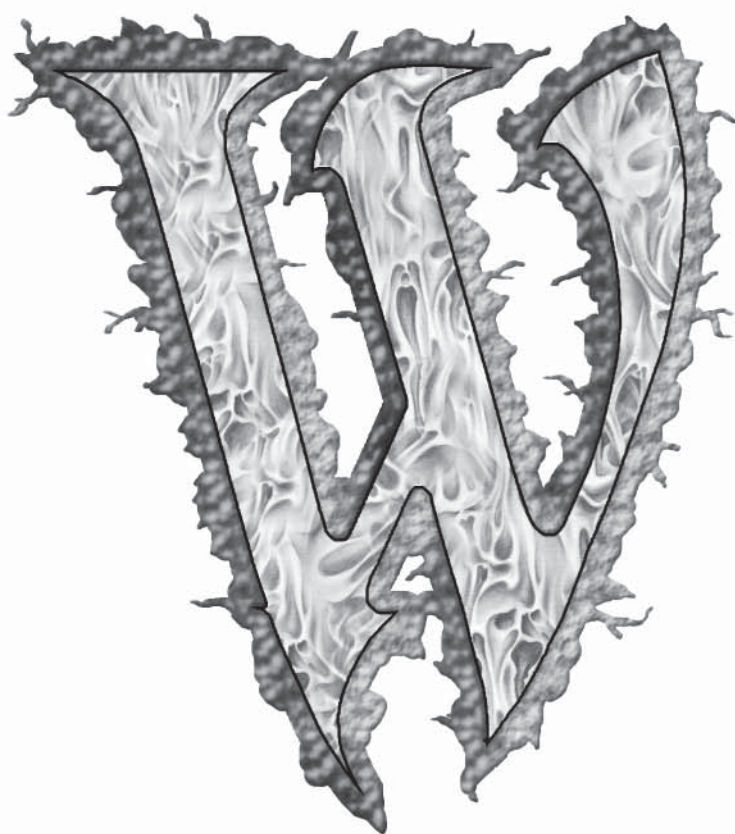




RAGE
CHRONICLES 2007

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Special Thanks To:

The Black Lightning Members

For introducing Warlord into every corner of the world.

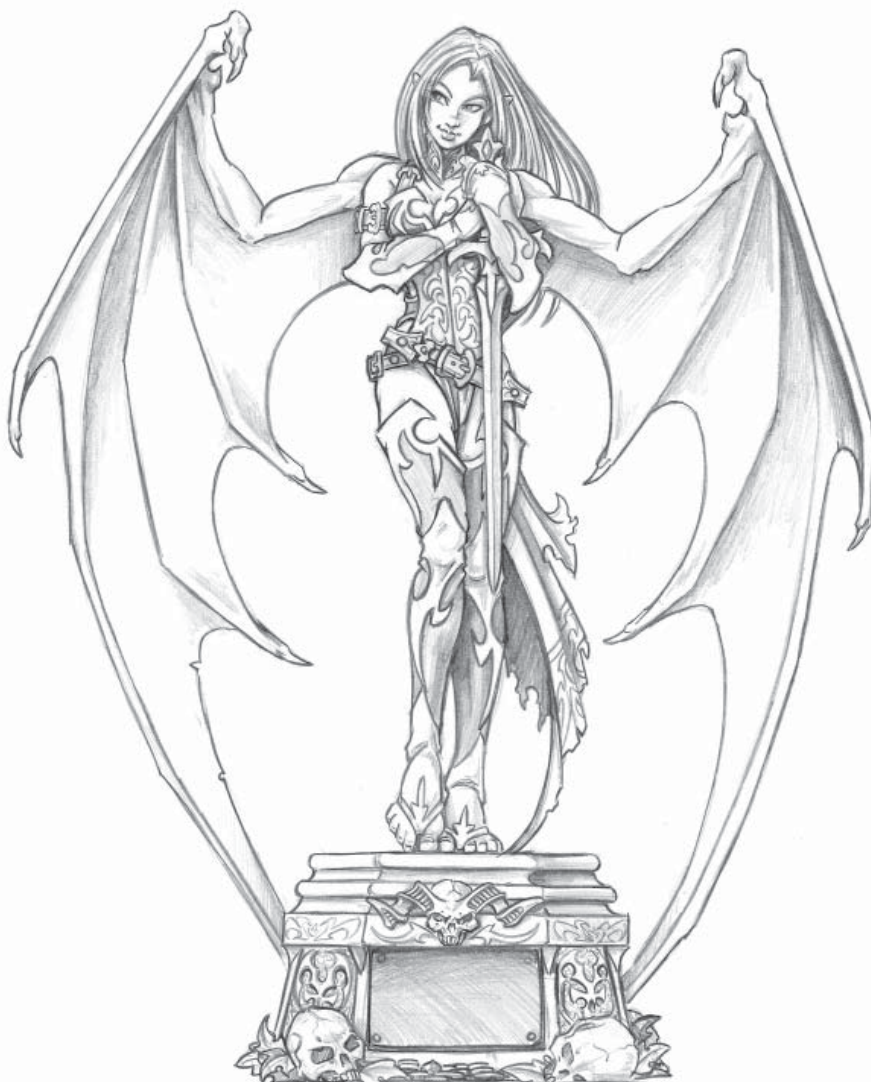
Reapermini.com Forums Community For creating a place where we can all have fun.

While last, but not the least a very special thanks to all of our fans around the world! See you on the battlefield!

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Errata

General Mechanics:

E) When returning “Defensive” attacks, a Model must choose to return either Defensive Strikes, Defensive Magic, or Defensive Shots. A Model cannot return more than one kind of Defensive Attack per Enemy activation.

E) All Alone (page 54) doesn’t apply to Solos.

E) [First Printing Only] On page 49, add the following paragraph to the ‘Adepts’ section: “Beginning at 2000 points, and with every full 1000-point increment afterwards, a Fighting Company may field an additional Troop of Adepts of the same type. (2 at 2000+, 3 at 3000+, etc.)”

E) [First Printing Only] On page 51, in the ‘Large Operations’ section, change the Warlord Model requirement to games of 1501 points instead of 1001.

Special Abilities:

E) On page 58, in the ‘Charge Bonus’ table, remove everything but the ‘Base Charge +2 Mov’. Beast, Bloodlust, Mounted, and Runner SAs no longer grant a Charge Bonus. The Improved Charge SA replaces the +2 Mov Base Charge bonus with a greater Mov bonus.

E) On pages 68-72, replace all SAs with the SAs in the Rage Chronicles 2007 document.

Melee Combat:

E) [First Printing Only] On page 62, How To Resolve Close Combat, step F: remove “valid front side” from the paragraph. Defenders may strike back against a Model touching any corner or any non-rear side.

E) The Support Bonus for having friendly models in B2B contact with your target for Melee Attacks (pages 61-62) is now capped at +3. The Support Bonus does stack with the Reach Support Bonus.

Ranged Combat:

E) [Second Printing Only] On page 53 under “Determining Line of Sight”, remove the second sentence “If the LOS corridor is not fully Obstructed [sic], then the LOS corridor is only partially Obstructed and attacks against the target may suffer from Cover penalties (see Cover under Ranged Attacks).” Cover is determined separately from LOS.

E) [First Printing Only] On page 57 under “Resolving Troop Combat Action” add two new last sentences: “If, after declaration of a Combat Action, it is discovered that the Model is out of Range, the Action is lost. For AoE attacks (i.e. spells) the attack is still resolved at its maximum range along the line of the original declaration.”

E) [Second Printing Only] On page 57 under “Resolving Troop Combat Action” add new last sentence: “For AoE attacks (i.e. spells) the attack is still resolved at its maximum range along the line of the original declaration.”

E) Cover Penalties listed in the Ranged Combat Situational Modifiers (page 64) do not stack with each other. Only the largest Cover Penalty applies.

E) On pages 64-65, remove the entire section on ‘Volley Ranged Attack’. Volley is no longer part of the game.

E) [First Printing Only] On page 66, the final portion of ‘How Cover Works’ should read “If the terrain Cover Type is larger than a Models Base Size Value, then it blocks Line of Sight rather than provide any cover.”

Spell Casting:

E) On page 60, under 'Non-Attack Spell Resolution', remove the 'Friendly Models' section. Non-Attack spells cast on a friendly Model no longer gain a +2 bonus to their rolls.

E) On pages 72-74, replace all Spells with the Spells in the Rage Chronicles 2007 document.

Equipment:

E) On pages 75-76, replace all Equipment with the Equipment in the Rage Chronicles 2007 document.

Data Cards:

E) On pages 80-109, replace all Data Cards with the Data Cards in the Rage Chronicles 2007 document.

Army Faction Special Abilities:

E) On pages 110-112, replace all Army Special Abilities with the Army Faction Special Abilities in the Rage Chronicles 2007 document.

Faction Books:

E) All information contained in the 5 published Faction books (Necropolis, Reven, Crusaders, Overlords, and Nefsokar) is replaced with the information in the Rage Chronicles 2007 document.

E) All information contained in the Razig's Revenge PDF is replaced with the information in the Rage Chronicles 2007 document.



Special Abilities (SAs)

360 SA

Attacking Models do not gain the +1 Rear Close Combat Situational Modifier against defending Models with this SA (or +x in the case of Backstab). Also, a Model with this SA can perform Melee Attacks and Defensive Strikes on any side of its base.

Amphibious SA

A Model with this SA treats marshy, boggy, swampy, river, water, or muddy terrain as if it were Open Terrain. It does not suffer the Ranged Combat Situational Modifiers when attacked by ranged attacks while in shallow water, a river, a marsh, or a bog.

AOE/# SA

A Model with this SA does not target and attack a single Model as in a normal Ranged Attack, but instead targets and attacks all Models inside the Area Of Effect of its attack. The size of an AOE is listed as a number in the SA. The number is the radius of the AOE measured outward from the target point. AOE/2 would target and attack all friendly and enemy Models that have at least the center of their Model base area within the circular 2" radius (or 4" diameter).

Backstab/# SA

When a Model with the Backstab/# SA comes into B2B contact with an enemy Model, the enemy Model may not take its free defender's facing change. However, if later, a Model without the Backstab/# SA comes into B2B contact with the same defending Model, the defending Model may make its free defender's facing change, if eligible to do so.

A Model with the Backstab/# SA in contact with the rear base side of a Model gains a + (#) Rear Close Combat Situational Modifier bonus, instead of the +1 Rear Close Combat Situational Modifier.

Beast SA

A Model with this SA is considered a Beast for purposes of special rules or spell effects. This

Model may not purchase Equipment unless the Equipment specifically states that a Beast may use it.

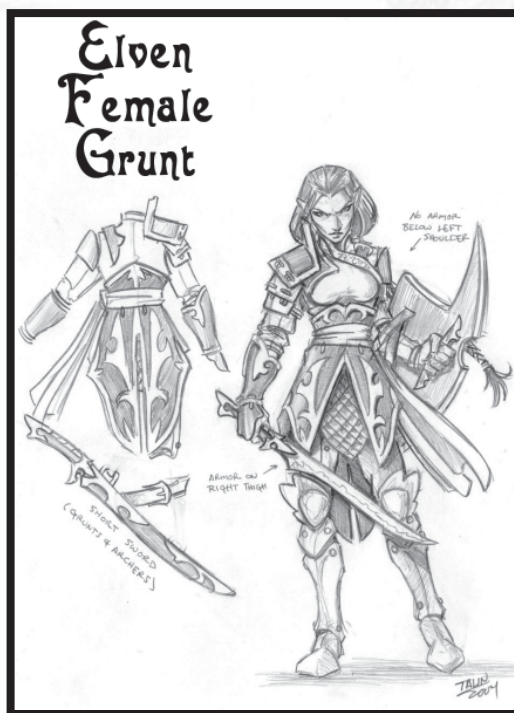
Berserker SA

A Model with this SA automatically passes any required discipline checks. Additionally the Model may not leave B2B Contact with an enemy Model unless it has been slain or stunned. A Model with this SA can never receive a Shaken Token.

Blowthrough SA

A Model with this SA does not target and attack a single Model as in a normal Ranged Attack, but instead targets and attacks all Models inside the Area of Effect of its attack.

To determine the AOE of a Blowthrough Ranged Attack, measure a solid line 1/2" wide from the center of the shooting Model's base out to the full distance of the Rng. Any Model's base touched by this line is in the AOE. The Attack Roll is rolled in order, beginning with the Model closest to the attacking Model. Each attack after the first receives a cumulative -1 modifier to the roll (-1, the next roll is -2, then -3 for the next roll and so forth). The Attacker continues to roll attacks until the weapon has reached its maximum range. A Blowthrough Ranged Attack does not attack the same Model more than once.



Burrow SA

A Model with this SA has the ability to move underground. When above ground the Model moves using its regular Mov. While Burrowing underground the Model uses its Special Mov. Models with the Burrow SA may begin play Burrowed underground. If the Model begins play Burrowed and has the Ranger SA, it may use its Burrowing speed to take its Ranger movement.

While Burrowing, all Movement Cost Modifiers for terrain are x1. Unless specified otherwise prior to play, a Burrowing model may move under obstructions and other Models. Models that are Burrowing may not end their movement in the same table top space as another Model, regardless of whether the other Model is Burrowing or not. Burrowing Models may not surface in the same space currently occupied by other Models. To burrow underground is an Invoke Action. As a free action, Burrowing Models may surface at the end of any movement action.

While Burrowing, a Model can only conduct or be targeted by Melee Attacks by other Models that are currently Burrowing. While Burrowing, a Model cannot conduct or be targeted by Ranged Attacks. Burrowing Models may not Cast Spells, nor may they be the target of any spells that require LOS. AOE spells do not affect both Burrowing Models and Models above ground unless the Spell's description says so.

Cleric X/Y SA

A Model with this SA has the ability to purchase and cast Cleric Spells. (X) is the highest rank spell the Model may purchase. (Y) is the Model's spell capacity in slots. Each spell takes up a number of slots equal to the Casting Rank of the spell. A Model may only purchase spells available to its affiliation and alignment. Casting a spell is a Combat Action and once cast, a spell is lost.

Critical Shot/# SA

A Model with this SA has the ability to possibly inflict additional damage with its Ranged Attack. To do this the Model with this SA sacrifices a Non-Combat Action to gain + (#) to its RAV.

If its Ranged Attack is successful, the Ranged Attack inflicts 2 points of Damage instead of 1. This ability may not be combined with, or be used in the same Action Phase as the Marksman/# SA, or the Indirect Shot SA.

Critical Strike/# SA

A Model with this SA sacrifices a Non-Combat Action to gain + (#) to its MAV for one of its Melee Attacks.

Defensive Magic SA

The Defensive Magic SA allows a Model with this SA to respond to spells cast against it or against a target(s) near it. Anytime an enemy Model's spell targets a Model, or point on the table top, within 6" of a Model with this SA, the Model with this SA may cast a Defensive Magic spell against the spell, or the attacking Casting Model.

The 6" is measured from the center point of the defending Casting Model to the center of the targeted Model. For an AOE spell to trigger this SA the center point of the AOE must be within 6" of the Model with this SA.

Every spell lists whether it is eligible to be cast Defensively. A Model with this SA may only respond against one spell per Activation.

Note: Spells cast on Flying (or Burrowing) Models do not count as being within 6" of Models that are not Flying (Burrowing) and vice versa, and thus do not trigger the Defensive Magic SA.

Defensive Shot SA

When a Model with this SA is the target of a Ranged Attack, it can conduct a defensive Ranged Attack against one of the attacking Models, irrespective of LOS, as long as it is within Range. Spells do not trigger Defensive Shot.

Deflect/# SA

Ranged Attacks against a Model with this SA suffer a – (#) penalty.

Disable SA

A Model with this SA both reduces the number of MA and the Dis of each defending Model it attacks. When a Model with this SA conducts a Melee Attack Action, the defending Model(s) immediately loses 1 MA and 1 to its Dis. Additional Melee Attack Actions from multiple Models with this SA against the same target Model will stack, and the target's MAs can be reduced to 0. The defending Model(s) will always receive 1 Defensive Strike. This effect lasts until the next time the Model using this SA is Activated. The Disable effect is broken if either B2B contact is broken, or the Model using this SA takes any other action besides conducting a Melee Attack.

Fearless SA

A Model with this SA can never receive a Shaken Token and also can never Retreat.

Fearsome SA

Anytime an Enemy Model moves into B2B contact with a Model that has this SA, it must conduct a Discipline Check. If the Model fails the check, it gains a Shaken Token. Models with this SA do not need to make this check. Being based by a Model with this SA does not cause a Discipline Check.

First-Strike SA

A Model with this SA may make one "First Strike Attack" in the initial round of combat. To receive this First Strike Attack the Model may not have been in B2B with any enemy Model at the beginning of this Activation. The First Strike Attack does count as one of the Model's MAs or Defensive Strikes. Damage from First Strike Attacks applies before the rest of the combat's attacks and Defensive Strikes occur. In the event that both Models have the First Strike SA and both are eligible for First Strike Attacks, they conduct their First Strike Attack simultaneously.

Flyer SA

A Model with this SA has the ability to fly. When on the ground, the Model moves using its regular Mov. While Flying in the air the Model uses its Special Mov. Models with the Fly SA may begin play Flying. If the Model begins

play Flying and has the Ranger SA, it may use its Flying speed to take its Ranger movement. While Flying, all Movement Cost Modifiers for terrain are x1. Unless specified otherwise prior to play, a Flying model may fly over obstructions and other Models. Models that are Flying may not end their movement in the same table top space as another Model, regardless of whether the other Model is Flying or not. Flying Models may not land in the same space currently occupied by other Models. To take-off is an Invoke Action. As a free action, Flying Models may land at the end of any movement action.

While Flying, a Model can only conduct or be targeted by Melee Attacks by other Models that are currently Flying. Models in flight have LOS to the entire board and vice versa, except to interior spaces (i.e. inside a building). Models not in flight targeting flying Models (or vice versa) have the range of their Ranged Attacks and Spells reduced by half.

AOE spells do not affect both Flying Models and Models on the ground unless the spell's description says so.

Frenzy SA

A Model with this SA may increase the number of MAs or Defensive Strikes up to twice their normal amount (or the amount they currently have available, in cases where they lose some Attacks e.g. from Disable). However, for every extra MA, or Defensive Strike, taken, the Model receives a cumulative -1 penalty to its MAV for all of its attack rolls. A Model that chooses to Frenzy, may not also make a First Strike Attack.

Healer SA

A Model with this SA may heal another Model it is in B2B contact with, but is not able to heal itself. To do this the Model will use an Invoke Action to remove 1 point of Damage from the Model.

Improved Charge/# SA

A Model with this SA gains + (#) in inches instead of the normal Charge Bonus of 2". Normal Charge Bonus rules apply.

Indirect Shot SA

A Model with this SA may sacrifice a Non-Combat Action to make a Ranged Attack against a target it does not have LOS with. An Indirect Shot Ranged Attack has its Rng cut in half and the target is also considered to be in Heavy Cover so the Ranged Attack also suffers a Heavy Cover Penalty.

Innate Spell/# (spell name) SA

A Model with the Innate Spell (x) SA possesses the named spell and does not need to purchase the spell. Innate Spells are not lost when cast. If the Model does not have a CP of its own, the Innate Spell is conducted with a CP equal to #. If the Model does not have the Defensive Magic SA, it can not cast the Spell Defensively.

Mage X/Y SA

A Model with this SA has the ability to purchase and cast Mage Spells. (X) is the highest rank spell the Model may purchase. (Y) is the Model's spell capacity in slots. Each spell takes up a number of slots equal to the Casting Rank of the spell. A Model may only purchase spells available to its affiliation and alignment. Casting a spell is a Combat Action and once cast, a spell is lost.

Marksman/# SA

A Model with this SA gains the option to take additional Ranged Attacks. To do this Model must sacrifice a Non-Combat Action and in turn can take up to the (#) in additional Ranged Attacks. This SA cannot be used in the same Activation with the Critical Shot/# SA or the Indirect Shot SA.

Mob SA

A Model with this SA may be taken as an extra Model in a Troop that is led by a Model with the Mob Leader/# SA.

Mob Leader/# SA

A Model with this SA may take additional Models above its normal Troop Capacity, equal to (#). The additional Models taken must have the Mob SA.

Mounted SA

A Model with this SA is considered Mounted for purposes of special rules or spell effects.

Necromancer SA

A Model with this SA may purchase spells that require the caster to have the Undead SA, as long as the Model fulfills all other requirements.

Non-Corporeal SA

A Model with this SA has the ability to move through terrain and solid objects with no penalty. The Model cannot move through other Models unless those Models have either the Non-Corporeal SA or the Undead SA. Models that are non-corporeal may not end their movement in the same table top space as another Model or inside of any physical piece of terrain.

Outrider SA

A Model with this SA may be fielded as a Solo Model instead of its normal type. Models fielded as Solos in this manner cost an additional 15 points to field. If the Model is a Unique Model, it is still a Unique Model and may only be fielded once. Summoned Models are considered generic Solos, neither Monster nor Solitaire, so Smite (Monster) would not affect them.

Poison Shot SA

A Model with this SA has the ability to cause additional damage using poison. Anytime a Model with this SA does Ranged Attack damage to an enemy Model, the enemy Model automatically takes a Poison Token. Poison Tokens do not stack. At the end of a turn, Models with Poison Tokens must make a successful Poison Check or suffer one point of damage. A Model making a Poison Check must roll a 10 on a d10. Models with the Tough SA will add their Tough number to this roll. Regardless of success or failure of this roll the Poison Token is removed.

Stunned Models that have a Poison Token must still make a Poison Check. Failure of this Poison Check means they are slain. If a Model with a Poison Token is ever successfully healed, the Poison Token is removed. Models with the Undead SA or the Non-Corporeal SA are immune to Poison Tokens.

Poison Strike SA

A Model with this SA has the ability to cause additional damage using poison. Anytime a Model with this SA does melee damage to an enemy Model, the enemy Model automatically takes a Poison Token. Poison Tokens do not stack. At the end of a turn, Models with Poison Tokens must make a successful Poison Check or suffer one point of damage. A Model making a Poison Check must roll a 10 on a d10. Models with the Tough SA will add their Tough number to this roll. Regardless of success or failure of this roll the Poison Token is removed.

Stunned Models that have a Poison Token must still make a Poison Check. Failure of this Poison Check means they are slain. If a Model with a Poison Token is ever successfully healed, the Poison Token is removed. Models with the Undead SA or the Non-Corporeal SA are immune to Poison Tokens.

Raider/# SA

A Model with this SA gains + (#) to any Discipline Check when attempting to Disengage from B2B contact.

Ranger SA

A Model with this SA may conduct a single Movement Action during the Pre-Battle Phase.

Ranked SA

A Model with this SA gains LOS through a friendly Model it is in B2B contact with as long as the friendly Model is of the same base size or smaller. Defensive Shots provoked by a Model using this SA are resolved against it even if no LOS is present for the defending Model.

Reach SA

A Model with this SA helps support a melee combat with a pole arm such as a spear. To do this the Model providing the Reach support must be both facing the target and in B2B contact with at least one friendly Model, of equal or smaller base size, that is in B2B contact with the enemy Model. Any Models conducting Melee Attacks (not just the Model in between) against the enemy Model will gain a +1 Reach bonus to their MAV. Multiple Reach

bonuses against a single Model do stack, up to a maximum of +3. Reach bonuses also stack with the normal Support bonus. A Model may only provide a Reach bonus against one Model. A Model with this SA in B2B contact with an enemy Model may not provide a Reach bonus.

Ridge Runner SA

A Model with this SA treats rough and rocky terrain as if it were Open Terrain for purposes of Movement.

Ronin SA

A Model with this SA ignores All Alone penalties.

Shock SA

Sometimes you have no time to prepare yourself for an attack. To use this SA the Model must begin its Activation not in B2B contact with an enemy Model. When the Model moves into B2B contact with an enemy Model and conducts a Melee Attack, the attacked Model must first make a successful Discipline Check to get its Defensive Strike(s). A failed Discipline Check means no Defensive Strike(s) (even if attacked by another model). If multiple Models with the Shock SA charge and conduct Melee Attacks against the same model, it must make a Discipline Check for each Model with the Shock SA that charged and attacked. Models with the Fearless SA, the Berserker SA, Undead SA, or the Shock SA are immune to the effects of Shock.

Slow Fire SA

Some weapons require more time to prepare a shot. To represent this a Model with this SA must use both Actions to conduct a Ranged Attack. If the Model with this SA's Ranged Attack is successful, the attack inflicts 2-points of Damage instead of the normal 1-point. A Model with this SA and Defensive Shot SA, does 2-points of Damage with its Defensive Shots.

