Forest Troll



Move 6 squares
Attack 4 dice *
Defend 4 dice
Body 2
Mind 1

* Trolls may choose to regenerate 1 Bodypoint of damage instead of attacking. Damage done by fire is permanent and can not be regenerated.

Frozen Horror



Move 8 squares
Attack 5 dice
Defend 4 dice
Body 6
Mind 4

Ice Gremlin



Move 10 squares
Attack 2 dice *
Defend 3 dice
Body 2 / Mind 3

* The Ice Gremlin can either attack or steal one item from one Hero. It cannot steal an equipped item. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no Hero can see the Ice Gremlin at the start of Morcar's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.

Polar Warbear



Move 6 squares
Attack 3/3 dice *
Defend 3 dice
Body 4
Mind 2

* The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of 2 different opponents.

Yeti



Move 8 squares
Attack 3 dice *
Defend 3 dice
Body 5 / Mind 2

* If the Yeti inflicts damage, it grabs its target in a powerful hug. During the hero's next turn, this hug inflicts 1 point of damage unless the hero rolls a white shield, breaking the hug. As long as the yeti is hugging a hero, both cannot move nor attack. Other heroes may try to release the trapped hero by killing the Yeti.

Giant Wolf



Move 9 squares
Attack 6 dice
Defend 3 dice
Body 1
Mind 1

Elven Archmage Sinestra



Move 8 squares
Attack 4 dice
Defend 4 dice
Body 4
Mind 9

Elven Archer



Move 6 squares
Attack 4 (1) dice *
Defend 2 dice
Body 1
Mind 2

* this enemy uses ranged attacks. When attacking adjacent targets, a number of dice equal to the number in brackets should be used.

Elven Warrior



Move 6 squares
Attack 4 dice
Defend 3 dice
Body 1
Mind 2

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Bugbear



Move 6 squares
Attack 3/3 dice *
Defend 4 dice
Body 2
Mind 1

* The Bugbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of 2 different opponents.

Giant Spider



Move 10 squares
Attack 2 dice *
Defend 2 dice
Body 1
Mind 1

* If the Giant Spider inflicts damage, it may roll one attack die. If a black shield is rolled, the spider's bite will inflict 1 point of poison damage.

Giant Rats



Move 10 squares
Attack 1 dice
Defend 2 dice
Body 1
Mind 1

Skaven Warrior



Move 12 squares
Attack 1 (2) dice *
Defend 2 dice
Body 1
Mind 1

* this enemy may use ranged attacks. When attacking adjacent targets, a number of dice equal to the number in brackets should be used.

Rat Ogre



Move 8 squares
Attack 4 dice
Defend 3 dice
Body 2
Mind 1

White Seer



Move 6 squares
Attack 3 dice
Defend 3 dice
Body 4
Mind 1

Gnoll



Move 8 squares
Attack 3 dice
Defend 3 dice
Body 1
Mind 2

Cave Troll



Move 8 squares
Attack 4 dice *
Defend 4 dice
Body 3
Mind 2

* Trolls may choose to regenerate 1 Bodypoint of damage instead of attacking. Damage done by fire is permanent and can not be regenerated.

Black Orc



Move 7 squares
Attack 3 dice
Defend 4 dice
Body 1
Mind 1

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Chaos Sorcerer



Move 8 squares
Attack 3 dice
Defend 3 dice
Body 1
Mind 4

Necromancer Fanrax



Move 6 squares
Attack 4 dice
Defend 6 dice
Body ***Variable***
Mind 7

High Mage Zanrath



Move 5 squares
Attack 5 dice
Defend 5 dice
Body ***Variable***
Mind 8

Storm Master Boroush



Move 7 squares
Attack 6 dice
Defend 5 dice
Body ***Variable***
Mind 6

Orc Shaman Grawshak



Move 7 squares
Attack 5 dice
Defend 5 dice
Body ***Variable***
Mind 7

Scout



Move 9 squares
Attack 2 dice
Defend 3 dice
Body 1
Mind 2

Swordsman



Move 5 squares
Attack 4 dice
Defend 4 dice
Body 1
Mind 2

Halberdier



Move 6 squares
Attack 3 dice *
Defend 3 dice
Body 1
Mind 2

* this enemy can attack diagonally.

Crossbowman



Move 6 squares
Attack 2 dice *
Defend 3 dice
Body 1
Mind 2

* this enemy may also use ranged attacks.

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Gargoyle



Move 6 squares
Attack 4 dice
Defend 4 dice
Body 1
Mind 4

Goblin



Move 10 squares
Attack 2 dice
Defend 1 dice
Body 1
Mind 1

Orc



Move 8 squares
Attack 3 dice
Defend 2 dice
Body 1
Mind 2

Zombie



Move 4 squares
Attack 2 dice
Defend 3 dice
Body 1
Mind 0

* this is an undead creature, and vulnerable to holy water.

Skeleton



Move 6 squares
Attack 2 dice
Defend 2 dice
Body 1
Mind 0

* this is an undead creature, and vulnerable to holy water.

