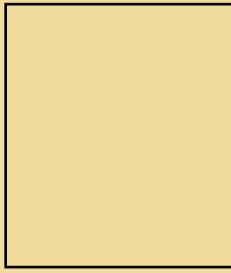






Skaven Clanrat

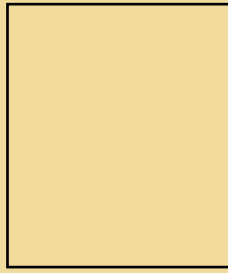


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	3	1	4

Notes: Can make ranged attacks with a sling for 1 attack die.



Skaven Halberdier

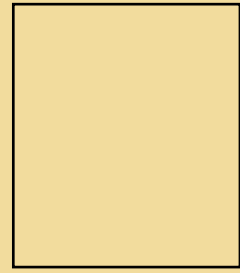


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	3	1	4

Notes: Can attack diagonally and/or up to 2 spaces away.



White Seer

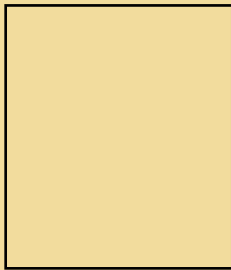


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	1	6

Notes: Wields 2 random Chaos Spells. As a spell action, may copy 1 random spell card from any enemy magic user in sight, to use immediately later.



Rat Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	3	3	2



The Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	3



The Halberdier



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	3

Special Ability: Can attack diagonally and/or up to 2 spaces away



The Crossbowman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	3

Special Ability: Wields a crossbow



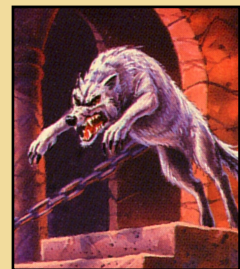
The Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	2	3

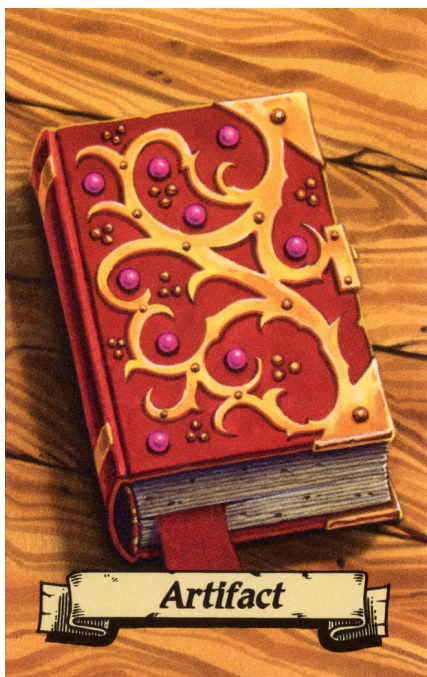
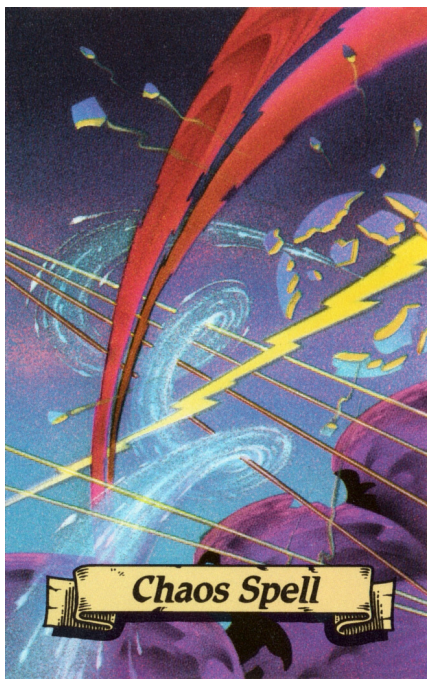


Giant Wolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	6	3	2	1



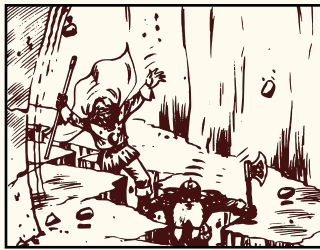


Courage



This spell may be cast on one target in sight, including yourself. The next time the target attacks, he rolls 2 extra combat dice. The spell remains in effect so long as he is able to "see" or slay a Hero by the end of his turn.

Earthquake



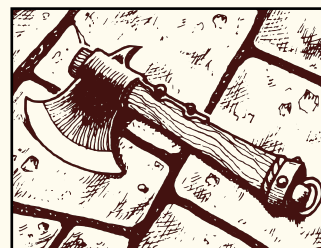
The ground opens like a yawning mouth! All Heroes in the caster's sight fall into a pit trap.

Wall of Flame



This spell summons a wall of flame up to 2 squares wide, which blocks line of sight and damages anyone who steps through it. The wall extinguishes itself at the end of Zargon's next turn.

Hand Axe



The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it. *May not be used by Wizard.*