Smite (x)/# SA

A Model with the Smite (x) SA gains a bonus when attacking any Models of the (x) type. (x) can be anything including a Model type, an SA, Alignment, or Affiliation. When a Model with this SA attacks a Model that is the (x) listed in this SA it adds + (#) to all attack rolls. Smite stacks with other bonuses like Critical Shot/ Strike, even other Smite SAs. Thus a Model with Smite (Evil)/2 and Smite (Undead)/2 gains +4 against Evil Undead Models.

Spy SA

A Model with this SA grants you the ability to bury one Deployment Card to the bottom of the Deployment Draw Deck during the Deployment Phase. Only one card may be buried in this manner for each Model that possesses this SA.

Summoned (x) SA

A Model with this SA does not have to be deployed at the start of the game. It can be summoned during play by (x) and (x) can be anything such as Model type, an SA, Alignment, or Affiliation. If a Model is not deployed during the Deployment phase, it adds no cards to the Deployment Deck nor does it add any cards the Initiative Deck until it has been brought into play.

By using an Invoke Action, any (x) Model may summon the Model with the Summoned (x) SA into play. The Model with the Summoned (x) SA must be placed within 2" of the Model that is summoning it into play. The Summoned Model must be placed on the same 'level' as the Model summoning it (Flying, ground level, Burrowed) and must therefore be able to be placed on that level (a Flying Mage can not summon a flightless Model). After the Model with the Summoned (x) SA has been placed, it may take one Action, either Combat or Non-Combat.

If the Model is not a Solo Model, it automatically joins the Summoner's Troop, ignoring Troop Capacity. A summoned Solo Model will add a card to the Initiative Deck next Turn, and activate as a Solo. A non-Solo Model summoned by a Solo activates with that Solo, and the Solo acts as a Leader.

Sure Shot SA

A Model with this SA may re-roll 1 missed Ranged Attack or Defensive Shot per Activation.

Tactician SA

A Model with this SA grants you a bonus card for your Initiative Deck. Tactician does not grant the ability to bury the extra Initiative card. Player may choose not to include bonus cards on a per Turn basis.

Tough / # SA

A Model with this SA has the ability to recover from damage that would kill most other creatures. When a Model with this SA has taken enough damage to be removed from play it is instead only Stunned.

A Stunned Model may be healed. As an example, removing one point of damage returns the Model back to its last Damage Track.

If a Stunned Model is not healed before its next Activation, the Model must make a Tough Check. To do this roll a D10 and add the indicated Tough value. If the result is equal to or greater than 10, the Model returns to play on its last damage track. If the result is less than 10, the Model is removed from play.

Trencher SA

A Model with this SA may add Reach bonuses to its Defensive Strikes.

Undead SA

A Model with this SA is considered Undead for purposes of special rules or spell effects, and can never receive a Shaken Token.

Warmaster SA

A Model with this SA has as many Defensive Strikes as it has MAs.

Wood Strider SA

A Model with this SA treats scrub, light woods, and heavy woods as if it were Open Terrain for purposes of Movement.

Equipment

Force Upgrades

Totem of Battle

Availability: Any

Type: Force Upgrade

Point Cost: 10% of Force Size

Unique: Yes

Effects: All Models in your Force gain +1 to MAV.

Notes: This bonus stacks with other Equipment bonuses and spell effects unless their description says otherwise. The Totem must be mounted on a Giant Base, and is placed within the player's Deployment Zone during the Deployment Phase.

An Opposing player may interrupt the effects of a Totem of Battle by moving a model to within 2" of the Totem. If 6 successive Loot Actions are performed on a Totem of Battle, it is removed from play.

If the player wishes to move the Totem of Battle, four models must simultaneously perform a Pick-Up/Carry Object Action on it.

Melee Weapons

No Model may purchase more than one Melee Weapon.

The Avenger

Availability: All non-Soldier Models

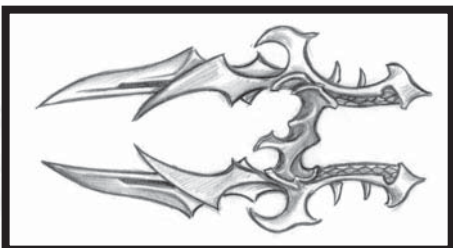
Type: Melee Weapon

Point Cost: 75

Unique: Yes

Effects: Model gains a +2 MAV and the First Strike SA

Notes: None



Bonesplitter

Availability: Warlord Models in Reven Lists

Type: Melee Weapon

Point Cost: 75

Unique: Yes

Effects: Model gains a +2 MAV and when conducting Melee Attacks or Defensive Strikes against targets with current DVs higher than 13, their DVs are considered to be 13 against attacks made by the equipped Model.

Notes: None

Greater Magic Weapon

Availability: Leader or Elite Models

Type: Melee Weapon

Point Cost: 30

Unique: No

Effects: Model gains a +2 MAV

Notes: None

Holy Weapon

Availability: Good Models with the Cleric SA

Type: Melee Weapon

Point Cost: 50

Unique: No

Effects: Model gains a +1 MAV and may re-roll one missed MA or Defensive Strike per Activation.

Notes: None

Magical Weapon

Availability: Any

Type: Melee Weapon

Point Cost: 15

Unique: No

Effects: Model gains a +1 MAV

Notes: None

Sword of Venom

Availability: Evil Leader or Elite Models

Type: Melee Weapon

Point Cost: 75

Unique: No

Effects: Model gains the Poison Strike SA and +2 MAV

Notes: None

Ranged Weapons

No Model may purchase more than one Ranged Weapon.

Greater Magical Ranged Weapon

Availability: Any Models with a Ranged Attack
Type: Ranged Weapon
Point Cost: 75
Unique: No
Effects: Model gains a +2 RAV
Notes: None

Magical Ranged Weapon

Availability: Any Models with a Ranged Attack
Type: Ranged Weapon
Point Cost: 40
Unique: No
Effects: Model gains a +1 RAV
Notes: None

Armor Upgrade

No Model may purchase more than one Armor Upgrade.

Divine Protection

Availability: Models with Cleric SA
Type: Armor Upgrade
Point Cost: 40
Unique: No
Effects: Model gains a +2 MD and a +1 DV
Notes: None

Greater Magical Armor

Availability: Leader or Elite Models
Type: Armor Upgrade
Point Cost: 30
Unique: No
Effects: Model gains a +2 DV
Notes: None

Greater Magical Protection

Availability: Any
Type: Armor Upgrade
Point Cost: 30
Unique: No
Effects: Model gains a +2 MD
Notes: None

Magical Armor

Availability: Any
Type: Armor Upgrade
Point Cost: 15
Unique: No
Effects: Model gains a +1 DV
Notes: None

Magical Protection

Availability: Any
Type: Armor Upgrade
Point Cost: 15
Unique: No
Effects: Model gains a +1 MD
Notes: None

Spiked Armor

Availability: Leader or Elite Models in Overlord Lists
Type: Armor Upgrade
Point Cost: 40
Unique: Yes
Effects: Model gains +1 DV and a one additional Defensive Strike.
Notes: None

Casting Upgrades

No Model may purchase more than one Casting Upgrade.

Familiar

Availability: Any
Type: Casting Upgrade
Point Cost: 15
Unique: No
Effects: Model gains a +1 CP
Notes: None

Greater Familiar

Availability: Models with Mage SA
Type: Casting Upgrade
Point Cost: 40
Unique: No
Effects: Model gains a +2 CP and a +1 MAV
Notes: None

Gruesome Familiar

Availability: Models with Mage SA in Necropolis Lists
Type: Casting Upgrade
Point Cost: 40
Unique: No
Effects: Model gains a +2 CP and the Fearsome SA.
Notes: None

Holy Symbol

Availability: Models with Cleric SA
Type: Casting Upgrade
Point Cost: 25
Unique: No
Effects: Model gains a +2 CP to Non-Attack Spells and a +1 CP to Attack Spells
Notes: None

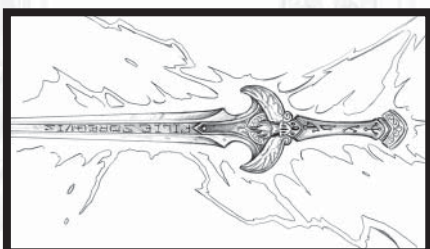
Specialty Upgrades

Book of Tactics

Availability: Leader Model
Type: Specialty Upgrade
Point Cost: 30
Unique: No
Effects: Model gains the Tactician SA
Notes: Models that already have the Tactician SA gain no benefit from this item.

Canopic Jar

Availability: Leader Models or Elite Models in Nefsokar Lists
Type: Specialty Upgrade
Point Cost: 10 + cost of spell
Unique: Yes
Effects: Grants a single casting of a clerical spell of up to Casting Rank 2 to the possessor of the jar. Model uses its own CP or an innate CP of 2 if they have none.
Notes: None



Chilling Aura

Availability: Leaders or Elites with Undead SA
Type: Specialty Upgrade
Point Cost: 10
Unique: No
Effects: Model gains the Fearsome SA.
Notes: Models that already have the Fearsome SA gain no benefit from this item.

Cloak of the Dunewalker

Availability: Leader or Elite Models in Nefsokar Lists
Type: Specialty Upgrade
Point Cost: 20
Unique: Yes
Effects: Model Gains the Non-Corporeal SA and +1 Mov
Notes: Unavailable to Models with the Mounted SA.

Fire Keg

Availability: Reven Lists
Type: Specialty Upgrade
Point Cost: 15
Unique: Yes
Effects: As an Invoke Action, an explosive 2" AOE Fireball is centered on the equipped model and is resolved with a CP of 5. The equipped model is destroyed when this item is used.
Notes: The equipped model must be visibly designated in some way to indicate possession of this item.

Hooves of the Nightmare

Availability: Non-Soldier Models with the Mounted SA in Overlord Lists.
Type: Specialty Upgrades
Point Cost: 50
Unique: Yes
Effects: Model gains the Flyer SA
Notes: Flying Special Mov is equal to the Model's normal Mov

Page

Availability: Good Leader Models

Type: Specialty Upgrade

Point Cost: 5

Unique: No

Effects: Leader Model may perform a Regroup

Action as a Free Action instead of a Non-Combat Action.

Notes: None

Shadowy Contacts

Availability: Leader Models

Type: Specialty Upgrade

Point Cost: 15

Unique: No

Effects: Model Gains the Spy SA.

Notes: None

Sokar's Presence

Availability: Specific Models in a Nefsokar List

Type: Specialty Upgrade

Point Cost: 50

Unique: Yes

Effects: Friendly Nefsokar Models within 12" of the Model gain a +1 bonus to their MAV.

Notes: This bonus does not stack with the bonus provide by a Totem of Battle, but it does stack with any equipment bonuses or any spell effects currently affecting the Model. This item may only be purchased for the Models listed below.

- Lesser Avatar
- Ammat
- Thoth
- Sokar's Avatar

Troop Upgrades**Troop Musician**

Availability: Soldier Models

Type: Troop Upgrade

Point Cost: 15

Unique: No

Effects: All Models in the Troop gain +1 Mov.

Flying and Burrowing Mov is also affected.

Notes: Only one Troop Musician is allowed per Troop.

Troop Standard

Availability: Soldier Models

Type: Troop Upgrade

Point Cost: 15

Unique: No

Effects: All Models in the Troop may re-roll any failed Discipline Checks one time, and will not retreat.

Notes: Only one Troop Standard is allowed per Troop. If the Model is slain, the controlling player may have another Soldier Model in the same Troop pick up the Troop Standard by conducting a Loot Action. Models from other Troops gain no benefit from another Troop's Troop Standard.



Spells

Grade 1 Mage Spells

Bolt

Casting Grade: Mage 1

Availability: Any

Type: Attack

Point Cost: 5

Range: 18"

Area of Effect: none

Models Affected: 1

Damage: 1 Point

LOS: Yes

Cast Defensively: Yes

Notes: None

Draining Touch

Casting Grade: Mage 1

Availability: Models with the Undead SA

Type: Attack

Point Cost: 5

Range: B2B Contact

Area of Effect: N/A

Models Affected: 1

Damage: 1 point

LOS: Yes

Cast Defensively: No

Notes: If cast successfully, target Model suffers 1 point of Damage and the Casting Model heals itself by removing 1 point of Damage from itself. If the Casting Model has no Damage to remove, the spell has no extra effect beyond damaging the target Model. Casting this spell does not provoke Defensive Strikes. Target Models with the Undead SA are immune to this spell.

Fear

Casting Grade: Mage 1

Availability: Any

Type: Attack

Point Cost: 5

Range: 24"

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: Affected Model receives a Shaken Token. Models that are immune to Shaken Tokens are not affected by this spell.

Ice Shards

Casting Grade: 1

Availability: Any

Type: Attack

Point Cost: 10

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: 2 Point

LOS: Yes

Cast Defensively: No

Notes: None

Poison

Casting Grade: Mage 1

Availability: Any

Type: Attack

Point Cost: 5

Range: 18"

Area of Effect: none

Models Affected: 1

Damage: N/A

LOS: No

Cast Defensively: Yes

Notes: Target Model receives a Poison Token. Poison Tokens do not stack. At the end of a turn, Models with Poison Tokens must make a successful Poison Check or suffer one point of damage. A Model making a Poison Check must roll a 10 on a d10. Models with the Tough SA will add their Tough number to this roll. Regardless of success or failure of this roll the Poison Token is removed

Stunned Models that have a Poison Token must still make a Poison Check. Failure of this Poison Check means they are slain. If a Model with a Poison Token is ever successfully healed, the Poison Token is removed. Models with the Undead SA or the Non-Corporeal SA are immune to Poison Tokens.

Shockwave

Casting Grade: Mage 1

Availability: Any

Type: Attack

Point Cost: 10

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: The Target of this spell is moved 12" in a straight line away from the Spell Caster.

Movement Cost Modifiers do not apply.

Models may not be moved up or down, only follow the surface of the ground. A Model cannot be forced to leave the table, nor can it be moved into B2B contact with any other Model. If the target is moved into an illegal situation (impenetrable terrain, etc.) the target stops short. This spell cannot be used on friendly Models.

Venom

Casting Grade: Mage 1

Availability: Reptus Lists

Type: Attack

Point Cost: 5

Range: 18"

Area of Effect: none

Models Affected: 1

Damage: 1 Point

LOS: Yes

Cast Defensively: Yes

Notes: Target Model receives a Poison Token. Poison Tokens do not stack. At the end of a turn, Models with Poison Tokens must make a successful Poison Check or suffer one point of damage. A Model making a Poison Check must roll a 10 on a d10. Models with the Tough SA will add their Tough number to this roll. Regardless of success or failure of this roll the Poison Token is removed

Stunned Models that have a Poison Token must still make a Poison Check. Failure of this Poison Check means they are slain. If a Model with a Poison Token is ever successfully healed, the Poison Token is removed. Models with the Undead SA or the Non-Corporeal SA are immune to Poison Tokens.

Grade 2 Mage Spells

Arcane Blast

Casting Grade: 2

Availability: Elf Lists

Type: Attack

Point Cost: 20

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: 3 Points

LOS: Yes

Cast Defensively: Yes

Notes: None

Counter Spell

Casting Grade: Mage 2

Availability: Any

Type: Non-Attack

Point Cost: 10

Range: 6"

Area of Effect: Special

Models Affected: Special

Damage: None

LOS: No

Cast Defensively: Yes

Notes: This spell is cast in an attempt to disrupt an enemy's Attack spell that has been cast against you or at a target within 6" of you. If Counter Spell is cast successfully, the enemy casting Model receives a -6 to its Casting Roll. In cases where multiple Models are affected by the Attack spell, the -6 penalty applies to all Casting Rolls. Cannot Counter Non-Attack Spells.

Fireball

Casting Grade: Mage 2
Availability: Any
Type: Attack
Point Cost: 20
Range: 18"
Area of Effect: 2"
Models Affected: All
Damage: 1 Point
LOS: Yes
Cast Defensively: No
Notes: None

Ghost Form

Casting Grade: Mage 2
Availability: Necropolis Lists
Type: Non-Attack
Point Cost: 10
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Target Model gains the Non Corporeal SA until the end of its next Activation.

Ice Blast

Casting Grade: 2
Availability: Any
Type: Attack
Point Cost: 20
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 3 Points
LOS: Yes
Cast Defensively: No
Notes: None

Life Drain

Casting Grade: Mage 2
Availability: Models with Undead SA
Type: Attack
Point Cost: 15
Range: 18"
Area of Effect: N/A
Models Affected: 1

Damage: 1 Point

LOS: Yes

Cast Defensively: No

Notes: If cast successfully, target Model suffers 1 point of Damage and the Casting Model heals itself by removing 1 point of Damage from itself. If the Casting Model has no Damage to remove, the spell has no extra effect beyond damaging the target Model. Target Models with the Undead SA are immune to this spell.

Lightning Bolt

Casting Grade: Mage 2

Availability: Any

Type: Attack

Point Cost: 25

Range: 12"

Area of Effect: 1/2" by 12" Line

Models Affected: All

Damage: 1 Point

LOS: Yes

Cast Defensively: No

Notes: This spell creates a Line 1/2" wide by 12" long. Any Model whose base is touched by this line is affected by the spell. The spell may start at any point within range and LOS of the Casting Model, and then proceeds in a straight line directly away from the Casting Model. Note that the player does not get to choose the direction of the blast; it goes in a line directly away from the Casting Model.



Rigor Mortis

Casting Grade: 2

Availability: Necropolis Lists

Type: Attack

Point Cost: 5

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: If successfully cast the target Model loses both Actions on its next Activation. Until the end of its next Activation the affected Model will not be able to participate in combat, or provide any type of Support Bonus. Melee Attacks against the affected Model gain a +1 bonus to their MAV.

Rock Friends

Casting Grade: Mage 2

Availability: Any

Type: Attack

Point Cost: 10

Range: 12"

Area of Effect: 3"

Models Affected: All Burrowing Models

Damage: N/A

LOS: No

Cast Defensively: No

Notes: Affected Burrowing Models underneath the AOE of this spell are brought up to the surface.

Scare

Casting Grade: Mage 2

Availability: Any

Type: Attack

Point Cost: 10

Range: 18"

Area of Effect: 2"

Models Affected: All

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: Affected Models receive a Shaken Token. Models that are immune to Shaken Tokens are not affected by this spell.

Shell of the Coffin

Casting Grade: Mage 2

Availability: Necropolis Lists

Type: Non Attack

Point Cost: 10

Range: Spell Caster

Area of Effect: 3"

Models Affected: All Models with the Undead SA

Damage: N/A

LOS: N/A

Cast Defensively: No

Notes: Affected Models are immune to all Ranged Attacks until the beginning of their next Activation. Ranged Attacks with the Blowthrough SA are not affected by this spell.

Stun

Casting Grade: Mage 2

Availability: All

Type: Attack Spell

Point Cost: 15

Range: 18"

Area of Effect: 2"

Models Affected: All

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: If successfully cast the target Models lose both Actions on their next Activation. Until the end of their next Activation the affected Models will not be able to participate in combat, or provide any type of Support Bonus. Melee Attacks against the affected Models gain a +1 bonus to their MAV.

Violent Possession

Casting Grade: Mage 2

Availability: Evil

Type: Attack

Point Cost: 15

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: 1 Point

LOS: No

Cast Defensively: No

Notes: Models with the Undead SA are immune to this spell.

Wind Blast

Casting Grade: Mage 2

Availability: Any

Type: Attack

Point Cost: 10

Range: 24" (12")

Area of Effect: 3"

Models Affected: All Flying Models

Damage: N/A

LOS: No

Cast Defensively: No

Notes: Affected Flying Models are brought down to the surface. The Range is 24" if the Casting Model is Flying, 12" if the Casting Model is on the ground.

Grade 3 Mage Spells

Arcane Storm

Casting Grade: Mage 3

Availability: Elf Lists

Type: Attack

Point Cost: 30

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: 4 Points

LOS: Yes

Cast Defensively: Yes

Notes: None

Chain Lightning

Casting Grade: Mage 3

Availability: Any

Type: Attack

Point Cost: 40

Range: 18" (2" per Leap)

Area of Effect: Special

Models Affected: Special

Damage: 1 Point

LOS: Special

Cast Defensively: No

Notes: This spell has the possibility of affecting multiple Models. Only the first target Model must be within LOS of the Casting Model. If the spell is successfully cast, the first Model

suffers 1 point of Damage. The Spell Caster now chooses the next enemy target Model. This next target Model must be within 2" of the first target Model but does not need to be in LOS with the Casting Model. Chain Lightning continues in this manner until:

- a) The spell fails to damage a target.
- b) The spell has no other target in range that has not already been damaged by Chain Lightning.
- c) The spell has affected 8 targets.

Debilitating Pain

Casting Grade: Mage 3

Availability: Darkspawn Lists

Type: Attack

Point Cost: 40

Range: 18"

Area of Effect: 2"

Models Affected: All

Damage: 1 Point

LOS: Yes

Cast Defensively: No

Notes: If successfully cast the target Models take a point of Damage and lose both Actions on their next Activation. Until the end of their next Activation the affected Models will not be able to participate in combat, or provide any type of Support Bonus. Melee Attacks against the affected Models gain a +1 bonus to their MAV.

Fire Storm

Casting Grade: Mage 3

Availability: Any

Type: Attack

Point Cost: 30

Range: 18"

Area of Effect: 3"

Models Affected: All

Damage: 1 point

LOS: Yes

Cast Defensively: No

Notes: Previously Stunned Models in the Fire Storm's AOE are removed from play.

Ice Storm

Casting Grade: Mage 3

Availability: Any

Type: Attack

Point Cost: 30

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: 4 Points

LOS: Yes

Cast Defensively: No

Notes: None

Lightning Blast

Casting Grade: Mage 3

Availability: Any

Type: Attack

Point Cost: 45

Range: 12"

Area of Effect: 1/2" by 12" Line

Models Affected: All

Damage: 2 Points

LOS: Yes

Cast Defensively: No

Notes: This spell creates a Line 1/2" wide by 12" long. Any Model whose base is touched by this line is affected by the spell. The spell may start at any point within range and LOS of the Casting Model, and then proceeds in a straight line directly away from the Casting Model. Note that the player does not get to choose the direction of the blast; it goes in a line directly away from the Casting Model.

Summon Spectral Minions

Casting Grade: Mage 3 (Necropolis Lists Mage 2)

Availability: Evil

Type: Non-Attack

Point Cost: 30

Range: Casting Model

Area of Effect: Special

Models Affected: N/A

Damage: N/A

LOS: N/A

Cast Defensively: No

Notes: By casting this spell the Casting Model summons Spectral Minions into play. The

Spectral Minions must be placed within 2" of the Casting Model. After the Spectral Minions have been placed they may take one Action, either a Combat or a Non-Combat action. The Spectral Minions automatically join the Casting Model's Troop, ignoring Troop Capacity. The number of Spectral Minions brought into play is dependent on the Casting Roll.

Result	Number of Minions
10-14	3 Spectral Minions
15-19	4 Spectral Minions
20+	5 Spectral Minions

Spectral Minion (Spell Effect)

14327

Affiliation: Special/Special

Model: Special

Base: Standard

Dmg 0 1

Mov 6 5

Dis 6 5

DV 8 7

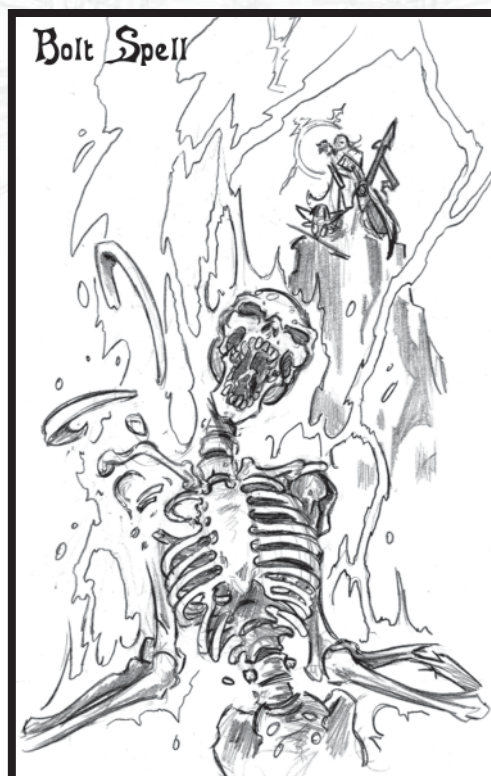
MD 8 7

S.A.: Non-Corporeal, Undead

MAV 4 3

#MA 2

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Grade 1 Cleric Spells

Aspect of the Hunter

Casting Grade: Cleric 1
Availability: Reven
Type: Non-Attack
Point Cost: 5
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Target Model gains a +3 MAV until the end of its next Activation.

