

Complete WarChest Figure List

last updated 07/23/02

Figures listed in italics are not yet available.

ABERRANT	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Four-Armed	1	2	3	Multi-Attack	11	20101	\$2.95
Two-Headed	2	3	2	Multi-Action	16	20102	\$2.50
Formless	2	2	2	Doppelganger	9	20103	\$2.95
Glob	1	6	1	Faceless Regenerate 2	12	20104	\$2.95
Wretch	2	2	1	Coward Side-Step	5	20105	\$2.95

BANDIT	A	D	M	Special Abilities	Point Cost	Cat. #	Retail Price
Thug	3	2	2	Backstab 1 Coward	7	20201	\$2.50
Cutpurse	0	2	2	Missile: 1 damage with 2 range When Cutpurse captures a figure you get 1/2 of the victim's point cost (rounded down) in generic summoning points	11	20202	\$2.50
Chief	3	4	2	Aid: Bandit loses Coward	12	20203	\$2.95
Slaver	1	2	2	Takeover	10	20204	\$2.95

DARKLANDS	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Troll	2	5	2	Reanimate Regenerate 2	16	20301	\$2.95
Elder Troll	3	6	2	Reanimate Regenerate 2	21	20302	\$4.95
Hill Giant	4	8	2	none	15	20303	\$9.95
Wyvern	2	7	2	Flight Lingering Damage 1	23	20304	\$7.95
Cyclops	5	10	1	Side-Step	23	20305	\$9.95
Bog Blight	3	3	2	For an action, move to any vacant space with a corpse. Remove the corpse, and disable the Blight.	17	20306	\$2.95
Bog Shambler	2	3	1	Faceless Leaves Slime Trail counters in spaces it vacates: 0/1/0 with Backlash: 4 Stun.	15	20307	\$2.95
Bog Dweller	1	3	2	Lingering Damage: Stun 1 Can pass through figures with Move 0 without stopping to attack them.	8	20308	\$2.95

DEMON	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Pit	4	5	2	Fear Protection 1	24	20401	\$4.95
Inferno	2	6	2	Create: Fire Wall, 0/3/0 with Backlash 2 Backlash 1	16	20402	\$4.95
Death	3	5	2	Protection 1 Summon 5 Undead	22	20403	\$5.95
Imp	1	1	2	Swarming	5	20404	\$2.95
Rakshasa	2	4	2	Multi-Action Scavenge: gains +2 Defense Value	21	20405	\$4.95

DIANITE	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Huntress	0	1	3	Missile: 1 damage with 4 range	14	20501	\$2.50
Matriarch	2	1	2	Protection 1 Summon 7 Dianite	13	20502	\$2.95
Swordswoman	2	3	3	none	12	20503	\$2.95
Shield Maiden	0	2	3	Backlash 1 Protection 1	10	20504	\$2.95
Crone	0	2	2	Missile: 4 Stun damage with 3 range	11	20505	\$2.50
Spiritualist	0	2	3	Escape Summon 8 Undead	12	20506	\$2.95

DWARF	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Scout	1	1	2	Boost: Dwarf gains +1 Move Value (this only works while the target is no farther across the board than the Scout is) Escape	9	20601	\$2.50
Champion	4	1	1	Protection 1	8	20602	\$2.50
Drunkards	3	2	1	Escape Side-Step	9	20603	\$3.95
Battle Lord	2	2	1	Aid: Dwarf gains Protection 1 Protection 1	15	20604	\$2.50
Berserker	2	1	1	Backlash 2 Multi-Attack Protection 1	11	20605	\$2.50
Hero	3	1	1	Protection 1	6	20606	\$2.50
Warrior	2	1	1	Protection 1	4	20607	\$2.50
Brawler	6	1	1	Escape Repel	4	20608	\$2.50
Engineer	2	1	1	Create (Wall, 0/3/0 with Protection 1) Escape Sapper	8	20609	\$2.50

ELEMENTAL	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Earth	3	1	1	Protection 3	22	20701	\$4.95
Water	2	7	3	This figure can make a Stun melee attack at double its current Attack Value Escape	19	20702	\$4.95
Air	1	6	3	Flight Multi-Attack	20	20703	\$4.95
Fire	0	6	2	Backlash 2 Missile: 3 damage with 3 range	20	20704	\$4.95

FORTIFICATION	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Bonfire	0	4	0	Backlash 2	4	*	*
Spiked	0	5	0	Backlash 1 Protection 1	6	*	*
Stone	0	5	0	none	3	*	*
Stone Circle	0	4	0	Protection 1 Summon 1 Generic	4	*	*
Trap	0	3	0	Martyr 3	3	*	*