Mummy



Move 4 squares
Attack 3 dice
Defend 4 dice
Body 1
Mind 0

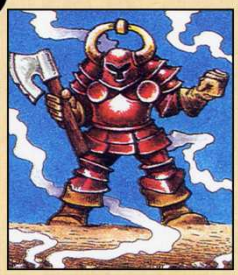
* this is an undead creature, and vulnerable to holy water.

Fimir



Move 6 squares
Attack 3 dice
Defend 3 dice
Body 1
Mind 3

Chaos Warrior



Move 6 squares
Attack 3 dice
Defend 4 dice
Body 1
Mind 3

Carrion Crawler



Move 2 squares
Attack 2/2 dice *
Defend 4 dice
Body 4
Mind 1

* this enemy may attack twice

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Wraith



Move 8 squares *
Attack 3 dice
Defend 3 dice
Body 1 *
Mind 4

* this enemy is ethereal. When moving, it may move over any occupied square, but it may not end it's movement on an occupied square. Ethereal enemies can only be damaged by magic spells and magical weapons.

Giant Bat



Move 6 squares *
Attack 2 dice
Defend 2 dice
Body 1
Mind 1

* this enemy can fly. When moving, it may fly over any occupied square, but it may not end it's movement on an occupied square.

Manscorpion



Move 8 squares
Attack 5 dice *
Defend 4 dice
Body 4
Mind 3

* If the Manscorpion inflicts damage, it may roll one attack die. If a black shield is rolled, the Manscorpion will inflict 1 point of poison damage.

Skeleton Archer



Move 6 squares
Attack 2 (1) dice
Defend 2 dice
Body 1
Mind 0

* this is an undead creature, and vulnerable to holy water. This enemy uses ranged attacks. When attacking adjacent targets, a number of dice equal to the number in brackets should be used.

Goblin Archer



Move 10 squares
Attack 2 (1) dice
Defend 1 dice
Body 1
Mind 1

* this enemy uses ranged attacks. When attacking adjacent targets, a number of dice equal to the number in brackets should be used.

Orc Crossbowman



Move 8 squares
Attack 3 (1) dice
Defend 2 dice
Body 1
Mind 2

* this enemy uses ranged attacks. When attacking adjacent targets, a number of dice equal to the number in brackets should be used.

Skeleton Champion



Move 6 squares
Attack 3 dice
Defend 3 dice
Body 1
Mind 0

* this is an undead creature, and vulnerable to holy water.

Lich



Move 8 squares
Attack 3 dice
Defend 3 dice
Body 1
Mind 3

* this undead creature is not vulnerable to holy water.

Wight



Move 6 squares
Attack 3 dice
Defend 3 dice
Body 2
Mind 2

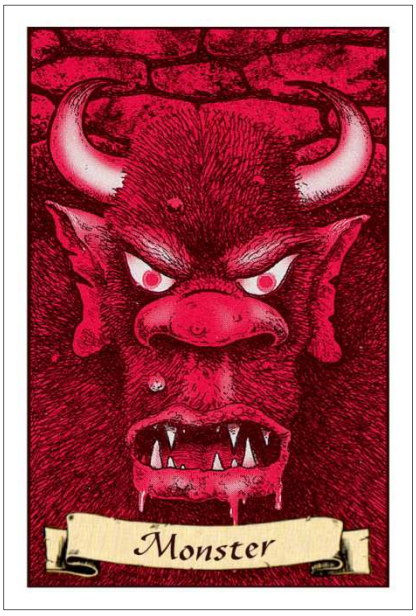
* this is an undead creature, and vulnerable to holy water.

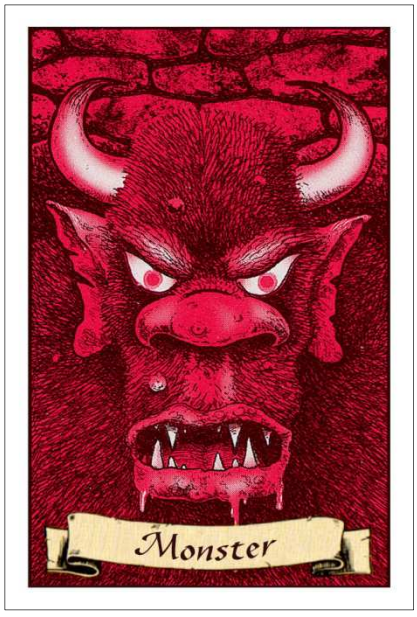
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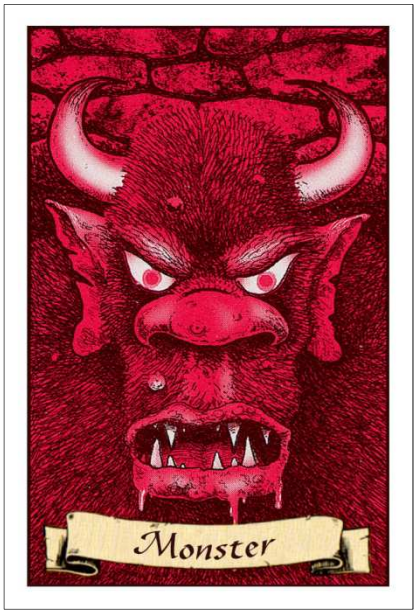


















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