Blessing

Casting Grade: Cleric 1
Availability: Any
Type: Non-Attack
Point Cost: 10
Range: Casting Model
Area of Effect: 2"
Models Affected: All Friendly Models
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Affected Friendly Models gain a +1 to ALL of their rolls until the end of their next Activation.

Cure 1

Casting Grade: Cleric 1
Availability: Any
Type: Non-Attack
Point Cost: 10
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: NA
Notes: Removes 1 point of Damage from the target Model.

Divine Vigor

Casting Grade: Cleric 1
Availability: Any
Type: Non-Attack
Point Cost: 5
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Target Model gains a +2 MAV until the end of its next Activation.

Slow

Casting Grade: Cleric 1
Availability: Any
Type: Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Affected Model loses a Non Combat Action on its next Activation.



Grade 2 Cleric Spells

Angelic Aspect

Casting Grade: Cleric 2
Availability: Crusader Lists
Type: Non-Attack
Point Cost: 10
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Until the end of its next Activation, the target Model gains the Flyer SA and a Special Mov of 10 when flying. The target does not need to use an Invoke Action to take off, and may do so as part of a Movement Action. Rules for breaking B2B contact still apply.

Burst of Speed

Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 10
Range: Casting Model
Area of Effect: 3"
Models Affected: All Friendly Models
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Affected Friendly Models gain a +2 to their Mov until the end of their next Activation.

Crimson Embrace

Casting Grade: Cleric 2
Availability: Reptus Lists
Type: Non-Attack
Point Cost: 15
Range: Casting Model
Area of Effect: 3"
Models Affected: Friendly Reptus Models
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Affected Models gain the Frenzy SA until the beginning of their next Activation.

Cure 2

Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 20
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: NA
Notes: Removes 2 points of Damage from the target Model.

Cure 3

Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 30
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: NA
Notes: Removes 3 points of Damage from the target Model.

Dispel

Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 10
Range: 6"
Area of Effect: 3"
Models Affected: All
Damage: none
LOS: Yes
Cast Defensively: NA
Notes: When successfully cast, Dispel removes any lingering (non damage) spell effects on friendly Models, such as losing actions or being held in place.

Hold

Casting Grade: Cleric 2

Availability: All

Type: Attack Spell

Point Cost: 20

Range: 12"

Area of Effect: 2"

Models Affected: All

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: If successfully cast the target Models lose both Actions on their next Activation. Until the end of their next Activation the affected Models will not be able to participate in combat (including defender adjust), or provide any type of Support Bonus. Melee Attacks against the affected Models gain a +1 bonus to their MAV.

Holy Light

Casting Grade: Cleric 2

Availability: Good

Type: Attack

Point Cost: 10

Range: Casting Model

Area of Effect: 2"

Models Affected: All Enemy Models

Damage: 1 Point

LOS: No

Cast Defensively: No

Notes: Affected Enemy Models without the Undead SA suffer 1 point of Damage. Affected Enemy Models with the Undead SA suffer 2 points of Damage. This spell does not affect friendly Models.

Part Death's River

Casting Grade: Cleric 2

Availability: Nefsokar Lists

Type: Non-Attack

Point Cost: 60

Range: 18"

Area of Effect: 3"

Models Affected: Any Friendly

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: The Casting Model and any friendly Models within the 3" AOE the Casting Model chooses to transport are teleported to a new location within the 18" range. The Casting Model appears at the target point, and any Friendly Models brought along are placed within 3" of the Casting Model. Models may be placed into B2B contact.

Sand Storm

Casting Grade: Cleric 2

Availability: Nefsokar Lists

Type: Attack Spell

Point Cost: 15

Range: 18"

Area of Effect: 3"

Models Affected: All

Damage: None

LOS: Yes

Cast Defensively: No

Notes: Affected Models may not conduct any Ranged Attacks or Defensive Shots until the end of their next Activation.

Searing Pain

Casting Grade: 2

Availability: Evil, Neutral

Type: Attack

Point Cost: 10

Range: 12"

Area of Effect: N/A

Models Affected: 1

Damage: 1 Point

LOS: Yes

Cast Defensively: No

Notes: None



Teleport

Casting Grade: Cleric 2

Availability: Any

Type: Non-Attack

Point Cost: 30

Range: Initial 12 / Destination 24

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: This spell allows a target Model within 12 inches of the Casting Model to be transported to any point within 24" of the Casting Model. The Casting Model needs LOS to both locations.

Voice of Khardullis

Casting Grade: Cleric 2

Availability: Overlords

Type: Non-Attack

Point Cost: 15

Range: Casting Model

Area of Effect: 6"

Models Affected: Friendly Soldiers

Damage: N/A

LOS: No

Cast Defensively: No

Notes: Friendly Soldier Models gain +1 MAV and the Improved Charge/3 SA until the end of this Activation. Models that already have the Improved Charge/# SA, receive no extra Improved Charge movement.

Warcry

Casting Grade: Cleric 2

Availability: Reven List

Type: Non-Attack

Point Cost: 10

Range: Casting Model

Area of Effect: 2"

Models Affected: All Friendly Stunned Models

Damage: NA

LOS: NA

Cast Defensively: No

Notes: Any affected Stunned Model gains back its last Damage Track as if it had made a successful Tough check.

Grade 3 Cleric Spells

Blessed Resurrection

Casting Grade: Cleric 3

Availability: Good, Neutral

Type: Non-Attack

Point Cost: 50

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: The targeted Slain Model is brought back to life and is returned to play on its last Damage Track. The target Model is also teleported to a point within 2" of the Casting Model. The target Model is still part of its original Troop. If the target Model is part of the Casting Model's Troop it may take one Action, either a Combat or a Non-Combat action. Cannot be cast on Models with the Undead or Summoned SA.

Blessing of Shadarzaddi

Casting Grade: Cleric 3

Availability: Crusader Lists

Type: Non-Attack

Point Cost: 75

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: The targeted Slain Model is brought back to life and is returned to play with 3 points of Damage removed (ie 2 Damage tracks higher than its last). If the Model has fewer than 3 Damage Tracks, the extra healing is ignored. The target Model is also teleported to a point within 2" of the Casting Model. The target Model is still part of its original Troop. If the target Model is part of the Casting Model's Troop it may take one Action, either a Combat or a Non-Combat action. Cannot be cast on Models with the Undead or Summoned SA.

Call Lightning

Casting Grade: Cleric 3

Availability: Any

Type: Attack

Point Cost: 25

Range: 12"

Area of Effect: 2"

Models Affected: All

Damage: 1 Point

LOS: Yes

Cast Defensively: No

Notes: None

Cure 4

Casting Grade: Cleric 3

Availability: Any

Type: Non-Attack

Point Cost: 40

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: NA

Notes: Removes 4 points of Damage from the target Model.

Disenchant

Casting Grade: 3

Availability: Any

Type: Attack

Point Cost: 10

Range: 18"

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: Model loses any bonuses for purchased equipment until the end of its next Activation.

Domination

Casting Grade: Cleric 3

Availability: Evil

Type: Attack Spell

Point Cost: 40

Range: 12"

Area of Effect: N/A

Models Affected: 1

Damage: N/A

LOS: Yes

Cast Defensively: No

Notes: Models with a Dis equal to or greater than 7 are immune to this spell. Spell takes control of the target Model allowing the Casting Model to force the affected Model to take a Combat Action or Non Combat Action.

This Action must be taken before any other Action may be taken or declared by the Casting Model's Troop. This Action resolves independently from the rest of the Casting Model's Troop. If the controlled Model attacks another Model, the Defending Model may choose whether to take a Defensive Strike or not.

Felling of the Firstborn

Casting Grade: Cleric 3

Availability: Nefsokar Lists

Type: Attack

Point Cost: 50

Range: Unlimited

Area of Effect: Special

Models Affected: Special

Damage: 1 Point

LOS: No

Cast Defensively: No

Notes: This spell attacks any 5 Models of the player's choice, regardless of where on the tabletop battlefield the Models are. Player may not choose the same Model twice. This spell may only be purchased once.

Holy Burst

Casting Grade: Cleric 3

Availability: Crusader Lists

Type: Attack

Point Cost: 40

Range: Casting Model

Area of Effect: 2"

Models Affected: Special

Damage: Special

LOS: No

Cast Defensively: No

Notes: Affected Enemy Models without the Undead SA suffer 1 point of Damage. Affected Enemy Models with the Undead SA suffer 2 points of Damage. Affected Friendly Models have 1 point of Damage removed.

Army Lists

Crusaders

Army List Name: Crusader Default
Restrictions: Any Model of Crusader Affiliation
Models that change to Non-Unique/Grunt:
Herne, Sergeant
Light Lancer, Grunt
Celestial Lion, Monster

Army List Name: Army of Justice Sublist
Restrictions: The following Models only:
Duke Gerard, Warlord
Sir Danel, Unq. Captain
Sir Brannor, Captain
Lord Ironraven, Captain
Sir Broderic, Captain
Sir Malcom, Unq. Sergeant
Sir Conlan, Sergeant
Sir Damon, Unq. Hero
Finari, Hero
Halbarad, Cleric
Vandalil, Unq. Mage
Marcus Gideon, Unq. Rogue
Lion's Lancer, Adept
Justicar, Adept
Templar Ironspine, Grunt
Templar Knight, Grunt
Templar Unforgiven, Grunt
Guardian Beast, Unq. Monster
Celestial Lion, Monster
Hound of Judgement, Monster
Uriel, Unq. Solitaire

Models that change to Non-Unique/Grunt:
Celestial Lion, Monster
Hound of Judgement, Monster

Darkspawn

Army List Name: Darkspawn Default
Restrictions: Any Model of Darkspawn Affiliation
Models that change to Non-Unique/Grunt:
Keradaan, Sergeant
Naklak, Bloodstone Sergeant

Devourer of Mashaf, Monster
Maladom, Monster

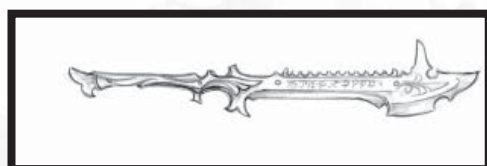
Army List Name: Demonic Conclave Sublist
Restrictions: The following Models only:

Rauthuros, Warlord
Guros, Baron of Whips, Unq. Captain
Rahl, Duke of Pain, Unq. Captain
Ashakia, Unq. Sergeant
Meridiana, Sergeant
Mastema, Unq. Hero
Maugrathoth, Hero
Jhorxia, Rogue
Burrowing Spawn, Adept
Demon Warrior, Adept
Goatman Daemon, Adept
Ice Demon, Adept
Incubus Warrior, Adept
Lesser Devils, Adept
Demon Imps, Grunt
Devourer of Mashaf, Unq. Monster
Maladom, Unq. Monster
Marilith, Unq. Solitaire

Models that change to Non-Unique/Grunt:
Ashakia, Sergeant
Mastema, Hero
Demon Warrior, Grunt
Ice Demon, Grunt
Devourer of Mashaf, Monster

Dwarves

Army List Name: Dwarves Default
Restrictions: Any Model of Dwarves Affiliation
Models that change to Non-Unique/Grunt:
Durin Pathfinder, Sergeant
Tohil Steadyhand, Sergeant
Dwarven Pathfinders, Grunt
Griffon, Monster
Lesser Earth Elemental, Monster
Dire Bear, Monster



Elves

Army List Name: Elves Default

Restrictions: Any Model of Elves Affiliation

Models that change to Non-Unique/Grunt:

Elven Ranger, Grunt

Hunting Cat, Grunt

Mossbeard the Treeman, Monster

Army List Name: Woodland Protectors Sublist

Restrictions: The following Models only:

Argyrian, Silver Dragon

Ilmarin, Wood Elf

Chiral, Centaur Sergeant

Tanwylen, Satyr

Silvermaine, Unicorn

Dehanis, Druidess

Drys, Dryad

Centaur Archer

Centaur Warrior

Elven Ranger

Faery

Hunting Cat

Satyr Warrior

Faun

Vale Warrior

Giant Eagle

Mossbeard the Treeman

Galdanoth, Elven Sniper

Models that change to Non-Unique/Grunt:

Chiral, Sergeant

Tanwylen, Satyr, Sergeant

Silvermaine, Unicorn, Hero

Centaur Archer, Grunt

Centaur Warrior, Grunt

Elven Ranger, Grunt

Hunting Cat, Grunt

Satyr Warrior, Grunt

Giant Eagle, Monster

Mossbeard the Treeman, Monster

Mercenary

Army List Name: Mercenary Default

Restrictions: Any Model of Mercenary

Affiliation

Models that change to Non-Unique/Grunt:

N/A

Necropolis

Army List Name: Necropolis Default

Restrictions: Any Model of Necropolis

Affiliation

Models that change to Non-Unique/Grunt:

Bloodseeker Vampire, Hero

Kaena, Solitaire

Army List Name: Crypt Legion Sublist

Restrictions: The following Models only:

Moandain, Warlord

Lord Kentaur, Unq. Captain

Sir Azarphan, Captain

Lord Gauren, Captain

Sir Gadrin, Unq. Sergeant

Railor, Sergeant

Sir Dauron, Unq. Hero

Nivar, Unq. Rogue

Nightspecter, Unq. Rogue

Burrowing Zombie, Adept

Deathrider, Adept

Zombie, Grunt

Skeletal Archer, Grunt

Wraith Harvester, Grunt

Skeletal Warrior, Grunt

Skeletal Swordsman, Grunt

Grave Horror, Unq. Monster

Bone Horror, Unq. Monster

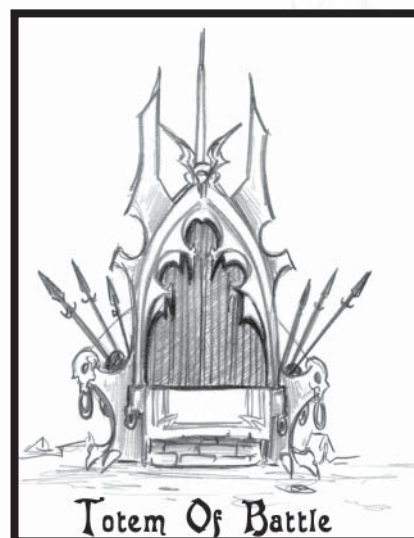
Aysa, Unq. Solitaire

Kaena, Solitaire

Models that change to Non-Unique/Grunt:

Zombie, Grunt

Kaena, Solitaire



Nefsokar

Army List Name: Nefsokar Default

Restrictions: Any Model of Nefsokar Affiliation

Models that change to Non-Unique/Grunt:

Giant Scorpion, Monster

Lesser Avatar, Monster

Dust Devil, Monster

Army List Name: People of the Desert Wind

Restrictions: The following Models only:

Senet Net'merew, Warlord

Ah'radivh, Captain

Anwar, Sergeant

Tariq, Sergeant

Mi'sher, Sergeant

Ibrahim, Unq. Hero

Fatima, Unq. Cleric

Atifa, Unq. Cleric

Khamsin Heavy Lancer, Adept

Khamsin Mounted Archer, Adept

Khamsin Raider, Grunt

Khamsin Dervish, Grunt

Khamsin Archer, Grunt

Khamsin Herdsman, Grunt

Sokar's Avatar, Unq. Monster

Giant Scorpion, Monster

Dust Devil, Monster

Khathan, Unq. Solitaire

Models that change to Non-Unique/Grunt:

Ah'radivh, Captain

Anwar, Sergeant

Tariq, Sergeant

Mi'sher, Sergeant

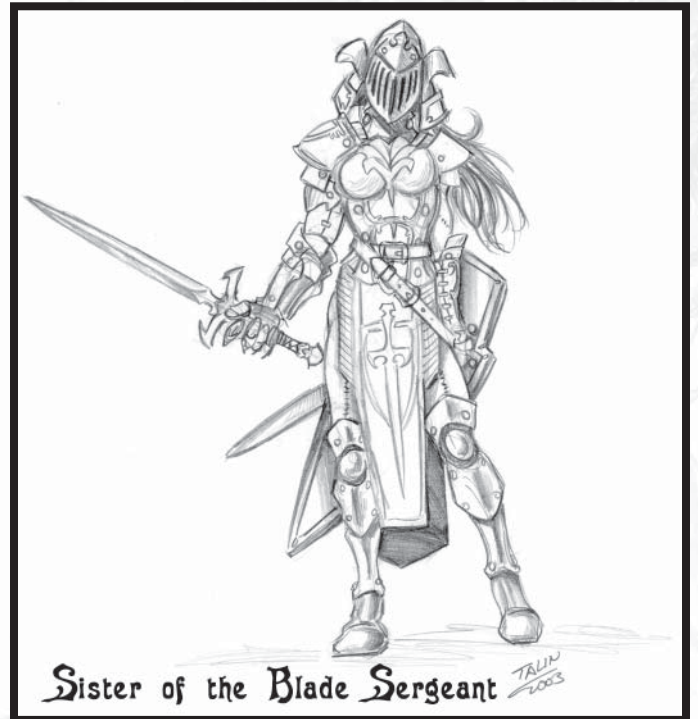
Atifa, Cleric

Khamsin Raider, Grunt

Khamsin Dervish, Grunt

Giant Scorpion, Monster

Dust Devil, Monster



Overlords

Army List Name: Overlords Default

Restrictions: Any Model of Overlord Affiliation

Models that change to Non-Unique/Grunt:

Count Lorenth, Captain

Onyx Zephyr, Grunt

Bile, Monster

Incarnation of Flame, Monster

Army List Name: Followers of Khardullis
Sublist

Restrictions: The following Models only:

Marquise Zora D'Arenge, Warlord

Andras, Captain

Lorena, Sergeant

Corvus, Sergeant

Moria, Hero

Balthon, Unq. Cleric

Ranthe, Cleric

Arik Gix, Unq. Mage

Daughter of the Whip, Grunt

Overlord Crossbowman, Grunt

Overlord Spearman, Grunt

Overlord Warrior, Grunt

Bondslave Survivor, Grunt

Bondslave, Grunt

Bile, Unq. Monster

Incarnation of Flame, Monster

Onyx Golem, Monster

Selthak, Unq. Solitaire

Models that change to Non-Unique/Grunt:

Lorena, Sergeant

Daughter of the Whip, Grunt

Incarnation of Flame, Monster

Onyx Golem, Monster

Army List Name: Onyx Legion Sublist

Restrictions: The following Models only:

General Matisse, Warlord

Chevalier Captain, Unq. Captain

Merack, Captain

Count Lorenth, Captain

Andras, Captain

Corvus, Sergeant

Ymrilix, Unq. Hero

Arik Gix, Unq. Mage

Strach, Unq. Mage

Kevis, Mage

Onyx Chevalier, Adept

Onyx Phalanx, Grunt

Onyx Zephyr, Grunt

Overlord Crossbowman, Grunt

Overlord Spearman, Grunt

Overlord Warrior, Grunt

Bile, Unq. Monster

Incarnation of Flame, Unq. Monster

Onyx Golem, Monster

Xailor, Unq. Monster

Selthak, Unq. Solitaire

Models that change to Non-Unique/Grunt:

Merack, Captain

Count Lorenth, Captain

Onyx Phalanx, Grunt

Onyx Zephyr, Grunt

Onyx Golem, Monster

Razig's Revenge

Army List Name: Razig's Revenge Default

Restrictions: Any Model of Razig Affiliation

Models that change to Non-Unique/Grunt:

Soul Cannon, Hero



Reptus

Army List Name: Reptus Default

Restrictions: Any Model of Reptus Affiliation

Models that change to Non-Unique/Grunt:

Chhaya, Sergeant

Krungbeast, Monster

Army List Name: Nagendra Sublist

Restrictions: The following Models only:

Po Wi-Set, Warlord

Somchai, Unq. Captain

Ssathuss, Unq. Sergeant

Tasanee, Hero

Ssudai, Unq. Mage

Kulan, Unq. Rogue

Coatl, Adept

Nagendra Ranger, Adept

Nagendra Venomspitter, Adept

Nagendra Warrior, Adept

Nakaraat, Unq. Monster

Klahan, Unq. Solitaire

Models that change to Non-Unique/Grunt:

Somchai, Captain

Ssathuss, Sergeant

Kulan, Rogue

Nagendra Ranger, Grunt

Nagendra Warrior, Grunt

River Troll, Adept

Bull Orc Berserker, Adept

Bull Orc Archer, Grunt

Bull Orc Hunter, Grunt

Bull Orc Fighter, Grunt

Beastman Woodcutter, Grunt

Nhoolyan, Monster

Lurgh, Unq. Solitaire

Models that change to Non-Unique/Grunt:

Bull Orc Archer, Grunt

Bull Orc Hunter, Grunt

Bull Orc Fighter, Grunt

Nhoolyan, Monster

Army List Name: Goblin (Noghra) Sublist

Restrictions: The following Models only:

Gronkelfibbets and Mazak

Ogg, Captain

Neek, Sergeant

Gonda, Cleric

Lunk, Mage

Skralla, Unq. Rogue

Harpy, Adept

Goblin Ranger, Adept

Goblin Beastrider, Grunt

Goblin Skeeter, Grunt

Goblin Warrior, Grunt

Hill Giant, Monster

Models that change to Non-Unique/Grunt:

Ogg, Captain

Goblin Beastrider, Grunt

Hill Giant, Monster

Reven

Army List Name: Reven Default

Restrictions: Any Model of Reven Affiliation

Models that change to Non-Unique/Grunt:

Nhoolyan, Monster

Army List Name: Bull Orc (Tomukh) Sublist

Restrictions: The following Models only:

Varaug, Warlord

Uru, Unq. Captain

Narg, Captain

Kharg, Sergeant

Urga, Sergeant

Gaaguk, Unq. Hero

Traeg, Unq. Hero

Ombur, Cleric

Yagun Oog, Unq. Mage



Army Faction Special Abilities (FAs)

Each of the Armies in Warlord have Special Abilities that are unique to them. The only way to gain an Army Faction Special Ability is to field only Models from that particular Faction or Faction Sublist. If a Fighting Company includes Models from another Faction, then it does not gain the benefits of its Army Faction Special Ability. If a Sublist of a given Faction is used, the Sublist's Army Faction Special Abilities are used in place of that Faction's default Army Faction Special Abilities.

Crusaders (default)

Mercy

As part of a loot action, any Crusader Model may offer Mercy to a stunned enemy Model. The stunned Model makes a DIS check, using the DIS of its last track. If the stunned Model succeeds in the DIS check, they are slain as per the Coup de Grace rules. If the stunned Model fails the DIS check, it returns to play on its last damage track and joins the Crusader's troop for the remainder of the battle, but does not get to Activate until the next time the Troop it joined Activates. Its Affiliation becomes **Crusader/Good** and its Type becomes **Grunt**. It retains any Equipment and un-cast Spells it had. Spells or Equipment with requirements no longer met by the Mercied Model can no longer be used by the Model. If the Model offering Mercy is a Solo, the Mercied model joins the Solo's Troop, and activates with it. If the Mercied Model was a Solo, it no longer grants an initiative card for being a separate troop.

Only one Mercy attempt may be made per Troop Activation. Mercy cannot be granted to Models with the Undead SA. Models with the Berserker SA automatically succeed on their DIS check and are immune to attempts at Mercy. Models without Tough/# cannot

be stunned and are therefore immune to attempts at Mercy.

Undead Hunter

All Crusader Models gain the Smite (Undead)/1 SA. Models that already have Smite (Undead) gain +1 to their Smite (Undead).

The Wolf

Adepts taken as part of a troop led by Duke Gerard are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

Crusaders (Army of Justice Sublist)

Armor of the Faithful

All Army of Justice models gain Fearless and Deflect/1. Models that already have Deflect/1 gain +1 to their Deflect.

Judgment

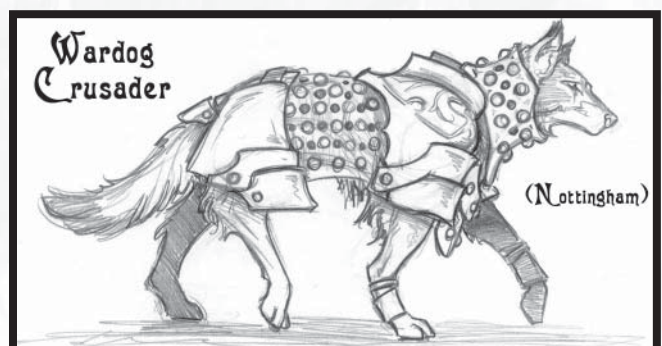
All Army of Justice models gain the Smite (Evil)/1 SA. Models that already have Smite (Evil) gain +1 to their Smite (Evil).