*Booster Pack #1: Terrains & Fortifications

GOBLIN	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Shaman	2	1	2	Missile: 1 damage with 3 range (this missile attack has Lingering Damage 1)	17	20801	\$2.50
Heavy Archer	0	2	2	Missile: 2 damage with 3 range	11	20802	\$2.95
Drummer	2	1	2	Summon 6 Goblin	11	20803	\$2.95
Standard Bearer	2	1	2	Boost: Goblin gains +1 Attack Value	8	20804	\$2.95
Blowgunner 1	1	1	2	Missile: 2 Stun damage with 3 range	9	20805	\$2.95
Blowgunner 2	1	1	2	Missile: 2 Stun damage with 3 range	9	20806	\$2.95

GORMANIC	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Patriarch Knight	2	3	2	Aid: target gains Reanimate	12	20901	\$2.50
Monk	0	2	2	Healing +1	8	20902	\$2.50
Crusader Knight	2	4	2	none	8	20903	\$2.95
Zealot	2	2	2	Sacrifice 2	8	20904	\$2.95

GRIMUK	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Slave Driver	2	2	2	This figure can make a Repel melee attack at double its current Attack Value Coward	6	21001	\$2.50
Wife & Baby	0	1	2	Backlash 2 Coward Summon 4 Grimuk	8	21002	\$2.95
Chieftain	2	3	2	Summon 2 Grimuk	9	21003	\$2.95
Standard Bearer	1	2	2	Aid: Grimuk loses Coward Escape	6	21004	\$2.95
Princeling	2	3	2	Coward Escape	7	21005	\$2.95
Warrior	2	2	2	Coward	5	21006	\$2.95

HOBGOBLIN	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
War Shaman	3	3	2	Healing	12	21101	\$3.95
Chieftain	2	3	2	Summon 6 Goblin	13	21102	\$2.95
Wolf Rider	2	3	3	Flanking 1	13	21103	\$4.95
Attack Wolf	2	2	2	Coward Swarming Each additional Attack Wolf you control makes all of your Attack Wolves 1 point less Cowardly.	8	21104	\$3.95
Warrior	3	3	2	none	9	21105	\$2.95

HYKOLARAN	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Desert Sage	1	3	3	Aid: target gains Escape Escape	10	21201	\$4.95
Starshield Knight	2	3	2	Side-Step	12	21202	\$2.95
Imperial Knight	2	3	2	Charge Flanking 1	11	21203	\$2.95
Florentine Knight	3	2	2	Backlash 2 Multi-Attack	13	21204	\$2.50
Squire	1	2	2	One of your Squires may perform a free action any time one of your Knights takes an action. Squires still can't take more than one action per turn, however.	8	21205	\$2.50
Wizard	0	2	2	Missile: 2 damage with 3 range (this missile attack has Lingering Damage 1)	17	21206	\$2.95

KOTHARIAN	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Warlord	3	2	2	Aid: Kotharian gains Backlash 2	12	21301	\$2.50
Princess	2	1	2	Aid: Kotharian gains Protection 1	13	21302	\$2.50
Berserker	3	1	2	Backlash 1 Multi-Attack	9	21303	\$2.95
Raider	2	1	2	Lingering Damage 2 (only affects targets with a Move Value of 0)	8	21304	\$2.95

MYTHICAL	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Unicorn	0	1	4	Healing +1 Mount (only usable by Dianites)	15	21401	\$3.95
Pegasus	2	2	3	Escape Flight Mount	23	21402	\$7.95
Dryad	1	3	3	Transform: 0/8/0 Tree with Protection 1	10	21403	\$2.95
Satyr	1	1	2	Escape Faceless	12	21404	\$2.95

OGRE	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Cost
Battle	3	6	2	Protection 1	15	21501	\$6.95
Warrior	3	5	2	Multi-Attack	11	21502	\$5.95
Mage	0	6	2	Missile: 1 damage with 4 range (this missile has the Multi-Attack ability)	17	21503	\$9.95
Punk	2	4	2	Backstab 2 Coward Side-Step	10	21504	\$6.95

SAURID	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Cost
Pack Leader	2	5	3	Aid: target Saurid gains Flanking 1	17	22101	\$4.95
Warrior	3	5	3	none	17	22102	\$4.95
Armored	2	4	2	Protection 2 Can move backward for 1 move point per square, but only when making a melee attack	17	22103	\$5.95
Feathered	0	4	3	Charge Flight	13	22104	\$7.95
Hatchling	1	3	3	Flanking 1	9	22105	\$3.95
Nest Mother	2	4	3	Create (Egg: 0/3/0, after 3 turns replace it with a disabled Saurid Hatchling (1/3/3 with Flanking 1).	18	22106	\$4.95

TERRAIN	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Bramble	0	3	0	Backlash 1	2	*	*
Mist	0	2	0	Blocks missile LOS	1	*	*
Storm	0	5	0	Faceless Flight Missile: 3 damage with 1 range	6	*	*
Tree of Life	0	3	0	Healing	4	*	*

