div> <div> 5 IV </div> <div> 5 WP </div> <div> 7 ARM </div> <div> 6 EN </div> <div> 9 DAM </div> </div> <div> Equipment Black Blade Heavy Armour Ring of Defense </div> <div> Perks Natural Born Killer Lightning Reflexes Marauder - Charge for free instead of spending an order if an enemy is within double your MOV range. If failed, you cannot charge again for free until next turn. </div> <div> Abilities Stalwart - Score criticals on a 5+ on Armour Rolls. Sturdy - No MOV penalty for armour. </div> <div> Health </div>

<div> <div> Warrow Militia Captain 190 Points </div> <div> Hero - Small Model </div> </div> <div> <div> 5 MOV </div> <div> 5 ATT </div> <div> 7 MRK </div> <div> 7 DEF </div> <div> 5 IV </div> <div> 5 WP </div> <div> 3 ARM </div> <div> 4 EN </div> <div> 4 DAM </div> </div> <div> <div>Equipment</div> <div> Sword of Heroes Light Armour Short Bow - Range: 12" - DAM: 3 Ring of Defense </div> </div> <div> <div>Perks</div> <div> Ranger Power Shot - May make Power Attacks. Finesse Shot - May make Finesse Attacks. </div> </div> <div> <div>Abilities</div> <div> Diminutive - Base size 25mm or less. Fearless - Never has to take a Bravery test. </div> </div> <div> <div>Health</div> <div> <div></div> <div></div> <div></div> <div></div> </div> </div>