Shield of Faith

All Army of Justice models are immune to the effects of Fear of Undeath FA.

The Wolf

Adepts taken as part of a troop led by Duke Gerard are considered Grunts and do not count in any way against the Fighting Company's Adept limit.



Darkspawn (default)

Pain Cage

Whenever a Darkspawn Model slays (not merely stuns) an enemy Model, add one token to a cup or reservoir (representing harvested pain) for each Damage Track the victim possessed when undamaged.

Example: A Darkspawn Warrior slays an enemy Sergeant with 3 Damage Tracks. Three Pain Tokens are added to the Pain Cage.

Whenever a Darkspawn Model takes damage that would have killed/stunned it, a number of Pain Tokens may be spent to ignore the last point of damage. A Model requires one Pain Token to be spent for every 10 points the Model cost to field, rounded up, with a minimum cost of 3 Tokens.

Example: a Darkspawn Sergeant with Equipment upgrades cost 53 points to field. It takes enough damage to Stun/Kill it. 6 Pain Energy Tokens would need to be spent to keep the Model alive on its last Damage Track instead of it being Stunned/Killed.

Darkspawn (Demonic Conclave Sublist)

Gate

All Non-Leader Models in the Demonic Conclave Sublist gain the Summoned (Demonic Conclave) SA, and can be Summoned by any Demonic Conclave Model.

Dwarves (default)

Bane

Enemy Models with the Tough SA that are Stunned by Models of the Dwarf Affiliation are considered to have been instantly Coup de Graced and are considered slain/killed instead of Stunned. Bane works for any Model Stunned via melee combat, ranged combat, or from spells.

March to the Pipes

Models of the Dwarf Affiliation gain +2 MOV from the Troop Musician upgrade instead of +1.

Elves (default)

Fleet of Foot

Models of the Elf Affiliation gain the Wood Strider SA and the Ridge Runner SA.

Practice Makes Perfect

Models of the Elf Affiliation gain the Sure Shot SA.

Shadowy

Models of the Elf Affiliation treat all cover as heavy cover when being attacked.

Elves (Woodland Protectors Sublist)

Fleet of Foot

Models of the Elf Affiliation gain the Wood Strider SA and the Ridge Runner SA.

Shadowy

Models of the Woodland Protectors Sublist treat all cover as heavy cover when being attacked.

Summon Woods

A Leader model of the Woodland Protectors Sublist can use an Invoke action to create a CD-sized area of Heavy Woods (Cover Value 2) anywhere within 12" of the Model (LOS not required). Only one of these Summoned Woods may be summoned per turn, and no more than three of these Summoned Woods may be summoned per game (if playing against another Woodland Protectors Sublist, each side may summon up to three). It is suggested to use a CD (paint it green or flock it for flavor) to represent the Summoned Woods. When Summoning Woods where Models currently stand, simply slip the CD underneath them.

Tangling Roots

When fighting against a Woodland Protectors army, enemy Models passing through any Wooded (Light or Heavy) Terrain are slowed by an extra inch per Movement, and get -1 DV. Models with the Wood Strider SA ignore this Movement penalty.

Mercenaries (default)

A Change of Heart

You may select a single Data card and change its Affiliation to Mercenary/Neutral. You can change any Data Card. If you choose to change a Soldier Card or a non-unique Model, then the change applies to all of those Models. So if you're fielding an all Mercenary Army and you want to bring a group of Crimson Knights, you may use 'A Change of Heart' on the Crimson Knight Data Card and they become Mercenary/Neutral in your Mercenary army only.

Scoundrel's Luck

At the beginning of play, set aside 3 tokens (e.g. glass beads, dice, etc). At any time during the course of play, you may expend one of these tokens to re-roll one of your dice results. The result of the re-roll replaces the original roll. You may spend another token to re-roll again. When you run out of tokens, you're out of luck. You may spend your luck tokens at any time you wish, but once spent, they're gone for the rest of the game.

Necropolis (default)

Fear of Undeath

Enemy Models with the Fearless SA lose the benefits of that SA for the duration of the battle. Enemy Models without the Fearless SA suffer a -2 penalty to their DIS checks. Models with the Undead SA are immune to Fear of Undeath.

Vampires

The following Models are considered Vampires and may gain the benefits of the Vampiric Feeding and Chattel Army Faction Special Abilities when part of an all Necropolis Army:

Judas Bloodspire
Elsabeth Briarkiss

Sir Athak
Naomi, Mistress of Wings
Lord Tharian, Bloodmagus
Sir Osric, Crimson Knight
Crimson Knight
Bloodseeker Vampire
Lord Vandrian

Vampiric Feeding

Vampire Models may heal themselves via Vampiric Feeding. By performing a Loot Non-Combat Action on any fallen Model (either a Stunned Model or an actual Casualty) that has not been previously Looted or Coup de Graced, a Vampire may heal a single point of damage. Vampiric Feeding may not be performed on Models with the Undead SA. Vampiric Feeding performed on enemy Models with the Fearsome SA heals two points of damage instead of one. The Model fed upon is considered Coup de Graced. A fallen Model may only be fed upon a single time.

Chattel

A Vampire Model may remove any friendly Chattel Model that is within 2 inches of it from play as an Invoke Special Ability Action and heal a single point of damage.

Crimson Guard

Crimson Knights taken as part of a troop led by Judas Bloodspire are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

Necropolis (Crypt Legion Sublist)

Fear of Undeath

Enemy Models with the Fearless SA lose the benefits of that SA for the duration of the battle. Enemy Models without the Fearless SA suffer a -2 penalty to their DIS checks. Models with the Undead SA are immune to Fear of Undeath.

Dark Energy

All Models (including any summoned Spectral Minions) in a Crypt Legion sub-list gain the benefits of Dark Energy. This effectively functions as Tough/1. Models that already have Tough effectively gain Tough +1 to whatever their Tough value is. However, Dark Energy is not actually the Tough SA and therefore powers that ignore Tough or cancel Tough (like Coup de Grace as part of a Loot Action or the Dwarven Army's Bane Special Ability) cannot eliminate it.

Example: A Zombie in a Crypt Legion army has Tough/3 and Dark Energy. Effectively the Model has Tough/4. However, if a Dwarf in an All Dwarf force (normally Bane cancels Tough) puts down the Zombie, the Zombie may still make a Tough/1 roll as granted by Dark Energy. Similarly, if some other Model has performed a Coup de Grace on the Zombie, it would nullify the Tough/3. However, Dark Energy is still in effect and the Zombie may roll Tough/1 to recover from Stun even after the Coup de Grace. Even if a Dwarf performs a Coup de Grace, Dark Energy remains in effect, and the Zombie may still roll Tough/1.

Necromantic Surges

Any Mage of the Crypt Legion may use an Invoke SA action to sacrifice purchased spells to remove damage from models with the Undead special ability in an area of effect equal to one inch for every caster rank, centered on the Mage. (For example Mage 1/x is 1 inch, Mage 3/x is 3 inch radius).

The amount of damage throughout this area of effect that may be removed is equal to one damage point for every full 10 points in the cost of the spell(s) being sacrificed. A successful casting check is required for each point of damage the caster is attempting to remove and all of the damage to be removed must be declared and allocated before any rolling.

Example: Railor sacrifices 30 points worth of spells, and can now heal 3 points of damage from models within 1" of him. He can remove 1 point from 1 model, and 2 points from a second model, or 3 points from a single model, or 1 point each from 3 different models.

Nefsokar (default)

Sokar is Near

Enemy Spell Casters suffer a -2 to their CP. Nefsokar Spell Casters, including Nefsokar Spell Casters in an opposing Army, are immune to this power.

Crossing Death's River

Any Model may conduct an Invoke Special Ability Action in order to exchange places with any Slain (but not merely Stunned) friendly Model's corpse (even one that has been Looted) that is within 36" and is in Line of Sight. Crossing Death's River may be used to leave B2B Contact if the Model passes its DIS check. Corpses in the Model's rear arc are not in Line of Sight.

Paying the Boatman

Once per Game, a Nefsokar player can sacrifice one of their own models to gain a Corpse where that sacrificed Model stood. The Model is automatically Slain and a Corpse is placed where the Model stood. This is a Free Action that may be taken at any time during the Model's Activation.

Nefsokar (People of the Desert Wind Sublist)

Sokar is Near

Enemy Spell Casters suffer a -2 to their CP. Nefsokar Spell Casters, including Nefsokar Spell Casters in an opposing Army, are immune to this power.

Mobile

All models in a People of the Desert Wind Sublist may take a Move Action, before play, as though they possessed the Ranger SA. They do not gain the Ranger SA. Models that already have the Ranger SA do not get to make 2 Move Actions. In scenarios where Models with the Ranger SA are restricted or limited, the player may choose to either not use the Army Faction Special Ability at all or have their entire Fighting Company face the restrictions.

Delayment

A People of the Desert Wind player may choose to delay the deployment of 1 enemy Troop, per full 1000 points of the game, by 1 turn. Delayed Troops are not placed on the board in the Deployment Phase as normal. The People of the Desert Wind player chooses which Troop(s) to delay, after seeing all of the Troops that his opponent is going to field. Models in Troops targeted by Delayment do not add bonuses to the game for any SA they possess (such as the Spy SA) while they are off the board. Nor does the Troop itself add any cards to the Deployment Deck or the Initiative Deck until they arrive. Once the Delayed Troops do arrive on the field, their SAs add their normal bonuses to the game. Troops that include a Model with the Tactician SA are ineligible for Delayment.

At the start of the second turn, Troops that were Delayed put Initiative Cards into the Initiative Deck as normal. The Delayed Troops may be Activated as normal and moved onto the board with a Movement Action from a table edge within their Deployment Zone. Measurement of the Movement Action starts

at the edge of the table. Models with the Ranger SA in a Delayed Troop do not get the free Movement Action provided by the Ranger SA.

Overlords (default)

Do Your Duty

Once per Action Phase any Elite or Leader Model may reassign a single point of Damage that it suffers due to enemy Defensive Strikes. The Damage can only be reassigned to another Model in its Troop that is in base contact with the Elite or Leader Model that originally took the Damage. Damage cannot be reassigned to a Model that has already suffered enough Damage to Slay or Stun it.

Fear the Whip

Leader Models may opt to maneuver with a reduced command radius of 12" and in return add +2 DIS to all models in its Troop (including itself) that are inside the 12" command radius; models outside of this radius are considered out of cohesion for all purposes. Leader Models may start the game with the reduced command radius, and may change back and forth between the reduced and regular command radius via an Invoke Special Ability Action performed by the Leader Model.



Lock Shields

The following Models may perform a Lock Shields action: Onyx Phalanx and Merack. All Models that conduct a Lock Shields action and have at least two other Models conducting Lock Shields in valid B2B Contact with them (or in a row with them), are immune to Ranged Attacks, unless the Ranged Attack is made with the Blowthrough SA. Thus, if a straight line of 3 Onyx Phalanx Models in B2B contact with each other conduct Lock Shields, all 3 Models are immune to Ranged Attacks, not just the center Model.

A Lock Shields action requires an Invoke Action, and lasts until the Model's next Activation, or until they perform any Action other than Lock Shields, including Defensive Strikes.

If at any time a Model no longer has the requisite 2 other Models that have performed Lock Shields in valid B2B Contact (or in a row), it is no longer under the effects of Lock Shields. Thus, if a straight line of 4 Onyx Phalanx Models in B2B contact with each other conduct Lock Shields, and 1 of the 2 Models in the middle of the line conducts Defensive Strike(s), all 4 Models lose Lock Shields, but if one of the 2 Models on either end of the line breaks, the remaining 3 Models are still Locking Shields, since they are still a group of 3 or more.

Marquise Personal Retinue

Daughters of the Whip taken as part of a troop led by Marquise Zora d'Arengo are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

Overlords (Followers of Khardullis Sublist)

Dark Faith

Models with the Cleric SA gain the Innate Spell (Voice of Khardullis) SA.

Warbrides

Troops fielding the Model 'Moraia, Warbride' count as having purchased the Troop Musician and the Troop Standard Equipment upgrades at no additional cost. Additional Standards and/or Musicians may not be purchased for this Troop.

Do Your Duty

Once per Action Phase any Elite or Leader Model may reassign a single point of Damage that it suffers due to enemy Defensive Strikes. The Damage can only be reassigned to another Model in its Troop that is in base contact with the Elite or Leader Model that originally took the Damage. Damage cannot be reassigned to a Model that has already suffered enough Damage to Slay or Stun it.

Overlords (Onyx Legion Sublist)

Hunter's Edge

The Onyx Legion player may activate the Hunter's Edge once per Turn. By activating Hunter's Edge, the player may force whatever Initiative Card that was just drawn to be put back into the Initiative Deck at the bottom of the pile. In effect, the Onyx Legion can force either their opponent's Initiative Cards or their own to be buried to help control who gets to Activate before the other. The buried Initiative Card is not discarded, simply delayed until later in the turn.



Lock Shields

The following Models may perform a Lock Shields action: Onyx Phalanx and Merack. All Models that conduct a Lock Shields action and have at least two other Models conducting Lock Shields in valid B2B Contact with them (or in a row with them), are immune to Ranged Attacks, unless the Ranged Attack is made with the Blowthrough SA. Thus, if a straight line of 3 Onyx Phalanx Models in B2B contact with each other conduct Lock Shields, all 3 Models are immune to Ranged Attacks, not just the center Model.

A Lock Shields action requires an Invoke Action, and lasts until the Model's next Activation, or until they perform any Action other than Lock Shields, including Defensive Strikes.

If at any time a Model no longer has the requisite 2 other Models that have performed Lock Shields in valid B2B Contact (or in a row), it is no longer under the effects of Lock Shields. Thus, if a straight line of 4 Onyx Phalanx Models in B2B contact with each other conduct Lock Shields, and 1 of the 2 Models in the middle of the line conducts Defensive Strike(s), all 4 Models lose Lock Shields, but if one of the 2 Models on either end of the line breaks, the remaining 3 Models are still Locking Shields, since they are still a group of 3 or more.

Razig's Revenge (default)

Captain of the Ship

Any Adept Models taken as part of a troop led by Razig are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

I'm Going, and That's That

All Razig's Revenge Fighting Companies must include Razig.

Fear of Undeath

Enemy Models with the Fearless SA lose the benefits of that SA for the duration of the battle. Enemy Models without the Fearless SA suffer a -2 penalty to their DIS checks. Models with the Undead SA are immune to Fear of Undeath.

Reptus (default)

Aura of Jade Thorns

Any Model of the Reptus Affiliation may sacrifice a Non-Combat Action in order to gain a temporary +2 to its DV versus any Defensive Strikes from Enemy Models.

Jade Strike

Any Model of the Reptus Affiliation may re-roll 1 missed Defensive Strike per Activation.

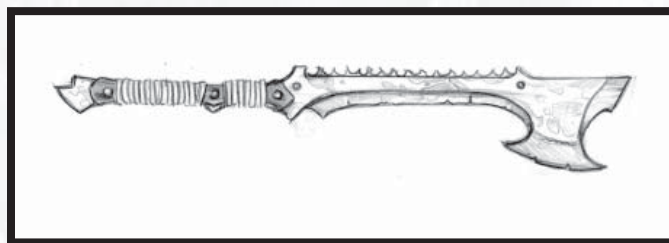
Reptus (Nagendra Sublist)

Fast Strike

Enemy Models do not gain the benefits of First Strike or Trencher when facing a Nagendra Sublist.

Dodge

All Models in the Nagendra Sublist gain Deflect/2.



Reven (default)

Horde

All Leader Models without Mob/# gain Mob/2. Leader models with Mob may add 2 to their existing Mob capacity. Additionally, all Grunt Models gain the Mob SA.

Mob Mentality

Whenever a Model with the Mob SA must make a DIS check for making B2B contact with an enemy Model, it receives +1 to this roll for every friendly Model that is also in B2B contact with the target Model, and also a +1 bonus to this check for every friendly Model making a charge action against the same target Model this Action Phase.

Steppe Born

All Reven Models gain the Ridge Runner SA.

Reven (Bull Orc (Tomukh) Sublist)

Warcry

All Leader Models gain the Innate Spell/4 (Warcry) SA.

Enraged

For each activation, a single Model from a Bull Orc Troop may choose to become Enraged. An Enraged Model may suffer a -2 penalty to its DV for each +1 bonus it wishes to gain to its MAV. A Model may not lower its DV below one. This temporary bonus and penalty go away at the conclusion of all Defensive Strikes. Enraged may be used in combination with other Melee SAs like First Strike and Frenzy.

Reven (Noghra (Goblin) Sublist)

Goblin Horde

All Leader Models without Mob/# gain Mob/5. Leader models with Mob may add 5 to their existing Mob capacity. All Grunt Models gain the Mob SA. Additionally, Support Bonuses are capped at +5 instead of +3.

Mob Mentality

Whenever a Model with the Mob SA must make a DIS check for making B2B contact with an enemy Model, it receives +1 to this roll for every friendly Model that is also in B2B contact with the target Model, and also a +1 bonus to this check for every friendly Model making a charge action against the same target Model this Action Phase.

No Command Structure

An all Goblin list ignores the "Chain of Command" rules, and therefore does not require Captains or a Warlord (even for large games that normally require a Warlord).

You be Leader, no YOU be Leader

Any Soldier Model may become a Leader and gain Troop Capacity "4-6/0" when leading a Troop with at least 3 other Models that also use its own original Data Card. The Leader Goblin Model should be marked in some way to distinguish it from the other Goblins.

Hey! We Come Too!

All Leader Models (including Soldiers that are now made Leaders) gain "/1" to their Troop value, thus allowing them to take one Elite Model. Leader Models that could already take Elites gain no further benefit.



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CRUSADERS

Duke Gerard 14068
Affiliation: Crusaders/Good **Points:** 132
Model: Warlord **Troop:** 4-10/2
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	9	9	8	8	7
DV	13	12	12	11	10
MD	14	13	13	12	11

S.A.: Deflect/3, Fearless, Fearsome, Healer, Tactician, Tough/4

MAV	7	7	6	6	5	
#MA	4	S.A.: Smite (Evil)/1, Warmaster				

CP	6	5	5	4	4
S.A.: Cleric 2/6					

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Lady Jehanne 14224
Affiliation: Crusaders/Good **Points:** 93
Model: Warlord **Troop:** 6-12/2
Base: Cavalry

Dmg	0	1	2	3	4
Mov	12	12	12	12	12
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	13	12	10	9	8

S.A.: Improved Charge/4, Mounted, Raider/2, Spy, Tactician, Tough/4

MAV	6	5	5	4	4
#MA	3	S.A.: First Strike, Warmaster			

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Mother Superior Kristianna 14212
Affiliation: Crusaders/Good **Points:** 97
Model: Warlord **Troop:** 5-10/2
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	9	8	7	6	5
MD	15	14	12	11	9

S.A.: Fearless, Fearsome, Healer, Tough/3

MAV	2	2	2	1	1
#MA	2				

CP	8	7	6	6	5
S.A.: Cleric 3/14, Defensive Magic					

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Sir Danel 14226
Affiliation: Crusaders/Good **Points:** 101
Model: Unq Captain **Troop:** 4-8/1
Base: Cavalry

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	9	9	8	8	7
DV	14	13	13	12	11
MD	14	13	13	12	11

S.A.: Improved Charge/4, Mounted, Tough/2

MAV	7	7	6	6	5
#MA	3	S.A.: First Strike, Shock, Smite (Evil)/1, Warmaster			

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Lord Ironraven 14005
Affiliation: Crusaders/Good **Points:** 48
Model: Captain **Troop:** 4-9/1
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	9	9	8	7
DV	11	10	9	8
MD	12	11	10	9

S.A.: Fearless, Tough/3

MAV	6	6	5	5
#MA	2	S.A.: First Strike, Reach, Trencher		

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Sir Brannor 14200
Affiliation: Crusaders/Good **Points:** 61
Model: Captain **Troop:** 5-8/1
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	8	8	7	6
DV	13	12	11	10
MD	12	11	10	9

S.A.: Deflect/2, Healer, Tough/2

MAV	5	5	4	4
#MA	2			

CP	6	5	5	4
S.A.: Cleric 2/4				

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Sir Broderick	14269
Affiliation: Crusaders/Good	Points: 64
Model: Captain	Troop: 4-8/1
Base: Standard	

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	7	7	6	6	5
DV	12	11	11	10	9
MD	12	11	11	10	9
S.A.:	Tough/3				

MAV	6	6	5	5	5
#MA	2	S.A.: Trencher, Warmaster			

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Herne	14227
Affiliation: Crusaders/Good	Points: 49
Model: Unq Sergeant	Troop: 4-6/0
Base: Cavalry	

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	8	7	6	5
DV	11	10	9	7
MD	11	10	9	7
S.A.:	Improved Charge/4, Mounted, Raider/2, Tough/1			

MAV	5	5	4	3
#MA	2	S.A.: First Strike		

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Sir Malcom	14069
Affiliation: Crusaders/Good	Points: 51
Model: Unq Sergeant	Troop: 4-6/0
Base: Standard	

Dmg	0	1	2		
Mov	5	5	4		
Dis	7	6	6		
DV	12	11	10		
MD	12	11	10		
S.A.: Deflect/2, Healer, Tough/2					

MAV	6	5	5
#MA	2	S.A.: Warmaster	

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Sister Majeda	14111
Affiliation: Crusaders/Good	Points: 62
Model: Unq Sergeant	Troop: 4-6/1
Base: Standard	

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7
S.A.:	Healer, Tough/1			

MAV	5	5	4	3
#MA	3	S.A.: Warmaster		

CP	6	5	5	4
S.A.:	Cleric 1/2			

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Acacia	14204
Affiliation: Crusaders/Good	Points: 53
Model: Sergeant	Troop: 3-5/0
Base: Standard	

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	6
MD	11	9	8
S.A.:	Ranger		

MAV	3	3	2
#MA	1		

RAV	5	4	4
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1	

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Sir Conlan	14037
Affiliation: Crusaders/Good	Points: 43
Model: Sergeant	Troop: 3-5/0
Base: Standard	

Dmg	0	1	2			
Mov	5	5	4			
Dis	7	6	6			
DV	12	11	10			
MD	11	10	9			
S.A.: Deflect/2, Healer, Tough/1						

MAV	4	4	3
#MA	2		

CP	5	4	4
S.A.:	Cleric 1/2		

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Sir Damon	14230
Affiliation: Crusaders/Good	Points: 145
Model: Unq Hero	
Base: Cavalry	

Dmg	0	1	2	3	4	5
Mov	10	10	10	10	10	10
Dis	9	9	9	9	8	7
DV	15	14	14	13	12	10
MD	15	14	14	13	12	10
S.A.:	Fearless, Improved Charge/4, Mounted, Tough/3					

MAV	8	8	7	7	6	5
#MA	4	S.A.: First Strike, Shock, Smite (Evil)/1, Warmaster				

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Finari	14093
Affiliation: Crusaders/Good	Points: 65
Model: Hero	
Base: Standard	

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	9	9	8	7
DV	12	11	10	9
MD	12	11	10	9
S.A.:	Deflect/2, Fearless, Tough/3			

MAV	6	6	5	5
#MA	3	S.A.: Smite (Evil)/2, Trencher, Warmaster		

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Isarah	14228
Affiliation: Crusaders/Good	Points: 53
Model: Unq Cleric	
Base: Cavalry	

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	9	8	7	5
MD	13	12	10	8
S.A.:	Fearsome, Improved Charge/4, Mounted			

MAV	2	2	2	1
#MA	1			

CP	7	6	6	4
S.A.:	Cleric 2/8			

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Halbarad 14036
Affiliation: Crusaders/Good **Points:** 62
Model: Cleric
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	11	10	9	7
MD	14	13	11	8

S.A.: Deflect/1, Fearless, Fearsome, Healer

MAV	6	5	5	4
#MA	2			

CP	6	5	5	4
S.A.:	Cleric 2/6			

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Devona 14213
Affiliation: Crusaders/Good **Points:** 79
Model: Unq Mage
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	8	7	6	5
DV	10	9	8	6
MD	13	12	10	8

S.A.: Improved Charge/4, Mounted, Raider/2, Tough/2

MAV	2	2	2	1
#MA	1			

RAV	3	3	2	2
#RA	1	Rng(18)	S.A.: Defensive Shot	

CP	6	5	5	4
S.A.:	Defensive Magic, Mage 3/10			

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Valandil 14045
Affiliation: Crusaders/Neutral **Points:** 80
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	9	8	7	5
MD	14	13	11	8