*Booster Pack #1: Terrains & Fortifications

UNDEAD	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Ghoul	1	1	3	Scavenge: gains +1 Defense Value	8	21601	\$2.50
Necromaster	2	1	2	Reanimate Summon 5 Undead	15	21602	\$2.95
Vampiress	2	2	3	Drain: gains +2 Defense Value Reanimate	21	21603	\$2.95
Warrior	1	1	2	Reanimate	5	21604	\$2.50
Spectre	1	1	3	Escape Fear Flight	16	21605	\$2.95
Aberrant	3	2	2	(Also counts as an Aberrant) Multi-Attack Reanimate	13	21606	\$2.95
Hero	2	2	2	Reanimate	9	21607	\$2.95
Vampire-Werewolf	2	3	3	(Also counts as Darklands) Reanimate Regenerate 2	21	21608	\$2.50

UNDERWORLD	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Minotaur	1	3	3	Charge	14	21701	\$2.50
Bull Minotaur	2	4	3	Charge	19	21702	\$3.95
Stonewalker	2	2	2	Flight (can only pass through figures that have a Move Value of 0) Protection 1	11	21703	\$2.50
Rock Burrower	3	2	2	Protection 2 Sapper	21	21704	\$8.95
Medusa	0	1	2	Backlash 2 Missile: 2 damage with 3 range (Replace any figure captured by Medusa with a neutral Statue counter: 0/2/0 with Protection 1)	16	21705	\$2.50
Mimic	0	4	1	Backlash 2 Looks like a war chest until targeted in melee.	14	21706	\$2.95

UNSEELIE	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Standard Bearer	1	2	2	Fear	8	21801	\$2.95
Champion	2	3	3	Protection 1	16	21802	\$2.95
Enchantress	0	2	2	Mind Control 7	16	21803	\$2.95
Sorcerer	1	2	2	Summon 10 Underworld or Darklands	16	21804	\$2.95
Sniper	0	1	2	Missile: 0 damage with 4 range (this ability has Flanking 2)	14	21805	\$2.95

VILLAGE	A	D	M	Special Abilities	Point Cost	Cat.#	Retail Price
Guard Captain	2	1	2	Summon 6 Village (this figure may only bring Militiaman, Night Watchman, or Vigilante into play)	9	21901	\$2.50
Militiaman	2	1	2	Missile: 2 damage with 1 range	6	21902	\$2.50
Night Watchman	1	1	2	Flanking 1 Protection 1 (this ability only works on damage from Undead figures)	6	21903	\$2.50
Vigilante	0	1	2	Missile: 3 damage with 2 range	7	21904	\$2.50
Seer	0	2	2	Boost: target gains Martyr 3	10	21905	\$2.50
Fencer	1	2	2	Backlash1 Multi-Attack	7	21906	\$2.50

BANDIT STARTER SET

Cat.#20005

Retail Price: \$15.95

Includes the game rules, a paper board, a war chest miniature, and the following figures with their stat sheets:

1 Bandit Chief

2 Bandit Thugs

1 Bandit Slaver

1 Aberrant Wretch

1 Two-Headed Aberrant

DIANITE STARTER SET

Cat.#20001

Retail Price: \$15.95

Includes the game rules, a paper board, a war chest miniature, and the following figures with their stat sheets:

1 Dianite Shield Maiden

2 Dianite Swordswomen

1 Dianite Spiritualist

1 Undead Ghoul

1 Undead Warrior

DWARF STARTER SET

Cat.#20002

Retail Price: \$15.95

Includes the game rules, a paper board, a war chest miniature, and the following figures with their stat sheets:

1 Dwarf Battle Lord

2 Dwarf Berserkers

1 Dwarf Scout

1 Underworld Medusa

1 Underworld Stonewalker

GOBLIN STARTER SET

Cat.#20003

Retail Price: \$15.95

Includes the game rules, a paper board, a war chest miniature, and the following figures with their stat sheets:

1 Goblin Blowgunner (20805)

1 Goblin Blowgunner (20806)

1 Goblin Heavy Archer

1 Goblin Shaman

1 Unseelie Champion

1 Unseelie Enchantress

HYKOLARAN STARTER SET

Cat.#20004

Retail Price: \$15.95

Includes the game rules, a paper board, a war chest miniature, and the following figures with their stat sheets:

2 Hykolaran Squires

1 Hykolaran Starshield Knight

1 Hykolaran Wizard

1 Gormanic Patriarch Knight

1 Village Seer

KOTHARIAN STARTER SET

Cat.#20006

Retail Price: \$15.95

Includes the game rules, a paper board, a war chest miniature, and the following figures with their stat sheets:

2 Kotharian Berserkers

1 Kotharian Raider

1 Kotharian Warlord

1 Mythical Dryad

1 Mythical Satyr

**Booster Pack #1:
TERRAINS & FORTIFICATIONS**

Cat.#22001

Retail Price: \$4.95

Includes the game rules, a paper board, cardboard counters, and the following game pieces with their stat sheets:

1 Bonfire Fortification

1 Spiked Fortification

1 Stone Fortification

1 Stone Circle Fortification

1 Trap Fortification

1 Bramble Terrain

1 Mist Terrain

1 Storm Terrain

1 Tree of Life Terrain