



## Skaven Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	2	1	1

**Notes:** See special rules for slings.



## White Seer

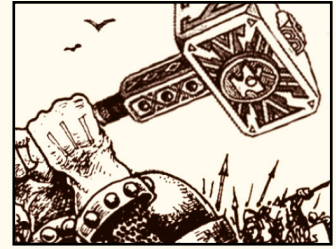


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	4	1

**Notes:** See special rules for spells.



## Sognirstane the Magical Hammer



Sognirstane allows you to roll two combat dice in attack. You may also throw Sognirstane. If you throw the hammer at a monster and it dies, the hammer ends up in the square where the monster died. It cannot be used again until you spend an attack turn on that square picking up the hammer.

If the monster attacked is not killed, Sognirstane returns to your hand automatically and may be used next turn. Elemental magic spells have no effect on a character who possesses Sognirstane.



## Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	4	1	1



## Rat Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	3	1	1