S.A.: Ronin, Tactician

MAV	2	2	2	1
#MA	1			

RAV	4	4	3	2
#RA	1	Rng(18)	S.A.: Defensive Shot	

CP	6	5	5	4
S.A.:	Defensive Magic, Mage 3/12			

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Ian 14214
Affiliation: Crusaders/Good **Points:** 37
Model: Mage
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	8	7	6
MD	12	10	8

S.A.:

MAV	1	1	1
#MA	1		

RAV	2	2	1
#RA	1	Rng(18)	S.A.: Defensive Shot

CP	5	4	4
S.A.:	Defensive Magic, Mage 2/8		

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Marcus Gideon 14055
Affiliation: Crusaders/Good **Points:** 60
Model: Unq Rogue
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	10	9	8	6
MD	12	11	10	7

S.A.: Deflect/1, Fearsome, Healer, Ranger, Spy

MAV	4	4	3	2
#MA	3	S.A.: Backstab/3, Smite (Undead)/2		

CP	6	5	5	4
S.A.:	Cleric 1/4			

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Saramonde 14299
Affiliation: Crusaders/Good **Points:** 38
Model: Unq Rogue
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	8	7	6
DV	8	7	6
MD	11	9	8

S.A.: Spy, Tactician, Tough/1

MAV	4	3	3
#MA	2	S.A.: Backstab/3	

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Battle Nun 14140
Affiliation: Crusaders/Good **Points:** 34
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	6
MD	11	9	8

S.A.:

MAV	4	3	3
#MA	3	S.A.: Warmaster	

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Hospitalier 14229
Affiliation: Crusaders/Good **Points:** 32
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Healer, Ronin

MAV	2	2	1
#MA	1		

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Ivy Crown Light Lancer 14233
Affiliation: Crusaders/Good **Points:** 44
Model: Adept
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6

S.A.: Improved Charge/4, Mounted, Outrider, Raider/2

MAV	4	4	3	2
#MA	2	S.A.: First Strike		

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Justicar	14306
Affiliation: Crusaders/Good	Points: 52
Model: Adept	
Base: Standard	

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	8	8	7	6
DV	12	11	10	9
MD	12	11	10	9
S.A.: Deflect/2, Tough/2				

MAV	6	6	5	5
#MA	2	S.A.: Warmaster		

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Lion's Lancer	14231
Affiliation: Crusaders/Good	Points: 100
Model: Adept	
Base: Cavalry	

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	8	8	7	7	6
DV	14	13	13	12	11
MD	14	13	13	12	11
S.A.: Improved Charge/4, Mounted, Tough/2					

MAV	7	7	6	6	5
#MA	3	S.A.: First Strike, Shock, Warmaster			

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War Dog	14219
Affiliation: Crusaders/Good	Points: 25
Model: Adept	
Base: Cavalry	

Dmg	0	1
Mov	8	6
Dis	5	4
DV	8	6
MD	10	7
S.A.: Beast, Improved Charge/4, Raider/2		

MAV	3	2
#MA	2	S.A.: Disable

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Ivy Crown Archer	14134
Affiliation: Crusaders/Good	Points: 40
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7
S.A.: Ranger			

MAV	2	2	1
#MA	1		

RAV	3	3	2
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1	

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Ivy Crown Skirmisher	14363
Affiliation: Crusaders/Good	Points: 27
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	3
DV	10	8	6
MD	10	8	6
S.A.: Deflect/1, Raider/2, Ranger			

MAV	4	3	2
#MA	2		

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Templar Ironspine	14114
Affiliation: Crusaders/Good	Points: 33
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	5	5	4
Dis	5	5	4
DV	10	9	8
MD	11	10	9
S.A.: Tough/1			

MAV	5	5	4
#MA	2	S.A.: First Strike, Reach, Trencher	

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Templar Knight	14377
Affiliation: Crusaders/Good	Points: 32
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	5	5	4
Dis	6	5	5
DV	12	11	10
MD	11	10	9
S.A.: Deflect/1, Tough/1			

MAV	4	4	3
#MA	2	S.A.: Trencher	

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Templar Unforgiven	14352
Affiliation: Crusaders/Good	Points: 33
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	5	5	4
Dis	6	5	5
DV	11	10	9
MD	11	10	9
S.A.: Tough/1			

MAV	6	5	5
#MA	2	S.A.: Trencher	

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Celestial Lion	14133
Affiliation: Crusaders/Good	Points: 93
Model: Unq Monster	
Base: Large	

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	9	9	8	8	7
DV	13	12	12	11	10
MD	13	12	12	11	10
S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Summoned (Cleric)					

MAV	6	6	5	5	5
#MA	4	S.A.: Warmaster			

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Garr 14208
Affiliation: Crusaders/Good **Points:** 41
Model: Unq Monster
Base: Cavalry

Dmg	0	1	2				
Mov	8	7	6				
Dis	8	7	6				
DV	9	8	6				
MD	11	9	8				
S.A.: Beast, Improved Charge/4, Raider/2, Tough/2							
MAV	3	3	2				
#MA	3	S.A.: Disable, Warmaster					

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Guardian Beast of Aurellius 14234
Affiliation: Crusaders/Good **Points:** 161
Model: Unq Monster
Base: Giant

Dmg	0	1	2	3	4	5	6
Mov	8	8	8	7	7	6	5
Dis	9	9	9	8	8	7	6
DV	14	14	13	13	12	11	9
MD	14	14	13	13	12	11	9
S.A.: Beast, Fearsome, Improved Charge/4, Summoned (Cleric), Tough/4							
MAV	7	7	7	6	6	5	5
#MA	5	S.A.: Smite (Evil)/2, Warmaster					

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Hound of Judgement 14215
Affiliation: Crusaders/Good **Points:** 69
Model: Unq Monster
Base: Cavalry

Dmg	0	1	2	3
Mov	10	10	9	8
Dis	9	9	8	7
DV	12	11	10	9
MD	14	13	12	11
S.A.: Beast, Fearsome, Improved Charge/4, Non-Corporeal, Raider/2, Summoned (Cleric)				
MAV	4	4	3	3
#MA	4	S.A.: Backstab/2, Smite (Evil)/2, Warmaster		

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Uriel, Guardian Angel 14080
Affiliation: Crusaders/Good **Points:** 315
Model: Unq Solitaire
Base: Large

Dmg	0	1	2	3	4	5	6	7
Mov	8	8	8	7	7	6	5	5
Dis	9	9	9	8	8	7	6	5
DV	16	16	16	15	14	14	13	12
MD	16	16	16	15	14	14	13	12
S.A.: Beast, Deflect/3, Fearless, Fearsome, Improved Charge/4, Summoned (Cleric)								
MAV	8	8	8	8	7	7	6	6
#MA	5	S.A.: First Strike, Frenzy, Smite (Evil)/2, Warmaster						
MOV	12	12	11	11	10	9	8	7
S.A.: Flyer, Improved Charge/4								
CP	8	8	7	6	6	5	4	4
S.A.: Cleric 3/6								

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DARKSPAWN

Rauthuros

Affiliation: Darkspawn/Evil **Points:** 330
Model: Warlord **Troop:** 4-11/2
Base: Giant

Dmg	0	1	2	3	4	5	6	7
Mov	8	8	8	7	7	6	5	5
Dis	9	9	9	9	8	8	7	7
DV	18	18	17	16	15	14	12	11
MD	16	16	15	14	14	12	10	10

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Outrider, Summoned (Witch Queen), Tough/4

MAV	9	9	9	8	8	7	6	5
-----	---	---	---	---	---	---	---	---

#MA 5 **S.A.:** First Strike, Frenzy, Warmaster

MOV	12	12	12	11	11	10	10	9
-----	----	----	----	----	----	----	----	---

S.A.: Flyer, Improved Charge/4

CP	8	8	8	7	7	6	5	5
----	---	---	---	---	---	---	---	---

S.A.: Defensive Magic, Mage 3/6

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Rahl, Duke of Pain

Affiliation: Darkspawn/Evil **Points:** 83
Model: Unq Captain **Troop:** 4-8/1
Base: Large

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	6	6	5	4
DV	11	10	9	8	7
MD	12	11	10	8	7

S.A.: Fearless, Fearsome, Improved Charge/4, Tough/4

MAV	6	5	5	4	4
-----	---	---	---	---	---

#MA 4 **S.A.:** Warmaster

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Witch Queen

14065

Affiliation: Darkspawn/Evil **Points:** 159
Model: Warlord **Troop:** 2-12/2
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	6	6	5	4
DV	10	9	8	7	6
MD	16	16	15	14	14

S.A.: Fearless, Spy, Tactician, Tough/4

MAV	3	3	2	2	2
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#MA 2

RAV	5	5	5	4	4
-----	---	---	---	---	---

#RA 1 Rng(24) **S.A.:** Defensive Shot

CP	10	10	9	9	8
----	----	----	---	---	---

S.A.: Defensive Magic, Mage 3/14

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Javolith

14305

Affiliation: Darkspawn/Evil **Points:** 52
Model: Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	10	9	8	6
MD	11	10	9	7

S.A.: Fearless, Raider/2, Tough/3

MAV	7	6	6	4
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#MA 2 **S.A.:** Warmaster

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Guros, Baron of Whips

14067

Affiliation: Darkspawn/Evil **Points:** 121

Model: Unq Captain **Troop:** 4-8/1

Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	6	6	5	4
DV	12	11	10	8	7
MD	12	11	10	8	7

S.A.: Fearless, Fearsome, Improved Charge/3, Tough/3

MAV	5	5	4	4	3
-----	---	---	---	---	---

#MA 4 **S.A.:** Disable, First Strike, Warmaster

MOV	10	10	9	9	8
-----	----	----	---	---	---

S.A.: Flyer, Improved Charge/3

CP	7	7	6	6	5
----	---	---	---	---	---

S.A.: Defensive Magic, Mage 2/6

Ashakia

14083

Affiliation: Darkspawn/Evil **Points:** 78

Model: Unq Sergeant **Troop:** 4-6/1

Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	10	9	8	6
MD	13	12	10	8

S.A.: Fearsome, Improved Charge/3, Outrider, Tough/3

MAV	5	5	4	3
-----	---	---	---	---

#MA 2 **S.A.:** Warmaster

MOV	10	9	8	6
-----	----	---	---	---

S.A.: Flyer, Improved Charge/3

CP	6	5	5	4
----	---	---	---	---

S.A.: Defensive Magic, Mage 2/8

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Keradaan

Affiliation: Darkspawn/Evil **Points:** 67
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7
S.A.: Fearless, Raider/2			

MAV	3	3	2
#MA	1		

RAV	5	4	4
#RA	1	Rng(30) S.A.: Defensive Shot, Indirect Shot, Marksman/2, Poison Shot	

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Naklak, Bloodstone Sergeant

Affiliation: Darkspawn/Evil **Points:** 50
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2
Mov	5	4	4
Dis	7	6	5
DV	12	11	10
MD	12	11	10
S.A.: Deflect/1, Mob Leader/5, Tough/3			

MAV	6	5	4
#MA	3	S.A.: Trencher, Warmaster	

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Meridiana

Affiliation: Darkspawn/Evil **Points:** 49
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	10	9	8	6
MD	12	11	10	7
S.A.: Fearless, Improved Charge/3, Tough/2				

MAV	5	5	4	3
#MA	3	S.A.: Disable, Reach		

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Vysa

14220

Affiliation: Darkspawn/Evil **Points:** 30
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	10	9	7
MD	11	9	8
S.A.: Fearless, Improved Charge/3, Raider/2			

MAV	5	4	4
#MA	2		

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Mastema, Demon

Affiliation: Darkspawn/Evil **Points:** 132
Model: Unq Hero
Base: Large

Dmg	0	1	2	3	4	5
Mov	7	7	6	6	6	5
Dis	8	7	6	6	5	4
DV	13	12	12	11	10	8
MD	12	11	10	8	7	6
S.A.: Beast, Fearsome, Improved Charge/4, Outrider, Tough/3						

MAV	7	7	6	6	6	5
#MA	4	S.A.: Frenzy, Warmaster				

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Nasithe

14078

Affiliation: Darkspawn/Evil **Points:** 91
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	9	8	8
DV	12	11	11	10
MD	13	12	10	8
S.A.: Fearless, Improved Charge/3, Tough/3				

MAV	7	7	6	5
#MA	4	S.A.: Frenzy, Warmaster		

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Maugrathoth, Demon

Affiliation: Darkspawn/Evil **Points:** 107
Model: Hero
Base: Large

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	6	5	5	4	4
DV	11	10	9	8	7
MD	12	11	10	8	7
S.A.: Beast, Fearsome, Improved Charge/4, Outrider, Tough/3					

MAV	6	5	5	4	4
#MA	3	S.A.: Disable, Frenzy, Warmaster			

MOV	10	9	8	7	6
S.A.: Flyer, Improved Charge/4					

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Bloodstone Priest

Affiliation: Darkspawn/Evil **Points:** 33
Model: Unq Mage
Base: Standard

Dmg	0	1
Mov	5	4
Dis	8	6
DV	10	8
MD	14	11
S.A.: Tough/2		

MAV	4	3
#MA	2	S.A.: Warmaster

CP	7	5
S.A.: Defensive Magic, Mage 2/8		

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Thususia, Pain Mage

14088

Affiliation: Darkspawn/Evil **Points:** 48
Model: Mage
Base: Standard

Dmg	0	1	2	
Mov	6	5	4	
Dis	6	5	4	
DV	9	8	6	
MD	12	10	8	
S.A.: Tough/1				

MAV	2	2	1
#MA	1		

RAV	3	3	2
#RA	1	Rng(24) S.A.: Defensive Shot	

CP	6	5	4
S.A.: Defensive Magic, Mage 2/8			

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Aundine 14089
Affiliation: Darkspawn/Evil **Points:** 59
Model: Unq Rogue
Base: Standard

Dmg	0	1	2
Mov	7	6	5
Dis	7	6	5
DV	10	9	7
MD	13	11	9
S.A.: Outrider, Ranger, Spy			

MAV	5	4	4
#MA	3	S.A.: Backstab/3, Warmaster	

RAV	4	3	3
#RA	1	Rng(12) S.A.: Defensive Shot, Marksman/1, Poison Shot	

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Jhorxia, Succubus
Affiliation: Darkspawn/Evil **Points:** 53
Model: Rogue
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	7
MD	13	12	10
S.A.: Raider/2, Ranger, Ronin			

MAV	4	3	3
#MA	3	S.A.: Backstab/2, Disable	

MOV	10	9	8
S.A.: Flyer			

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Bloodstone Pinner
Affiliation: Darkspawn/Evil **Points:** 31
Model: Adept
Base: Standard

Dmg	0	1
Mov	5	4
Dis	5	4
DV	9	7
MD	12	10
S.A.: Mob, Tough/1		

MAV	2	1
#MA	1	

RAV	3	2
#RA	1	Rng(24) S.A.: Critical Shot/2, Defensive Shot

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Bloodstone Pulger
Affiliation: Darkspawn/Evil **Points:** 28
Model: Adept
Base: Standard

Dmg	0	1
Mov	5	4
Dis	5	4
DV	11	8
MD	12	10
S.A.: Deflect/3, Mob, Tough/2		

MAV	5	4
#MA	2	S.A.: First Strike, Reach

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Bloodstone Tunnel Knight
Affiliation: Darkspawn/Evil **Points:** 34
Model: Adept
Base: Standard

Dmg	0	1
Mov	5	4
Dis	6	4
DV	12	10
MD	12	10
S.A.: Deflect/1. Mob. Tough/3		

MAV	5	4
#MA	3	S.A.: Trencher, Warmaster

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Burrowing Spawn 14059
Affiliation: Darkspawn/Evil **Points:** 85
Model: Adept
Base: Large

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	7	6	6	4
DV	12	11	10	7
MD	11	10	9	7
S.A.: Beast, Improved Charge/4, Outrider, Tough/3				

MAV	6	5	5	4
#MA	3	S.A.: Frenzy, Warmaster		

MOV	10	7	5	3
S.A.: Burrow, Improved Charge/4				

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Demon Warrior
Affiliation: Darkspawn/Evil **Points:** 50
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	6	5	5
Dis	6	6	5	5
DV	10	10	9	9
MD	12	11	10	9
S.A.: Beast, Fearless, Improved Charge/4, Tough/1				

MAV	6	6	5	5
#MA	2	S.A.: Warmaster		

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Goatman Daemon
Affiliation: Darkspawn/Evil **Points:** 61
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	5	5	4	3
DV	9	8	7	5
MD	10	9	8	6
S.A.: Beast, Berserker, Improved Charge/4, Tough/2				

MAV	5	5	4	3
#MA	3	S.A.: Critical Strike/2, Frenzy, Warmaster		

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Ice Demon
Affiliation: Darkspawn/Evil **Points:** 50
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	11	10	9	8
MD	12	11	10	7
S.A.: Beast, Improved Charge/3, Tough/2				

MAV	6	5	5	4
#MA	2	S.A.: First Strike, Frenzy, Reach		

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Incubus Warrior 14333
Affiliation: Darkspawn/Evil **Points:** 62
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	6	5	5	4
DV	11	10	9	7
MD	12	11	10	7
S.A.: Improved Charge/3, Tough/1				

MAV	5	5	4	3
#MA	2	S.A.: First Strike, Warmaster		

MOV	10	9	8	6
S.A.: Flyer, Improved Charge/3				

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Lesser Devils
Affiliation: Darkspawn/Evil **Points:** 33
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	5	4	4
Dis	4	3	3
DV	8	7	6
MD	8	7	6
S.A.:			

MAV	2	2	1
#MA	1	S.A.: Reach	

RAV	4	3	2
#RA	1	Rng(12) S.A.: Defensive Shot, Ranked	

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Soultender 14298
Affiliation: Darkspawn/Evil **Points:** 68
Model: Adept
Base: Large

Dmg	0	1	2	3
Mov	6	6	5	5
Dis	7	7	6	5
DV	10	10	9	8
MD	11	10	9	8
S.A.: 360, Fearsome, Outrider, Tough/3				

MAV	7	7	6	5
#MA	3	S.A.: Reach, Warmaster		

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Bloodstone Scragger
Affiliation: Darkspawn/Evil **Points:** 22
Model: Grunt
Base: Standard

Dmg	0	1
Mov	5	4
Dis	5	4
DV	9	7
MD	12	10
S.A.: Mob, Tough/2		

MAV	4	3
#MA	2	

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Broken Fodder 14179
Affiliation: Darkspawn/Evil **Points:** 20
Model: Grunt
Base: Standard

Dmg	0	1
Mov	7	6
Dis	5	4
DV	9	5
MD	10	6
S.A.: Beast, Fearless, Improved Charge/4		

MAV	6	5
#MA	1	

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Demon Imps 14365
Affiliation: Darkspawn/Evil **Points:** 31
Model: Grunt
Base: Standard

Dmg	0	1
Mov	6	4
Dis	4	3
DV	9	6
MD	11	8
S.A.: Improved Charge/4		

MAV	3	2
#MA	2	

MOV	10	8
S.A.: Flyer, Improved Charge/4		

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Isiri Archer 14162
Affiliation: Darkspawn/Evil **Points:** 53
Model: Grunt
Base: Standard

Dmg	0	1	2		
Mov	6	5	4		
Dis	5	4	4		
DV	9	8	6		
MD	10	9	7		
S.A.: Fearless, Raider/2					

MAV	3	3	2
#MA	1		

RAV	4	3	3
#RA	1	Rng(30) S.A.: Defensive Shot, Indirect Shot, Marksman/1	

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Isiri Paintender 14378
Affiliation: Darkspawn/Evil **Points:** 35
Model: Grunt
Base: Standard

Dmg	0	1	2	
Mov	6	5	4	
Dis	5	4	4	
DV	9	8	6	
MD	10	9	7	
S.A.: Fearless, Improved Charge/3, Raider/2, Tough/2				

MAV	6	5	4
#MA	2	S.A.: First Strike, Reach	

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Isiri Warrior 14163
Affiliation: Darkspawn/Evil **Points:** 30
Model: Grunt
Base: Standard

Dmg	0	1	2	
Mov	6	5	4	
Dis	5	4	4	
DV	10	9	8	
MD	10	9	7	
S.A.: Deflect/1, Fearless, Raider/2				

MAV	4	4	3
#MA	2		

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Devourer of Mashaf 14076

Affiliation: Darkspawn/Evil **Points:** 98

Model: Unq Monster

Base: Large

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	4	4	3	3	2
DV	13	12	10	9	8
MD	14	13	11	10	8

S.A.: Beast, Fearsome, Improved Charge/4, Ranger

MAV	5	5	4	4	3
#MA	3	S.A.: Disable, Reach, Warmaster			

RAV	4	4	3	3	2	
#RA	1	Rng(18) S.A.: Defensive Shot				

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Maladom, Fire Demon

Affiliation: Darkspawn/Evil **Points:** 221

Model: Unq Monster

Base: Giant

Dmg	0	1	2	3	4	5
Mov	7	7	6	6	6	5
Dis	7	7	6	6	6	5
DV	15	14	14	13	12	10
MD	13	12	12	11	10	8

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Summoned (Mage), Tough/5

MAV	8	8	8	8	7	6
#MA	5	S.A.: First Strike, Frenzy, Warmaster				

MOV	10	10	10	10	9	8
S.A.: Flyer, Improved Charge/4						

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Marilith

Affiliation: Darkspawn/Evil **Points:** 104

Model: Unq Solitaire

Base: Large

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	7	6	6	4
DV	11	10	9	7
MD	11	10	9	7

S.A.: Fearsome, Improved Charge/4

MAV	6	5	5	4
#MA	6	S.A.: Frenzy, Shock, Warmaster		

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DWARVES

Herryk Aesir, Dwarven High Cleric 14324

Affiliation: Dwarves/Good **Points:** 157
Model: Warlord **Troop:** 5-11/2
Base: Standard

Dmg	0	1	2	3	4	5
Mov	4	4	4	3	3	3
Dis	9	9	8	8	7	6
DV	13	12	12	11	10	8
MD	15	15	14	14	14	12

S.A.: Fearless, Fearsome, Healer, Tactician, Tough/4

MAV	5	5	5	4	4	3
#MA	3	S.A.: Smite (Monster)/2, Warmaster				

CP	8	8	8	8	7	6
S.A.: Cleric 3/12, Defensive Magic						

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King Thorgram Grimsteel 14042

Affiliation: Dwarves/Good **Points:** 118
Model: Warlord **Troop:** 3-12/2
Base: Standard

Dmg	0	1	2	3	4	5
Mov	4	4	4	4	4	3
Dis	9	9	9	9	8	7
DV	14	14	13	13	13	11
MD	14	13	13	12	11	9

S.A.: Deflect/2, Fearless, Spy, Tactician, Tough/4

MAV	6	6	5	5	5	4
#MA	4	S.A.: Trencher, Warmaster				

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Logan Battlefury 14303

Affiliation: Dwarves/Good **Points:** 160
Model: Warlord **Troop:** 5-12/2
Base: Standard

Dmg	0	1	2	3	4	5
Mov	5	5	5	4	4	3
Dis	9	9	8	8	7	6
DV	12	11	11	10	10	8
MD	14	13	13	12	11	9

S.A.: 360, Berserker, Improved Charge/4, Ridge-Runner, Tough/6

MAV	7	7	6	6	6	5
#MA	5	S.A.: First Strike, Frenzy, Warmaster				

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Freya Fangbreaker 14085

Affiliation: Dwarves/Good **Points:** 79
Model: Unq Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	9	9	8	8	7
DV	14	13	13	12	11
MD	14	13	13	12	11

S.A.: Deflect/2, Fearless, Tough/2

MAV	6	6	5	5	5
#MA	3	S.A.: Trencher, Warmaster			

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Logrim Battlefury 14304

Affiliation: Dwarves/Good **Points:** 112
Model: Unq Captain **Troop:** 5-8/1
Base: Standard

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	9	9	8	8	7
DV	14	13	13	12	11
MD	14	13	13	12	11

S.A.: Fearless, Fearsome, Healer, Tough/4

MAV	6	6	5	5	5
#MA	3	S.A.: Frenzy, Smite (Evil)/1, Warmaster			

CP	6	6	5	5	5
S.A.: Cleric 2/4					

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Ursula, Bear Rider Captain

Affiliation: Dwarves/Good **Points:** 104
Model: Unq Captain **Troop:** 4-8/1
Base: Large

Dmg	0	1	2	3	4
Mov	9	9	9	9	9
Dis	8	8	7	7	6
DV	13	13	12	12	11
MD	13	12	12	11	10

S.A.: Fearsome, Improved Charge/4, Mounted, Tough/3

MAV	7	7	7	6	6
#MA	3	S.A.: First Strike, Shock, Warmaster			

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Fulumbar Ironhammer 14146

Affiliation: Dwarves/Good **Points:** 47
Model: Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	9	9	8	7
DV	13	12	11	10
MD	13	12	11	10
S.A.: Deflect/1, Fearless, Tough/3				
MAV	6	6	5	5
#MA	2	S.A.: Trencher		

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Abjorn Hofkeg, Dwarven Miner Sergeant

Affiliation: Dwarves/Good **Points:** 79
Model: Unq Sergeant **Troop:** 3-5/0
Base: Standard

Dmg	0	1	2	3	4		
Mov	4	4	4	4	3		
Dis	6	6	5	5	5		
DV	12	12	11	11	10		
MD	13	13	12	12	11		
S.A.: Ranger, Tough/2							

MAV	6	6	6	5	5		
#MA	2	S.A.: Warmaster					

MOV	4	4	4	3	3		
S.A.: Burrow							

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Durin Pathfinder

Affiliation: Dwarves/Good **Points:** 32
Model: Unq Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2
Mov	6	5	5
Dis	5	5	4
DV	9	8	7
MD	11	10	9
S.A.: Raider/2, Ranger, Ridge-Runner, Spy			

MAV	4	4	3
#MA	2		

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Hagard the Maimed

Affiliation: Dwarves/Good **Points:** 44
Model: Unq Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	6	6	5	5
DV	12	11	10	9
MD	12	11	10	9
S.A.: Tough/3				
MAV	8	8	7	7
#MA	1	S.A.: Critical Strike/2, Smite (Monster)/2		

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Tohil Steadyhand

Affiliation: Dwarves/Good **Points:** 65
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2	3	
Mov	5	5	4	4	
Dis	4	4	3	3	
DV	11	10	9	8	
MD	12	11	10	9	
S.A.: Tough/1					
MAV	2	2	2	2	
#MA	1				
RAV	4	4	3	3	
#RA	1	Rng(24) S.A.: Critical Shot/3, Defensive Shot			

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Gargram Heavyhand 14173

Affiliation: Dwarves/Good **Points:** 39
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	6	6	5	5
DV	12	11	10	9
MD	12	11	10	9
S.A.: Deflect/1, Tough/1				
MAV	4	4	3	3
#MA	2	S.A.: Trencher		

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Durthen, Boar Rider

Affiliation: Dwarves/Good **Points:** 133
Model: Unq Hero
Base: Large

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	7	7	6	6	5
DV	12	11	11	10	9
MD	13	12	12	11	10
S.A.: Berserker, Fearsome, Improved Charge/4, Mounted, Outrider, Tough/4					
MAV	7	7	6	6	5
#MA	4	S.A.: First Strike, Frenzy, Shock, Warmaster			

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Durgam Deepmug 14019

Affiliation: Dwarves/Good **Points:** 57
Model: Hero
Base: Standard

Dmg	0	1	2	3	4	
Mov	4	4	4	3	3	
Dis	9	9	8	8	7	
DV	12	11	11	10	9	
MD	13	12	12	11	10	
S.A.: Fearless, Improved Charge/3, Tough/2						
MAV	5	5	5	4	4	
#MA	3	S.A.: Trencher				

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Gwyddis, Valkyrie

Affiliation: Dwarves/Good **Points:** 91
Model: Unq Cleric
Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	8	8	7	6
DV	12	11	10	9
MD	13	12	11	10
S.A.: Fearless, Healer, Tough/2				
MAV	5	5	4	3
#MA	3	S.A.: Frenzy, Smite (Evil)/1, Warmaster		
CP	7	7	6	5
S.A.: Cleric 3/8, Defensive Magic				

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Ivar Silverfist 14039
Affiliation: Dwarves/Good **Points:** 62
Model: Cleric
Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	9	9	8	7
DV	12	11	10	7
MD	13	12	11	10

S.A.: Fearless, Fearsome, Healer, Tough/1
MAV 4 4 3 3
#MA 2 **S.A.:** Trencher

CP 5 5 4 4
S.A.: Cleric 2/8

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Gilam, Rune Spelunker
Affiliation: Dwarves/Good **Points:** 64
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	6	6	5	5
DV	11	10	9	8
MD	12	11	10	9

S.A.: Tough/1
MAV 5 5 4 4
#MA 2

MOV 4 4 4 3
S.A.: Burrow

CP 6 6 5 5
S.A.: Mage 2/8

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Margara Firetongue 14082
Affiliation: Dwarves/Good **Points:** 86
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	6	6	5	5	5
DV	8	8	7	7	6
MD	13	12	12	11	10

S.A.: Fearless, Tough/1
MAV 3 3 2 2 2
#MA 1

RAV 3 3 2 2 2
#RA 1 Rng(18) **S.A.:** Defensive Shot

CP 7 6 6 5 4
S.A.: Defensive Magic, Mage 3/12

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Kara Foehunter 14143
Affiliation: Dwarves/Good **Points:** 76
Model: Unq Rogue
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	8	8	7	6
DV	10	10	9	8
MD	12	11	10	9

S.A.: Raider/2, Ranger, Ronin, Spy, Tough/1
MAV 4 4 3 2
#MA 2 **S.A.:** Backstab/3

RAV 4 4 3 3
#RA 1 Rng(24) **S.A.:** Critical Shot/3, Defensive Shot

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Bear Rider 14136
Affiliation: Dwarves/Good **Points:** 94
Model: Adept
Base: Large

Dmg	0	1	2	3	4
Mov	9	9	9	9	9
Dis	7	7	6	6	5
DV	13	12	12	11	10
MD	13	12	12	11	10

S.A.: Fearsome, Improved Charge/4, Mounted, Outrider, Tough/3
MAV 6 6 5 5 5
#MA 3 **S.A.:** First Strike, Shock, Warmaster

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Dwarven Berserker 14341
Affiliation: Dwarves/Good **Points:** 67
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	5	5	4	4
DV	10	10	9	8
MD	13	12	11	10

S.A.: 360, Berserker, Improved Charge/4, Tough/2

MAV 5 5 4 4
#MA 3 **S.A.:** First Strike, Frenzy, Warmaster

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Dwarven Kneebreakers
Affiliation: Dwarves/Good **Points:** 40
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	5	5	4	4
DV	11	10	9	8
MD	12	11	10	9

S.A.: Tough/1
MAV 8 8 7 7
#MA 1 **S.A.:** Critical Strike/2

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Dwarven Mancatchers
Affiliation: Dwarves/Good **Points:** 32
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	5	5	4
Dis	5	5	4
DV	9	8	7
MD	10	9	8

S.A.:
MAV 6 5 5
#MA 1 **S.A.:** Disable, First Strike, Smite (Mounted)/2

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Dwarven Miner
Affiliation: Dwarves/Good **Points:** 71
Model: Adept
Base: Standard

Dmg	0	1	2	3	4
Mov	4	4	4	4	3
Dis	6	5	5	4	4
DV	11	10	10	9	8
MD	13	12	12	11	10

S.A.: Ranger, Tough/2
MAV 5 5 5 4 4
#MA 2 **S.A.:** Warmaster

MOV 4 4 4 4 3
S.A.: Burrow

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Dwarven Pathfinders

Affiliation: Dwarves/Good **Points:** 28

Model: Adept

Base: Standard

Dmg	0	1	2	
Mov	6	5	5	
Dis	5	5	4	
DV	9	8	7	
MD	11	10	9	
S.A.: Raider/2, Ranger, Ridge-Runner				

MAV	3	3	2	
#MA	2			

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Dwarven Shieldmaiden **14379**

Affiliation: Dwarves/Good **Points:** 70

Model: Adept

Base: Standard

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	6	6	5	5	5
DV	13	12	12	11	10
MD	13	12	12	11	10
S.A.: Deflect/2, Tough/2					

MAV	5	5	5	4	4
#MA	3	S.A.: Trencher, Warmaster			

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Dwarven Halberdier **14397**

Affiliation: Dwarves/Good **Points:** 40

Model: Grunt

Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	4	4	3	3
DV	10	10	9	8
MD	12	11	10	9
S.A.: Tough/1				

MAV	5	5	4	4
#MA	2	S.A.: First Strike, Reach, Trencher		

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Dwarven Piercer **14325**

Affiliation: Dwarves/Good **Points:** 61

Model: Grunt

Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	4	4	3	3
DV	10	10	9	8
MD	12	11	10	9
S.A.: Tough/1				

MAV	2	2	2	2
#MA	1			

RAV	4	4	3	3
#RA	1	Rng(24) S.A.: Critical Shot/2, Defensive Shot		

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Dwarven Swiftaxe **14120**

Affiliation: Dwarves/Good **Points:** 40

Model: Grunt

Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	5	5	4	4
DV	10	10	9	8
MD	12	11	10	9
S.A.: Improved Charge/3, Tough/1				

MAV	6	6	5	5
#MA	2			

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Dwarven Warrior **14353**

Affiliation: Dwarves/Good **Points:** 39

Model: Grunt

Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	5	5	4	4
DV	12	11	10	9
MD	12	11	10	9
S.A.: Deflect/1, Tough/1				

MAV	4	4	3	3
#MA	2	S.A.: Trencher		

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Dire Bear

Affiliation: Dwarves/Neutral **Points:** 87

Model: Unq Monster

Base: Large

Dmg	0	1	2	3	4
Mov	10	10	9	9	8
Dis	6	6	5	5	5
DV	12	11	11	10	9
MD	10	10	9	9	8
S.A.: Beast, Fearsome, Improved Charge/3, Summoned (Cleric), Tough/3					

MAV	7	7	6	6	5
#MA	2	S.A.: Frenzy, Shock, Warmaster			

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Griffon **14077**

Affiliation: Dwarves/Neutral **Points:** 128

Model: Unq Monster

Base: Giant

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	8	7	6	6	5	4
DV	14	13	11	10	8	7
MD	14	13	11	10	8	7
S.A.: Beast, Improved Charge/4, Ranger, Tough/3						

MAV	6	5	5	4	4	3
#MA	4	S.A.: First Strike, Warmaster				

MOV	12	11	11	10	10	8
S.A.: Flyer, Improved Charge/4						

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Lesser Earth Elemental

Affiliation: Dwarves/Neutral **Points:** 117

Model: Unq Monster

Base: Large

Dmg	0	1	2	3	4
Mov	7	7	6	6	5
Dis	8	8	7	7	6
DV	13	12	12	11	10
MD	13	12	12	11	10
S.A.: Beast, Deflect/3, Fearless, Summoned (Cleric), Summoned (Mage), Tough/4					

MAV	7	7	6	6	5
#MA	3	S.A.: Reach, Warmaster			

MOV	8	8	7	7	6
S.A.: Burrow					

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Stone Spirit

Affiliation: Dwarves/Good **Points:** 219

Model: Unq Monster

Base: Giant

Dmg	0	1	2	3	4	5	6
Mov	7	7	7	6	6	5	5
Dis	8	8	8	7	7	6	5
DV	15	15	14	14	14	13	12
MD	16	16	15	14	14	12	10

S.A.: 360, Beast, Deflect/3, Fearless, Fearsome, Improved Charge/4, Summoned (Cleric), Tough/6

MAV	8	8	8	7	7	6	5
#MA	4	S.A.: Frenzy, Warmaster					

MOV	9	9	9	9	8	8	7
S.A.:	Burrow, Improved Charge/4						

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Annasha Tomebreaker

Affiliation: Dwarves/Good

Points: 76

Model: Unq Solitaire

Base: Standard

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	8	8	7	7	6
DV	13	12	12	11	10
MD	15	14	14	13	11

S.A.: Berserker, Improved Charge/4, Ranger

MAV	5	5	5	4	4	
#MA	3	S.A.: Critical Strike/2, Smite (Mage)/2, Warmaster				

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Snorri Oathbreaker

14130

Affiliation: Dwarves/Neutral

Points: 91

Model: Unq Solitaire

Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	6	6	5	5
DV	11	10	9	8
MD	13	12	11	10

S.A.: Ranger, Spy, Tough/2

MAV	5	5	4	4
#MA	2	S.A.: Backstab/3		

RAV	5	5	4	4
#RA	1	Rng(24) S.A.: Critical Shot/3, Defensive Shot, Poison Shot		

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ELVES

Argyrian, Silver Dragon

Affiliation: Elves/Good Points: 294
Model: Warlord Troop: 4-12/2
Base: Giant

Dmg	0	1	2	3	4	5	6
Mov	8	8	8	7	7	6	5
Dis	9	9	9	8	8	7	6
DV	16	16	15	15	14	14	13
MD	15	15	14	14	14	13	12

S.A.: 360, Beast, Deflect/3, Fearless, Fearsome, Improved Charge/4, Outrider, Ranger, Tough/4

MAV	8	8	8	7	7	6	5
#MA	5	S.A.: First Strike, Frenzy, Warmaster					

MOV	12	12	11	11	11	10	10
S.A.:	Flyer, Improved Charge/4						

CP	8	8	8	7	7	6	5
S.A.:	Defensive Magic, Mage 3/8						

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Larnach, Grey Elf Arch Mage

Affiliation: Elves/Good Points: 117
Model: Unq Captain Troop: 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	10	9	8	6
MD	15	14	14	13

S.A.: Ranger, Ronin, Woodstrider

MAV	3	3	2	2
#MA	2			

RAV	6	6	5	5
#RA	1	Rng(24) S.A.: Defensive Shot, Marksman/1		

CP	9	9	8	7
S.A.:	Defensive Magic, Mage 3/12			

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Eawod Silverrain 14334

Affiliation: Elves/Good Points: 181
Model: Warlord Troop: 4-12/2
Base: Standard

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	10	9	8	7	6
MD	13	12	10	9	8

S.A.: Ranger, Ronin, Spy, Tactician, Tough/3, Woodstrider

MAV	4	4	3	3	2
#MA	2	S.A.: Warmaster			

RAV	6	5	5	4	4
#RA	1	Rng(30) S.A.: Critical Shot/5, Defensive Shot, Indirect Shot, Marksman/3			

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Ilmarin, Wood Elf

Affiliation: Elves/Good Points: 77
Model: Captain Troop: 4-8/1
Base: Standard

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	6	5	5	4	4
DV	11	10	10	9	8
MD	13	12	10	9	8

S.A.: Raider/2, Ranger, Spy, Woodstrider

MAV	7	6	6	5	4
#MA	3	S.A.: Warmaster			

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Prince Danithal 14066

Affiliation: Elves/Good Points: 125
Model: Warlord Troop: 3-12/2
Base: Standard

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: 360, Fearless, Ranger, Spy, Tactician, Tough/3, Woodstrider

MAV	7	6	6	5	4
#MA	5	S.A.: Warmaster			

CP	6	5	5	4	4
S.A.:	Defensive Magic, Mage 2/6				

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Selwyn, Vale Captain 14165

Affiliation: Elves/Good Points: 88
Model: Captain Troop: 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	9	8	7	5
DV	10	9	8	6
MD	11	10	9	7

S.A.: Ranger, Tough/3, Woodstrider

MAV	5	5	4	3
#MA	2			

RAV	5	5	4	3
#RA	1	Rng(30) S.A.: Defensive Shot, Indirect Shot, Marksman/1		

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Arnise 14018
Affiliation: Elves/Neutral **Points:** 67
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	9	8	7	5
DV	11	10	9	7
MD	12	11	10	7

S.A.: Fearless, Improved Charge/3, Ranger, Tough/3, Woodstrider

MAV	6	5	5	4
#MA	3	S.A.: Frenzy, Warmaster		

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Chiral, Centaur Sergeant
Affiliation: Elves/Good **Points:** 63
Model: Unq Sergeant **Troop:** 4-6/0
Base: Cavalry

Dmg	0	1	2	3
Mov	11	10	9	8
Dis	7	7	6	5
DV	12	11	11	10
MD	12	11	11	10

S.A.: Fearless, Improved Charge/4, Ranger, Woodstrider

MAV	7	7	6	6
#MA	2	S.A.: First Strike, Warmaster		

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Daereth, Royal Guardsman Sergeant
Affiliation: Elves/Good **Points:** 60
Model: Unq Sergeant **Troop:** 3-6/1
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	8	7	6
DV	11	10	9	8
MD	12	11	11	10

S.A.: Deflect/2, Ranger, Woodstrider

MAV	6	6	5	5
#MA	3	S.A.: Warmaster		

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Tanwylen, Satyr
Affiliation: Elves/Good **Points:** 29
Model: Unq Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2
Mov	8	8	7
Dis	6	5	5
DV	9	8	7
MD	10	9	7

S.A.: Ranger, Woodstrider

MAV	4	3	3
#MA	2		

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Meridh, Vale Sergeant 14217
Affiliation: Elves/Good **Points:** 30
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	10	9	7
MD	10	9	7

S.A.: Deflect/1, Ranger, Woodstrider

MAV	5	4	4
#MA	2		

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Caerwynn 14116
Affiliation: Elves/Good **Points:** 116
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	9	8	7	5
MD	12	11	10	7

S.A.: Ranger, Ronin, Spy, Woodstrider

MAV	4	4	3	2
#MA	1			

RAV	6	5	5	4
#RA	1	Rng(30) S.A.: Critical Shot/4, Defensive Shot, Indirect Shot, Marksman/2		

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Ellithin Graysteel, Royal Guardsman
Affiliation: Elves/Good **Points:** 74
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	7	6	6	5
DV	12	11	11	10	9
MD	12	11	11	10	9

S.A.: Deflect/2, Fearless, Ranger, Woodstrider

MAV	6	6	5	5	5
#MA	3	S.A.: Warmaster			

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Irith, Deathseeker
Affiliation: Elves/Neutral **Points:** 62
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	11	10	9	7
MD	11	10	9	7

S.A.: Fearless, Improved Charge/3, Ranger, Tough/3, Woodstrider

MAV	5	5	4	3
#MA	4	S.A.: Warmaster		

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Silvermaine, Unicorn
Affiliation: Elves/Good **Points:** 57
Model: Unq Hero
Base: Cavalry

Dmg	0	1	2
Mov	14	11	8
Dis	8	7	6
DV	13	11	9
MD	14	13	11

S.A.: Beast, Improved Charge/3, Ranger, Woodstrider

MAV	6	5	4
#MA	3	S.A.: Critical Strike/2, First Strike, Smite (Evil)/2, Warmaster	

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Dehanis, Druidess 14366
Affiliation: Elves/Good **Points:** 69
Model: Unq Cleric
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	5	5	4	3
DV	9	8	7	5
MD	12	11	10	7
S.A.: Healer, Outrider, Ranger, Woodstrider				

MAV	2	2	2	1
#MA	1			

CP	7	7	6	5
S.A.: Cleric 3/12, Defensive Magic				

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Niriodel 14015
Affiliation: Elves/Good **Points:** 80
Model: Cleric
Base: Standard

Dmg	0	1	2	
Mov	7	6	5	
Dis	7	6	5	
DV	9	8	6	
MD	12	10	8	
S.A.: Fearsome, Healer, Ranger, Ronin, Woodstrider				

MAV	2	2	1	
#MA	1			

RAV	5	4	4	
#RA	1	Rng(30) S.A.: Defensive Shot, Indirect Shot, Marksman/1		

CP	5	4	4	
S.A.: Cleric 2/6, Defensive Magic				

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Ardynn 14046
Affiliation: Elves/Good **Points:** 65
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7
S.A.: Ranger, Ronin, Tough/2, Woodstrider				

MAV	6	5	5	4
#MA	3	S.A.: Warmaster		

CP	5	5	4	3
S.A.: Defensive Magic, Mage 2/6				

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Lyssette 14022
Affiliation: Elves/Neutral **Points:** 77
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	6	5	5	4
DV	8	7	6	5
MD	13	12	10	8
S.A.: Ranger, Ronin, Woodstrider				

MAV	2	2	2	1
#MA	1			

RAV	4	4	3	2
#RA	1	Rng(18) S.A.: Defensive Shot		

CP	7	6	6	4
S.A.: Defensive Magic, Mage 3/12				

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Dryad
Affiliation: Elves/Neutral **Points:** 36
Model: Unq Rogue
Base: Standard

Dmg	0	1	2	
Mov	6	5	4	
Dis	5	4	4	
DV	9	8	6	
MD	11	9	8	
S.A.: Ranger, Spy, Woodstrider				

MAV	4	3	3	
#MA	2	S.A.: Backstab/3		

CP	6	5	5	
S.A.: Cleric 2/4				

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Centaur Archer 14110
Affiliation: Elves/Good **Points:** 73
Model: Adept
Base: Cavalry

Dmg	0	1	2	3
Mov	11	10	9	7
Dis	5	5	4	3
DV	11	10	9	7
MD	11	10	9	7
S.A.: Improved Charge/4, Outrider, Ranger, Woodstrider				

MAV	4	4	3	2
#MA	1			

RAV	4	4	3	2
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1		

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Centaur Warrior
Affiliation: Elves/Good **Points:** 61
Model: Adept
Base: Cavalry

Dmg	0	1	2	3
Mov	11	10	9	8
Dis	6	5	5	4
DV	12	11	10	9
MD	12	11	10	7
S.A.: Improved Charge/4, Ranger, Woodstrider				

MAV	7	7	6	5
#MA	2	S.A.: First Strike, Warmaster		

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Death Seeker 14380
Affiliation: Elves/Neutral **Points:** 52
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7
S.A.: Fearless, Improved Charge/3, Ranger, Tough/2, Woodstrider				

MAV	5	5	4	3
#MA	3	S.A.: Warmaster		

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Elven Ranger
Affiliation: Elves/Good **Points:** 56
Model: Adept
Base: Standard

Dmg	0	1	2	
Mov	8	7	6	
Dis	5	4	4	
DV	10	9	7	
MD	10	9	7	
S.A.: Ranger, Ridge-Runner, Woodstrider				

MAV	6	5	4	
#MA	2			

RAV	4	3	3	
#RA	1	Rng(30) S.A.: Defensive Shot		

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Elven Royal Guardsman

Affiliation: Elves/Good **Points:** 50
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	6	5	5
DV	11	10	9	8
MD	12	11	11	10
S.A.: Deflect/2, Ranger, Woodstrider				

MAV	6	6	5	5
#MA	2	S.A.: Warmaster		

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Faery

Affiliation: Elves/Good **Points:** 42
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7
S.A.: Ranger			

MAV	5	4	4
#MA	2		

MOV	10	9	7
S.A.: Flyer			

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Hunting Cat

Affiliation: Elves/Good **Points:** 49
Model: Adept
Base: Cavalry

Dmg	0	1	2	3
Mov	9	8	7	5
Dis	5	5	4	3
DV	10	9	8	6
MD	10	9	8	6
S.A.: Beast, Improved Charge/3, Ranger, Woodstrider				

MAV	5	5	4	3
#MA	2	S.A.: Disable, Warmaster		

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Satyr Warrior

Affiliation: Elves/Neutral **Points:** 53
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	8	7	6
Dis	5	4	4
DV	9	8	7
MD	10	9	7
S.A.: Improved Charge/4, Ranger, Tough/2, Woodstrider			

MAV	6	5	5
#MA	3	S.A.: Frenzy, Warmaster	

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Faun

Affiliation: Elves/Good **Points:** 21
Model: Grunt
Base: Standard

Dmg	0	1
Mov	8	7
Dis	5	4
DV	9	7
MD	10	7
S.A.: Ranger, Woodstrider		

MAV	4	3
#MA	2	

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Vale Archer

14357

Affiliation: Elves/Good **Points:** 60
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	9	8	6
MD	10	9	7
S.A.: Ranger, Woodstrider			

MAV	2	2	1
#MA	1		

RAV	5	4	4
#RA	1	Rng(30) S.A.: Defensive Shot, Indirect Shot, Marksman/1	

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Vale Long Thorn

06121

Affiliation: Elves/Good **Points:** 31
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	8	7	6
MD	10	9	7
S.A.: Ranger, Woodstrider			

MAV	6	5	4
#MA	2	S.A.: First Strike, Reach	

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Vale Swordsman

14323

Affiliation: Elves/Good **Points:** 31
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	9	8	6
MD	10	9	7
S.A.: Ranger, Woodstrider			

MAV	7	6	5
#MA	2		

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Vale Warrior

14387

Affiliation: Elves/Good **Points:** 30
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	10	9	7
MD	10	9	7
S.A.: Deflect/1, Ranger, Woodstrider			

MAV	5	4	4
#MA	2		

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Giant Eagle 14086

Affiliation: Elves/Good Points: 110

Model: Unq Monster

Base: Giant

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	6	5	5	4	4
DV	13	12	10	9	8
MD	13	12	10	9	8
S.A.: Beast, Improved Charge/4, Ranger, Tough/2					

MAV	6	5	5	4	4
#MA	4	S.A.: First Strike, Warmaster			

MOV	12	11	10	8	7
S.A.: Flyer, Improved Charge/4					

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Mossbeard the Treeman 14209

Points: 128

Affiliation: Elves/Good

Model: Unq Monster

Base: Giant

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	9	9	8	8	7	6
DV	14	13	13	12	11	9
MD	14	13	13	12	11	9

S.A.: Beast, Fearsome, Improved Charge/4, Ranger, Tough/4

MAV	8	8	7	7	6	5
#MA	3	S.A.: Frenzy, Warmaster				

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Galdanoth, Elven Sniper

Points: 89

Affiliation: Elves/Good

Model: Unq Solitaire

Base: Standard

Dmg	0	1	2
Mov	8	7	6
Dis	6	5	4
DV	9	8	6
MD	10	9	7
S.A.: Ranger, Woodstrider			

MAV	2	2	1
#MA	1		

RAV	7	6	6
#RA	1	Rng(30) S.A.: Critical Shot/2, Defensive Shot, Indirect Shot, Marksman/1	

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MERCENARY

Boris Mingla 14313
Affiliation: Mercenary/Evil **Points:** 104
Model: Warlord **Troop:** 5-14/3
Base: Standard

Dmg	0	1	2	3	4	
Mov	5	5	4	4	3	
Dis	9	8	7	6	5	
DV	12	11	10	8	7	
MD	13	12	10	9	8	
S.A.: 360, Fearless, Mob Leader/5, Spy, Tactician, Tough/3						
MAV	6	5	5	4	4	
#MA	5	S.A.: Warmaster				

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Lord Vasyi, Lupine Lord 14030
Affiliation: Mercenary/Neutral **Points:** 244
Model: Warlord **Troop:** 4-11/2
Base: Large

Dmg	0	1	2	3	4	5
Mov	7	7	6	6	6	5
Dis	9	9	8	8	7	6
DV	15	14	14	13	12	10
MD	16	15	14	14	13	10
S.A.: Fearless, Improved Charge/4, Spy, Tactician, Tough/3						

MAV	7	7	6	6	6	5
#MA	4	S.A.: Frenzy, Warmaster				
RAV	6	6	5	5	5	4
#RA	1	Rng(18) S.A.: Blowthrough				

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Orba Sinhan 14062
Affiliation: Mercenary/Neutral **Points:** 130
Model: Warlord **Troop:** 5-10/2
Base: Standard

Dmg	0	1	2	3	4	
Mov	5	5	4	4	3	
Dis	9	8	7	6	5	
DV	13	12	12	11	10	
MD	14	13	11	10	8	
S.A.: Fearless, Improved Charge/3, Tactician, Tough/4						
MAV	8	8	7	7	6	
#MA	4	S.A.: Frenzy, Warmaster				

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Samantha of the Blade 14340
Affiliation: Mercenary/Good **Points:** 117
Model: Warlord **Troop:** 4-11/2
Base: Standard

Dmg	0	1	2	3	4	
Mov	5	5	4	4	3	
Dis	9	8	7	6	5	
DV	13	12	10	9	8	
MD	14	13	11	10	8	
S.A.: 360, Fearless, Spy, Tactician, Tough/3						
MAV	7	6	6	5	4	
#MA	4	S.A.: First Strike, Frenzy, Warmaster				

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Callindra Silverspell 14322
Affiliation: Mercenary/Good **Points:** 100
Model: Unq Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	9	8	7	5
MD	11	10	9	7
S.A.: Ranger, Tough/2				
MAV	2	2	2	1
#MA	1			
RAV	5	5	4	3
#RA	1	Rng(30) S.A.: Critical Shot/3, Defensive Shot, Indirect Shot, Marksman/2, Sure Shot		

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Haranobu 14356
Affiliation: Mercenary/Neutral **Points:** 76
Model: Unq Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	8	8	8	7	7
DV	11	10	9	8	7
MD	12	11	10	8	7
S.A.:					
MAV	8	7	6	6	5
#MA	3	S.A.: Warmaster			

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Istvan, Rager **14336**
Captain
Affiliation: Mercenary/Neutral **Points:** 87
Model: Unq Captain **Troop:** 4-8/1
Base: Large

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	12	11	10	8	7

S.A.: 360, Beast, Improved Charge/4, Tough/3

MAV	7	6	6	5	4
#MA	3	S.A.:	Frenzy, Warmaster		

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Thunginar **14337**
Affiliation: Mercenary/Evil **Points:** 101
Model: Unq Captain **Troop:** 5-9/2
Base: Standard

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	8	8	7	7	6
DV	13	12	12	11	10
MD	14	14	13	13	12

S.A.: Tough/3

MAV	8	8	7	7	6
#MA	3	S.A.:	Frenzy, Warmaster		

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Mack Hardwick **14332**
Affiliation: Mercenary/Evil **Points:** 33
Model: Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	10	9	7
MD	12	10	8

S.A.: Mob Leader/3, Tough/2

MAV	6	5	4
#MA	2		

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Nicole of the Blade **14345**
Affiliation: Mercenary/Good **Points:** 38
Model: Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7

S.A.: Deflect/1, Tough/3

MAV	5	5	4	3
#MA	2			

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Sigurd **14023**
Affiliation: Mercenary/Neutral **Points:** 51
Model: Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: Tough/2

MAV	6	5	5	4
#MA	3	S.A.:	Shock	

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Dingo Appledimple **14047**
Affiliation: Mercenary/Neutral **Points:** 28
Model: Unq Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1
Mov	4	3
Dis	6	4
DV	9	6
MD	10	7

S.A.: Ranger

MAV	4	3
#MA	2	S.A.: Backstab/3

RAV	4	3
#RA	1	Rng(12) S.A.: Defensive Shot, Marksman/1

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Grundor Hoardtaker **14002**
Affiliation: Mercenary/Neutral **Points:** 34
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2
Mov	5	4	4
Dis	9	8	6
DV	10	9	7
MD	10	9	7

S.A.: Fearless, Tough/2

MAV	5	4	4
#MA	3		

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Kassandra of the Blade **14311**
Affiliation: Mercenary/Good **Points:** 58
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	11	10	9	7
MD	12	11	10	7

S.A.: 360, Raider/2, Ranger, Tough/2

MAV	5	5	4	3
#MA	3	S.A.:	Backstab/3, Warmaster	

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Rod Blackreef **14315**
Affiliation: Mercenary/Evil **Points:** 46
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2
Mov	5	4	4
Dis	7	6	5
DV	10	9	7
MD	10	9	7

S.A.: 360, Mob Leader/4, Ronin, Tough/2

MAV	4	3	3
#MA	2	S.A.:	Backstab/3

RAV	6	5	4
#RA	1	Rng(12) S.A.:	Defensive Shot, Slow Fire

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Artemis 14014
Affiliation: Mercenary/Neutral **Points:** 51
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2	
Mov	6	5	4	
Dis	4	3	3	
DV	9	8	6	
MD	10	9	7	
S.A.:				

MAV	4	3	3	
#MA	2	S.A.: Reach, Trencher		

RAV	4	3	3	
#RA	1	S.A.: Rng(24) Defensive Shot, Indirect Shot, Marksman/1		

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Hedasaa, Cultist Leader 14320
Affiliation: Mercenary/Evil **Points:** 26
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	
Mov	7	5	
Dis	9	6	
DV	10	7	
MD	11	8	
S.A.:	360, Berserker, Mob Leader/3		

MAV	4	3	
#MA	2		

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Marda of the Blade 14339
Affiliation: Mercenary/Good **Points:** 43
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2	
Mov	6	5	4	
Dis	8	7	6	
DV	11	9	8	
MD	11	9	8	
S.A.:	360, Ranger, Tough/2			

MAV	5	4	4	
#MA	3	S.A.: Warmaster		

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Ado Salint 14342
Affiliation: Mercenary/Evil **Points:** 71
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	11	10	9	7
MD	11	10	9	7
S.A.:	Fearsome, Improved Charge/3, Ronin, Tough/3			

MAV	8	7	6	5
#MA	3	S.A.: First Strike, Warmaster		

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Arik Tellazar 14314
Affiliation: Mercenary/Neutral **Points:** 62
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	11	10	9	7
MD	13	12	10	8
S.A.:	360, Fearless, Tough/3			

MAV	6	5	5	4
#MA	3	S.A.: First Strike, Warmaster		

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Lorielle Silverrain 14058
Affiliation: Mercenary/Good **Points:** 137
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	5	5	4	4	3
DV	10	9	8	7	6
MD	12	11	10	8	7
S.A.:	Ranger, Woodstrider				

MAV	2	2	2	1	1
#MA	1				

RAV	6	5	5	4	4
#RA	1	S.A.: Rng(30) Critical Shot/5, Defensive Shot, Indirect Shot, Marksman/2			

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Corm, Lupine Shaman 14032
Affiliation: Mercenary/Neutral **Points:** 106
Model: Unq Cleric
Base: Large

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	7	6	6	5	4
DV	10	9	8	7	6
MD	12	11	10	8	7
S.A.:	360, Fearsome, Healer				

MAV	6	5	5	4	4
#MA	3	S.A.: Frenzy, Warmaster			

CP	6	5	5	4	4
S.A.:	Cleric 3/8, Defensive Magic				

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Tallis, Cleric of Ishnar 14318
Affiliation: Mercenary/Neutral **Points:** 59
Model: Unq Cleric
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7
S.A.:	Fearsome, Healer			

MAV	4	4	3	2
#MA	2			

CP	5	5	4	3
S.A.:	Cleric 3/8, Defensive Magic			

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Theda, Priestess of Thezrael 14346
Affiliation: Mercenary/Evil **Points:** 63
Model: Unq Cleric
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	10	9	8	6
MD	13	12	10	8
S.A.:	Fearsome, Healer, Ronin			

MAV	4	4	3	2
#MA	2			

CP	5	5	4	3
S.A.:	Cleric 3/10			

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Olivia, Priestess of Shadarzaddi 14328

Affiliation: Mercenary/Good **Points:** 44

Model: Cleric
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	9	8	6
MD	11	9	8
S.A.: Fearsome, Healer			

MAV	4	3	3
#MA	1		

CP	5	4	4
S.A.: Cleric 2/8			

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Leisynn, Wizard of Chaos 14060

Affiliation: Mercenary/Evil **Points:** 67

Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	8	7	6	5
MD	13	12	10	8
S.A.:				

MAV	3	3	2	2
#MA	1			

RAV	4	4	3	2
#RA	1	Rng(18)	S.A.: Defensive Shot	

CP	6	5	5	4
S.A.: Defensive Magic, Mage 3/10				

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Shad Coalshadow 14021

Affiliation: Mercenary/Neutral **Points:** 42

Model: Unq Rogue
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7
S.A.: Ronin			

MAV	5	4	4
#MA	2	S.A.: Backstab/3	

RAV	4	3	3
#RA	1	Rng(12)	S.A.: Defensive Shot, Marksman/1

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Gars Necka 14330

Affiliation: Mercenary/Evil **Points:** 74

Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	9	8	7	5
MD	13	12	10	8
S.A.: Fearsome, Ronin, Tough/1				

MAV	4	4	3	2
#MA	1	S.A.: Backstab/2, Poison Strike		

RAV	3	3	2	2
#RA	1	Rng(18)	S.A.: Defensive Shot, Poison Shot	

CP	6	5	5	4
S.A.: Defensive Magic, Mage 3/12				

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Eredain 14024

Affiliation: Mercenary/Neutral **Points:** 43

Model: Mage
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	8	7	6
MD	12	10	8
S.A.:			

MAV	5	4	4
#MA	1		

RAV	3	3	2
#RA	1	Rng(18)	S.A.: Defensive Shot

CP	5	4	4
S.A.: Defensive Magic, Mage 2/8			

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Bowsister 14321

Affiliation: Mercenary/Good **Points:** 69

Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	9	8	7	5
MD	10	9	8	6
S.A.: Ranger, Tough/1				

MAV	4	4	3	2
#MA	1			

RAV	5	5	4	3
#RA	1	Rng(24)	S.A.: Defensive Shot, Indirect Shot, Marksman/1	

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Jos Gebblar, Necromancer 14317

Affiliation: Mercenary/Evil **Points:** 63

Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	10	9	8	6
MD	14	13	11	8
S.A.: Fearless, Necromancer, Tough/2				

MAV	3	3	2	2
#MA	1			

RAV	2	2	2	1
#RA	1	Rng(18)	S.A.: Defensive Shot	

CP	6	5	5	4
S.A.: Defensive Magic, Mage 3/10				

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Siellendria, Spellsister 14335

Affiliation: Mercenary/Good **Points:** 42

Model: Mage
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	8	7	6
MD	13	11	9
S.A.: Ranger			

MAV	2	2	1
#MA	1		

RAV	3	3	2
#RA	1	Rng(18)	S.A.: Defensive Shot

CP	5	4	4
S.A.: Defensive Magic, Mage 2/8			

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Dark Dwarf Warrior 14331

Affiliation: Mercenary/Evil **Points:** 66

Model: Adept
Base: Standard

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	6	6	5	5	5
DV	12	11	11	10	9
MD	13	12	12	11	10
S.A.: Deflect/1, Tough/1					

MAV	5	5	5	4	4
#MA	3	S.A.: Warmaster			

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Lupine Rager	14031
Affiliation: Mercenary/Neutral	Points: 77
Model: Adept	
Base: Large	

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	6	5	5	4	4
DV	11	10	9	8	7
MD	11	10	9	8	7

S.A.: 360, Beast, Improved Charge/4, Tough/1

MAV	6	5	5	4	4
#MA	3	S.A.: Frenzy, Warmaster			

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Minotaur	14007
Affiliation: Mercenary/Neutral	Points: 85
Model: Adept	
Base: Large	

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	6	5	5	4	4
DV	12	11	10	8	7
MD	11	10	9	8	7

S.A.: Beast, Improved Charge/4, Outrider, Tough/2

MAV	7	6	6	5	4
#MA	3	S.A.: Frenzy, Warmaster			

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Okuran Ronin	14338
Affiliation: Mercenary/Neutral	Points: 59
Model: Adept	
Base: Standard	

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7

S.A.: Ronin, Tough/1

MAV	7	6	6	4
#MA	3	S.A.: Warmaster		

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Shadowsister	14312
Affiliation: Mercenary/Good	Points: 54
Model: Adept	
Base: Standard	

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7

S.A.: 360, Raider/2, Ranger, Tough/1

MAV	5	5	4	3
#MA	3	S.A.: Backstab/2, Warmaster		

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Blackreef Pirate	14388
Affiliation: Mercenary/Evil	Points: 37
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	5	4	4
Dis	4	3	3
DV	8	7	6
MD	10	9	7

S.A.:

MAV	4	3	3
#MA	3		

RAV	5	4	4
#RA	1	Rng(12) S.A.: Defensive Shot, Slow Fire	

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Bladesister	14348
Affiliation: Mercenary/Good	Points: 40
Model: Grunt	
Base: Standard	

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	12	11	10	7
MD	11	10	9	7

S.A.: Deflect/1, Ranger, Tough/1

MAV	5	5	4	3
#MA	2			

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Darkthrall Cultist	14319
Affiliation: Mercenary/Evil	Points: 20
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	7	5
Dis	4	3
DV	9	6
MD	10	7

S.A.: Fearless, Mob

MAV	3	2
#MA	2	

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Mercenary Axeman	14157
Affiliation: Mercenary/Neutral	Points: 18
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	6	4
Dis	5	4
DV	9	6
MD	10	7

S.A.:

MAV	6	4
#MA	1	

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Mercenary Crossbow	14383
Affiliation: Mercenary/Neutral	Points: 27
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	6	4
Dis	4	3
DV	8	6
MD	10	7

S.A.:

MAV	2	1
#MA	1	

RAV	3	2
#RA	1	Rng(24) S.A.: Critical Shot/2, Defensive Shot

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**Mercenary
Spearman** 14158

Affiliation: Mercenary/Neutral **Points:** 19

Model: Grunt
Base: Standard

Dmg	0	1
Mov	6	4
Dis	4	3
DV	8	6
MD	10	7
S.A.:		

MAV	5	4
#MA	1	S.A.: First Strike, Reach

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**Mercenary
Warrior** 14364

Affiliation: Mercenary/Neutral **Points:** 18

Model: Grunt
Base: Standard

Dmg	0	1
Mov	5	4
Dis	4	3
DV	10	7
MD	10	7
S.A.:	Deflect/1	

MAV	4	3
#MA	1	

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Street Thug 14329

Affiliation: Mercenary/Evil **Points:** 29

Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7
S.A.:	Mob		

MAV	6	5	4
#MA	2		

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Dendris, Assassin 14355

Affiliation: Mercenary/Evil **Points:** 76

Model: Unq Solitaire
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	8	7	6
DV	11	10	9	7
MD	13	12	10	8
S.A.:	Fearless, Raider/2			

MAV	5	5	4	3
#MA	2	S.A.: Backstab/3, Poison Strike, Warmaster		

RAV	4	4	3	2
#RA	1	Rng(18) S.A.: Critical Shot/2, Defensive Shot, Poison Shot, Sure Shot		

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**Kyla, Bounty
Huntress** 14025

Affiliation: Mercenary/Neutral **Points:** 54

Model: Unq Solitaire
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	12	10	8
S.A.:	Ranger		

MAV	4	3	3
#MA	2	S.A.: Backstab/3	

RAV	4	3	3
#RA	1	Rng(24) S.A.: Critical Shot/3, Defensive Shot	

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**Volendria of the
Blade** 14375

Affiliation: Mercenary/Good **Points:** 87

Model: Unq Solitaire
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7
S.A.:	Improved Charge/4, Mounted, Ranger, Spy, Tough/1			

MAV	4	4	3	2
#MA	2			

RAV	4	4	3	2
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1, Sure Shot		

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Nalada 14376

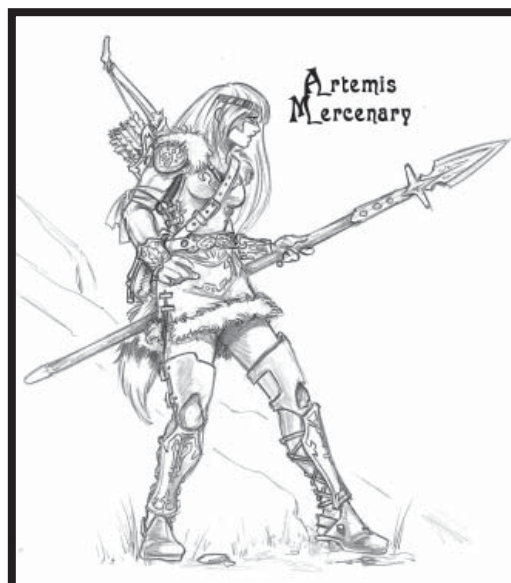
Affiliation: Mercenary/Good **Points:** 54

Model: Solitaire
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	12	11	10	7
MD	12	11	10	7
S.A.:	Deflect/1, Ranger, Tough/2			

MAV	5	5	4	3
#MA	3	S.A.: Warmaster		

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NECROPOLIS

Judas Bloodspire 14016
Affiliation: Necropolis/Evil Points: 241
Model: Warlord Troop: 4-12/2
Base: Standard

Dmg	0	1	2	3	4	5	6
Mov	5	5	5	5	5	4	4
Dis	9	9	9	8	8	7	6
DV	15	15	14	14	14	13	12
MD	15	15	14	14	13	11	10
S.A.: Fearsome, Spy, Tactician, Tough/5, Undead							

MAV	8	8	8	7	7	6	5
#MA	5	S.A.: Frenzy, Warmaster					

MOV	10	10	10	9	9	8	7
S.A.: Flyer							

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Moandain 14144
Affiliation: Necropolis/Evil Points: 169
Model: Warlord Troop: 5-11/2
Base: Standard

Dmg	0	1	2	3	4	5
Mov	6	6	5	5	5	4
Dis	9	9	8	8	7	6
DV	13	13	12	12	12	10
MD	15	15	14	14	14	12
S.A.: Fearsome, Spy, Tactician, Tough/4, Undead						

MAV	5	5	5	5	5	4
#MA	3					

RAV	3	3	2	2	2	2
#RA	1	Rng(18) S.A.: Defensive Shot				

CP	9	9	9	9	8	7
S.A.: Defensive Magic, Mage 3/12						

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Elsabeth Briarkiss 14131
Affiliation: Necropolis/Evil Points: 107
Model: Unq Captain Troop: 4-8/1
Base: Standard

Dmg	0	1	2	3	4	5
Mov	5	5	5	4	4	3
Dis	9	9	8	8	7	6
DV	14	13	13	12	11	9
MD	14	13	13	12	11	9
S.A.: Fearsome, Improved Charge/3, Tough/3, Undead						

MAV	5	5	5	4	4	3
#MA	4	S.A.: Disable, First Strike, Warmaster				

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Lord Kentaur 14145
Affiliation: Necropolis/Evil Points: 66
Model: Unq Captain Troop: 4-8/2
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	12	11	10	7
MD	13	12	10	8
S.A.: Deflect/1, Tactician, Tough/3, Undead				

MAV	6	5	5	4
#MA	3	S.A.: Warmaster		

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Lord Gauren 14168
Affiliation: Necropolis/Evil Points: 46
Model: Captain Troop: 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	12	11	10	7
MD	13	12	10	8
S.A.: Non-Corporeal, Tough/1, Undead				

MAV	5	5	4	3
#MA	3			

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Sir Azarphan 14052
Affiliation: Necropolis/Evil Points: 69
Model: Captain Troop: 4-8/1
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8
S.A.: Deflect/1, Tough/3, Undead					

MAV	5	5	4	4	3
#MA	3	S.A.: Smite (Good)/2, Trencher, Warmaster			

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Eikar, Crypt Bat Lord	14011
Affiliation: Necropolis/Evil	Points: 66
Model: Unq Sergeant	Troop: 4-6/0
Base: Large	

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	9	8	7	5
DV	12	11	10	7
MD	12	11	10	7
S.A.:	Ranger, Ronin, Tough/1			

MAV	5	5	4	3
#MA	3			

MOV	12	11	10	9
S.A.:	Flyer			

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Sir Gadrun, Deathrider	14171
Affiliation: Necropolis/Evil	Points: 50
Model: Unq Sergeant	Troop: 4-6/1
Base: Cavalry	

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	9	8	7	5
DV	11	10	9	7
MD	11	10	9	7
S.A.:	Improved Charge/4, Mounted, Non-Corporeal, Tough/2, Undead			

MAV	5	5	4	3
#MA	2	S.A.:	First Strike	

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Railor	14148
Affiliation: Necropolis/Evil	Points: 38
Model: Sergeant	Troop: 4-6/0
Base: Standard	

Dmg	0	1	2
Mov	7	6	5
Dis	9	8	6
DV	9	8	6
MD	11	9	8
S.A.:	Non-Corporeal, Undead		

MAV	3	3	2
#MA	2		

RAV	2	2	1
#RA	1	Rng(18)	S.A.: Defensive Shot

CP	5	4	4
S.A.:	Mage 1/4		

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Sir Athak	14160
Affiliation: Necropolis/Evil	Points: 70
Model: Sergeant	Troop: 4-6/0
Base: Standard	

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	9	9	8	8	7
DV	12	11	11	10	9
MD	12	11	11	10	9
S.A.:	Deflect/1, Tough/2, Undead				

MAV	5	5	5	4	4
#MA	3	S.A.:	Trencher, Warmaster		

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Bloodseeker Vampire	14184
Affiliation: Necropolis/Evil	Points: 71
Model: Unq Hero	
Base: Standard	

Dmg	0	1	2	3	4
Mov	7	7	6	6	5
Dis	8	8	7	7	6
DV	11	10	10	9	8
MD	11	10	10	9	8
S.A.:	Tough/3, Undead				

MAV	5	5	5	4	4
#MA	3	S.A.:	Backstab/2, Warmaster		

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Gauntfield	14012
Affiliation: Necropolis/Evil	Points: 119
Model: Unq Hero	
Base: Standard	

Dmg	0	1	2	3	4	5
Mov	6	6	6	6	5	5
Dis	9	9	9	9	8	7
DV	14	14	13	13	13	11
MD	14	14	13	13	13	11
S.A.:	Beast, Fearsome, Improved Charge/4, Undead					

MAV	8	8	8	8	7	6
#MA	3	S.A.:	First Strike, Warmaster			

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Lord Vandrian	14186
Affiliation: Necropolis/Evil	Points: 134
Model: Unq Hero	
Base: Cavalry	

Dmg	0	1	2	3	4	5
Mov	10	10	10	10	10	10
Dis	9	9	8	8	7	6
DV	15	14	14	13	12	10
MD	15	14	14	13	12	10
S.A.:	Improved Charge/4, Mounted, Outrider, Tough/3, Undead					

MAV	7	7	6	6	6	5
#MA	4	S.A.:	First Strike, Shock, Warmaster			

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Sir Dauron, Deathknight	14169
Affiliation: Necropolis/Evil	Points: 131
Model: Unq Hero	
Base: Standard	

Dmg	0	1	2	3	4	5
Mov	5	5	5	5	5	4
Dis	9	9	9	9	8	7
DV	14	14	13	13	13	11
MD	14	14	13	13	13	11
S.A.:	Fearsome, Tough/3, Undead					

MAV	7	7	7	7	6	6
#MA	4	S.A.:	First Strike, Smite (Good)/2, Warmaster			

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Sir Osric, Crimson Knight	14181
Affiliation: Necropolis/Evil	Points: 88
Model: Unq Hero	
Base: Standard	

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	9	9	8	8	7
DV	12	11	11	10	9
MD	13	12	12	11	10
S.A.:	Deflect/1, Tough/3, Undead				

MAV	6	6	5	5	5
#MA	4	S.A.:	Trencher, Warmaster		

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Syphrillia 14006
Affiliation: Necropolis/Evil **Points:** 94
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	8	7	6	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8
S.A.: Ranger, Ronin, Tough/2					

MAV	5	5	4	4	3
#MA	4	S.A.: Warmaster			

MOV	10	10	9	9	8
S.A.: Flyer					

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Lord Tharian, Bloodmagus 14180
Affiliation: Necropolis/Evil **Points:** 84
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	6	5	5	4	4
DV	11	10	10	9	8
MD	12	11	11	10	9
S.A.: Tough/2, Undead					

MAV	3	3	2	2	2
#MA	2	S.A.: Warmaster			

RAV	3	3	2	2	2
#RA	1	Rng(18) S.A.: Defensive Shot			

CP	6	6	5	5	5
S.A.: Defensive Magic, Mage 2/8					

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Naomi, Mistress of Wings 14017
Affiliation: Necropolis/Evil **Points:** 113
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3	4
Mov	6	6	5	5	5
Dis	9	9	8	8	7
DV	7	7	6	6	5
MD	13	12	12	11	10
S.A.: Fearsome, Undead					

MAV	4	4	4	3	3
#MA	2	S.A.: Warmaster			

RAV	4	4	4	3	3
#RA	1	Rng(18) S.A.: Defensive Shot			

CP	7	7	6	6	5
S.A.: Defensive Magic, Mage 3/12					

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Malek 14040
Affiliation: Necropolis/Evil **Points:** 41
Model: Mage
Base: Standard

Dmg	0	1	2	
Mov	6	5	4	
Dis	7	6	5	
DV	8	7	6	
MD	12	10	8	
S.A.: Necromancer, Ronin				

MAV	2	2	1
#MA	1		

RAV	3	3	2
#RA	1	Rng(18) S.A.: Defensive Shot	

CP	6	5	4
S.A.: Defensive Magic, Mage 2/6			

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Nightspecter 14182
Affiliation: Necropolis/Evil **Points:** 33
Model: Unq Rogue
Base: Large

Dmg	0	1	2	
Mov	7	6	5	
Dis	9	8	6	
DV	10	9	7	
MD	11	9	8	
S.A.: Non-Corporeal, Ranger, Spy, Undead				

MAV	3	3	2
#MA	2	S.A.: Backstab/3	

CP	5	5	5
S.A.: Innate Spell (Fear)			

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Nivar, Wraith 14033
Affiliation: Necropolis/Evil **Points:** 82
Model: Unq Rogue
Base: Standard

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	10	9	8	7	6
MD	12	11	10	8	7
S.A.: Non-Corporeal, Ranger, Undead					

MAV	6	5	5	4	4
#MA	4	S.A.: Backstab/3, First Strike, Warmaster			

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Burrowing Zombie 14170
Affiliation: Necropolis/Evil **Points:** 57
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	10	9	8	6
MD	10	9	8	6
S.A.: Tough/3, Undead				

MAV	4	4	3	2
#MA	3			

MOV	8	7	6	5
S.A.: Burrow				

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Crimson Knight 14166
Affiliation: Necropolis/Evil **Points:** 69
Model: Adept
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	7	7	6	6	5
DV	12	11	11	10	9
MD	12	11	11	10	9
S.A.: Deflect/1, Tough/2, Undead					

MAV	5	5	5	4	4
#MA	3	S.A.: Trencher, Warmaster			

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Crypt Bat 14009
Affiliation: Necropolis/Evil **Points:** 31
Model: Adept
Base: Standard

Dmg	0	1
Mov	6	4
Dis	5	4
DV	9	6
MD	9	6
S.A.: Ranger		

MAV	3	2
#MA	2	

MOV	12	10
S.A.: Flyer		

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Deathrider	14149
Affiliation: Necropolis/Evil	Points: 48
Model: Adept	
Base: Cavalry	

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	11	10	9	7
MD	11	10	9	7
S.A.: Improved Charge/4, Mounted, Non-Corporeal, Outrider, Undead				

MAV	5	5	4	3
#MA	2	S.A.: First Strike		

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Gargoyle	14028
Affiliation: Necropolis/Evil	Points: 73
Model: Adept	
Base: Standard	

Dmg	0	1	2	3
Mov	6	6	5	5
Dis	8	8	7	6
DV	11	10	9	8
MD	11	10	9	8
S.A.: Outrider, Ranger				

MAV	5	5	4	3
#MA	3	S.A.: Warmaster		

MOV	12	11	11	10
S.A.: Flyer				

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Zombie	06135
Affiliation: Necropolis/Evil	Points: 38
Model: Adept	
Base: Standard	

Dmg	0	1	2	3
Mov	4	4	3	2
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6
S.A.: Tough/3, Undead				

MAV	4	4	3	2
#MA	3			

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Chattel	14172
Affiliation: Necropolis/Neutral	Points: 27
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7
S.A.: Fearless			

MAV	3	3	2
#MA	3		

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Skeletal Archer	14382
Affiliation: Necropolis/Evil	Points: 30
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	6	5
Dis	4	4
DV	8	6
MD	8	5
S.A.: Deflect/1, Undead		

MAV	2	2
#MA	1	

RAV	3	3
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1

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Skeletal Swordsman	14389
Affiliation: Necropolis/Evil	Points: 18
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	6	5
Dis	4	4
DV	8	6
MD	8	4
S.A.: Deflect/1, Undead		

MAV	5	4
#MA	1	

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Skeletal Warrior	14075
Affiliation: Necropolis/Evil	Points: 18
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	6	5
Dis	4	4
DV	9	6
MD	8	4
S.A.: Deflect/2, Undead		

MAV	4	3
#MA	1	

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Wraith Harvester	14307
Affiliation: Necropolis/Evil	Points: 29
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	8	7	6
MD	9	8	6
S.A.: Deflect/1, Non-Corporeal, Undead			

MAV	5	4	4
#MA	2	S.A.: Reach	

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Bone Horror	14185
Affiliation: Necropolis/Evil	Points: 157
Model: Unq Monster	
Base: Giant	

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	9	8	7	6	5	5
DV	14	14	13	13	13	11
MD	13	12	10	9	8	7
S.A.: Beast, Fearsome, Improved Charge/4, Tough/4, Undead						

MAV	9	8	7	6	5	5
#MA	3	S.A.: Frenzy, Reach, Warmaster				

MOV	12	11	11	10	10	8
S.A.: Flyer, Improved Charge/4						

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Grave Horror 14150

Affiliation: Necropolis/Evil **Points:** 228
Model: Unq Monster
Base: Giant

Dmg	0	1	2	3	4	5	6	7
Mov	8	8	8	8	7	7	6	6
Dis	8	8	8	7	7	6	5	5
DV	15	15	14	14	13	11	10	9
MD	15	15	15	14	14	13	12	11

S.A.: Beast, Fearsome, Improved Charge/4, Tough/4, Undead

MAV	8	8	8	7	7	6	5	5
#MA	5	S.A.: Reach, Warmaster						

MOV	8	8	8	8	7	7	6	6
S.A.: Burrow, Improved Charge/4								

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Aysa 14183

Affiliation: Necropolis/Evil **Points:** 72
Model: Unq Solitaire
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	8	7	6	5
MD	12	11	10	7

S.A.: Fearsome, Non-Corporeal, Undead

MAV	4	4	3	2
#MA	2			

RAV	3	3	2	2
#RA	1	Rng(18)		S.A.: Defensive Shot

CP	6	5	5	4
S.A.: Defensive Magic, Mage 3/10				

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Kaena, Banshee 14053

Affiliation: Necropolis/Evil **Points:** 101
Model: Unq Solitaire
Base: Standard

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	4	4	3	2
DV	10	9	8	6
MD	10	9	8	6

S.A.: Non-Corporeal, Ranger, Undead

MAV	3	3	2	2
#MA	2			

RAV	8	7	6	5
#RA	1	Rng(12)		S.A.: Blowthrough

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NEFSOKAR

Khufu 14098
Affiliation: Nefsokar/Neutral Points: 170
Model: Warlord Troop: 3-12/2
Base: Standard

Dmg	0	1	2	3	4	5
Mov	6	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	14	13	11	10	8	7
MD	16	14	13	11	10	8

S.A.: 360, Fearsome, Spy, Tactician, Tough/4, Undead

MAV	7	6	6	5	4	4
#MA	5	S.A.: First Strike, Frenzy, Warmaster				

CP	7	6	6	5	4	4
S.A.:	Cleric 2/6					

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Neb'nesew Ne'pet 14236
Affiliation: Nefsokar/Neutral Points: 119
Model: Warlord Troop: 3-11/2
Base: Standard

Dmg	0	1	2	3	4	5
Mov	6	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	12	11	10	8	7	6
MD	16	14	13	11	10	8

S.A.: Fearsome, Spy, Tactician, Tough/3, Undead

MAV	6	5	5	4	4	3
#MA	2					

CP	9	8	7	6	5	5
S.A.:	Cleric 3/12, Defensive Magic					

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Senet Net'merew 14237
Affiliation: Nefsokar/Neutral Points: 150
Model: Warlord Troop: 4-12/2
Base: Cavalry

Dmg	0	1	2	3	4
Mov	12	12	12	12	12
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Fearless, Improved Charge/4, Mounted, Raider/2, Tactician, Tough/4

MAV	5	5	4	4	3
#MA	3	S.A.: First Strike, Warmaster			

RAV	5	5	4	4	3	
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/2				

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Ah'radivh 14246
Affiliation: Nefsokar/Neutral Points: 66
Model: Unq Captain Troop: 4-8/1
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	9	8	7	5
DV	12	11	10	7
MD	13	12	10	8

S.A.: Improved Charge/4, Mounted, Raider/2, Ronin, Tough/3

MAV	5	5	4	3
#MA	3	S.A.: First Strike, Warmaster		

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Ammat 14247
Affiliation: Nefsokar/Evil Points: 92
Model: Unq Captain Troop: 4-8/2
Base: Large

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	9	8	7	6	5	5
DV	11	10	9	8	7	6
MD	11	10	9	8	7	6

S.A.: Deflect/1, Fearsome, Tough/3, Undead

MAV	6	5	5	4	4	3
#MA	4	S.A.: Warmaster				

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Khadath 14064
Affiliation: Nefsokar/Neutral Points: 105
Model: Unq Captain Troop: 4-8/1
Base: Standard

Dmg	0	1	2	3	4	5
Mov	6	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	12	11	10	8	7	6
MD	13	12	10	9	8	7

S.A.: Fearsome, Tough/3, Undead

MAV	6	5	5	4	4	3
#MA	4	S.A.: Frenzy, Warmaster				

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Nakhti 14026
Affiliation: Nefsokar/Neutral **Points:** 74
Model: Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	11	10	9	8	7
S.A.: Fearsome, Tough/3, Undead					

MAV	5	5	4	4	3
#MA	4	S.A.: Warmaster			

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Anwar 14248
Affiliation: Nefsokar/Neutral **Points:** 98
Model: Unq Sergeant **Troop:** 4-6/0
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	8	7	6	5
DV	10	9	8	6
MD	12	11	10	7
S.A.: Fearless, Improved Charge/4, Mounted, Raider/2, Tough/2				

MAV	4	4	3	2
#MA	2			

RAV	5	5	4	3
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/2		

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Mi'sher 14129
Affiliation: Nefsokar/Neutral **Points:** 44
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	9	8	6
DV	10	9	7
MD	11	9	8
S.A.: 360, Fearless, Raider/2, Tough/2			

MAV	5	4	4
#MA	3	S.A.: Warmaster	

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Tariq 14094
Affiliation: Nefsokar/Neutral **Points:** 57
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	11	9	8
MD	13	11	9
S.A.: 360, Fearless, Healer, Raider/2, Ranger, Spy, Tough/2			

MAV	6	5	4
#MA	2	S.A.: Warmaster	

CP	5	4	4
S.A.: Cleric 1/4			

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Chosen of Sokar 14164
Affiliation: Nefsokar/Neutral **Points:** 56
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	7	6	6	5	4
DV	11	10	9	8	7
MD	13	12	10	9	8
S.A.: Fearsome, Tough/2, Undead					

MAV	6	5	5	4	4
#MA	3				

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Ibrahim 14250
Affiliation: Nefsokar/Evil **Points:** 89
Model: Unq Hero
Base: Cavalry

Dmg	0	1	2	3	4
Mov	12	12	12	12	12
Dis	8	7	6	6	5
DV	13	12	12	11	10
MD	14	13	11	10	8
S.A.: 360, Improved Charge/4, Mounted, Raider/2, Tough/3					

MAV	6	5	5	4	4
#MA	3	S.A.: First Strike, Warmaster			

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Reborn 14176
Affiliation: Nefsokar/Neutral **Points:** 88
Model: Hero
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8
S.A.: 360, Fearsome, Tough/2, Undead					

MAV	6	5	5	4	4
#MA	4	S.A.: First Strike, Warmaster			

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Atifa 14249
Affiliation: Nefsokar/Neutral **Points:** 53
Model: Unq Cleric
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7
S.A.: Fearsome, Improved Charge/4, Mounted, Raider/2				

MAV	4	4	3	2
#MA	1			

CP	7	6	6	4
S.A.: Cleric 2/6				

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Fatima 14048
Affiliation: Nefsokar/Neutral **Points:** 70
Model: Unq Cleric
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	8	7	6	5
MD	15	14	12	9
S.A.: Fearless, Fearsome, Healer, Spy				

MAV	3	3	2	2
#MA	2			

CP	7	6	6	4
S.A.: Cleric 3/10, Defensive Magic				

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Thoth 14241
Affiliation: Nefsokar/Neutral **Points:** 109
Model: Unq Cleric
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	8	7	6	6	5
DV	11	10	9	8	7
MD	11	10	9	8	7
S.A.: Fearless, Fearsome, Healer, Tactician, Tough/2					

MAV	5	5	4	4	3
#MA	4	S.A.: Frenzy, Warmaster			

CP	7	6	6	5	4
S.A.: Cleric 1/6					

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Sokar's Prophets 14242
Affiliation: Nefsokar/Neutral **Points:** 46
Model: Cleric
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	8	7	6	5
MD	12	11	10	7
S.A.: Fearsome, Tough/1, Undead				

MAV	3	3	2	2
#MA	2			

CP	6	5	5	4
S.A.: Cleric 2/8				

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Netikerti 14081
Affiliation: Nefsokar/Evil **Points:** 72
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	8	7	6	5
MD	14	13	11	8
S.A.: Fearsome, Tough/2, Undead				

MAV	3	3	2	2
#MA	1			

RAV	3	3	2	2
#RA	1	Rng(18) S.A.: Defensive Shot		

CP	6	5	5	4
S.A.: Defensive Magic, Mage 3/12				

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Sokar's Disciples 14243
Affiliation: Nefsokar/Evil **Points:** 59
Model: Mage
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	8	7	6	5
MD	11	10	9	7
S.A.: Fearsome, Tough/1, Undead				

MAV	5	5	4	3
#MA	2			

RAV	3	3	2	2
#RA	1	Rng(18)	S.A.: Defensive Shot	

CP	5	5	4	3
S.A.: Mage 2/6				

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Ammat Devourer 14381
Affiliation: Nefsokar/Evil **Points:** 55
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	12	11	10	7
MD	13	12	10	8
S.A.: Fearsome, Tough/1, Undead				

MAV	5	5	4	3
#MA	3	S.A.: Warmaster		

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Khamsin Dervish 14344
Affiliation: Nefsokar/Neutral **Points:** 37
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	9	8	6
MD	10	9	7
S.A.: 360, Fearless, Improved Charge/3, Raider/2			

MAV	4	3	3
#MA	3	S.A.: Warmaster	

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Khamsin Heavy Lancer 14253
Affiliation: Nefsokar/Neutral **Points:** 83
Model: Adept
Base: Cavalry

Dmg	0	1	2	3	4
Mov	11	11	11	11	11
Dis	6	5	5	4	4
DV	12	11	10	8	7
MD	12	11	10	8	7
S.A.: Improved Charge/4, Mounted, Raider/2					

MAV	6	5	5	4	4
#MA	3	S.A.: First Strike, Shock, Warmaster			

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Khamsin Mounted Archer 14255
Affiliation: Nefsokar/Neutral **Points:** 72
Model: Adept
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	4	4	3	2
DV	9	8	7	5
MD	10	9	8	6
S.A.: Improved Charge/4, Mounted				

MAV	2	2	2	1
#MA	1			

RAV	4	4	3	2
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1		

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Khamsin Raider 14252
Affiliation: Nefsokar/Neutral **Points:** 55
Model: Adept
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	11	10	9	7
MD	11	10	9	7
S.A.: 360, Improved Charge/4, Mounted, Raider/2				

MAV	5	5	4	3
#MA	2	S.A.: First Strike, Warmaster		

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Tomb Guard 14115
Affiliation: Nefsokar/Neutral **Points:** 67
Model: Adept
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	8	7	6	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: Deflect/2, Fearsome, Tough/1, Undead

MAV	5	5	4	4	3
#MA	3	S.A.: Warmaster			

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Anubis Guard 14390
Affiliation: Nefsokar/Neutral **Points:** 39
Model: Grunt
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7

S.A.: Tough/1, Undead

MAV	6	5	5	4
#MA	2			

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Awakened Mummy 14100
Affiliation: Nefsokar/Neutral **Points:** 37
Model: Grunt
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	9	8	7	5
MD	11	10	9	7

S.A.: Tough/1, Undead

MAV	4	4	3	2
#MA	3			

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Khamsin Herdsman 14350
Affiliation: Nefsokar/Neutral **Points:** 31
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	8	7	6
MD	10	9	7

S.A.: Raider/2

MAV	6	5	4
#MA	2	S.A.: First Strike, Reach	

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Khamsin Ranger 14141
Affiliation: Nefsokar/Neutral **Points:** 37
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	8	7	6
MD	10	9	7

S.A.: Ranger

MAV	2	2	1
#MA	1		

RAV	3	2	2
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1	

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Dust Devil 14245
Affiliation: Nefsokar/Neutral **Points:** 80
Model: Unq Monster
Base: Standard

Dmg	0	1	2
Mov	12	10	8
Dis	8	7	6
DV	10	9	7
MD	11	9	8

S.A.: 360, Beast, Improved Charge/4, Non-Corporeal, Raider/2, Ranger, Summoned (Mage), Tough/2

MAV	5	4	4
#MA	4	S.A.: Warmaster	

MOV	15	14	12
S.A.: Flyer, Improved Charge/4			

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Giant Scorpion 14244
Affiliation: Nefsokar/Neutral **Points:** 111
Model: Unq Monster
Base: Giant

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	8	7	6	6	5
DV	11	10	9	8	7
MD	11	10	9	8	7

S.A.: Beast, Fearsome, Improved Charge/4, Tough/2

MAV	6	5	5	4	4
# MA	4	S.A.: Poison Strike, Reach, Warmaster			

MOV	10	9	8	7	6
S.A.:	Burrow, Improved Charge/4				

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Lesser Avatar 14102
Affiliation: Nefsokar/Neutral **Points:** 90
Model: Unq Monster
Base: Large

Dmg	0	1	2	3	4	5
Mov	7	6	6	5	4	4
Dis	9	8	7	6	5	5
DV	13	12	10	9	8	7
MD	13	12	10	9	8	7

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Tough/3

MAV	7	6	6	5	4	4
#MA	3	S.A.: Warmaster				

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Sokar's Avatar 14257
Affiliation: Nefsokar/Neutral **Points:** 189
Model: Unq Monster
Base: Giant

Dmg	0	1	2	3	4	5	6
Mov	8	8	8	7	7	6	5
Dis	9	9	9	9	8	8	7
DV	15	15	14	14	13	11	10
MD	17	17	16	16	15	14	14

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Tough/5

MAV	8	8	8	7	7	6	5
#MA	4	S.A.: First Strike, Frenzy, Reach, Warmaster					

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Khathan 14254
Affiliation: Nefsokar/Neutral **Points:** 136
Model: Unq Solitaire
Base: Standard

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	12	11	10	8	7

S.A.: 360, Fearless, Tough/1

MAV	5	5	4	4	3
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#MA 3 S.A.: Backstab/3, Poison Strike, Warmaster

RAV	5	5	4	4	3
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#RA 1 Rng(24) S.A.: Critical Shot/4, Defensive Shot, Indirect Shot, Marksman/1, Poison Shot

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The Sphinx 14256
Affiliation: Nefsokar/Neutral **Points:** 123
Model: Unq Solitaire
Base: Large

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	8	7	6	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Beast, Fearsome, Improved Charge/4, Spy, Tactician, Tough/3

MAV	6	5	5	4	4
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#MA 3 S.A.: Warmaster

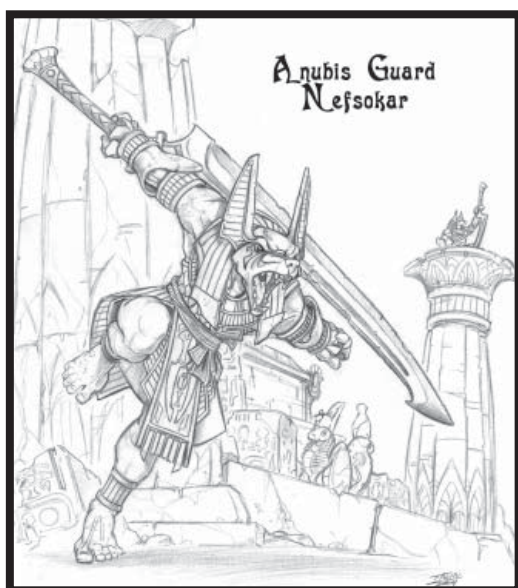
MOV	12	10	7	5	4
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S.A.: Flyer, Improved Charge/4

CP	6	5	5	4	4
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S.A.: Defensive Magic, Mage 3/8

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OVERLORDS

Ashkrypt 14003
Affiliation: Overlords/Evil Points: 146
Model: Warlord Troop: 3-12/3
Base: Standard

Dmg	0	1	2	3	4
Mov	6	6	5	5	5
Dis	9	9	8	8	7
DV	12	11	11	10	9
MD	14	13	13	12	11

S.A.: Deflect/1, Fearsome, Mob Leader/5, Spy, Tactician, Tough/3, Undead

MAV	6	6	5	5	5
#MA	3				

RAV	4	4	3	3	2
#RA	1				

Rng(18) S.A.: Defensive Shot

CP	8	8	7	7	6
S.A.:					

Defensive Magic, Mage 3/12

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General Matisse 14267
Affiliation: Overlords/Evil Points: 105
Model: Warlord Troop: 5-12/2
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	14	13	13	12	11
MD	13	12	10	9	8

S.A.: Deflect/2, Fearless, Spy, Tactician, Tough/4

MAV	6	6	5	5	5
#MA	4				

S.A.: First Strike, Warmaster

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Marquise Zora d'Arengo 14268
Affiliation: Overlords/Evil Points: 103
Model: Warlord Troop: 4-10/2
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	10	9	8	7	6
MD	13	12	10	9	8

S.A.: 360, Fearsome, Healer, Improved Charge/3, Mob Leader/6, Ronin, Tough/3

MAV	5	5	4	4	3
#MA	3				

S.A.: Disable, Warmaster

CP	6	5	5	4	4
S.A.:					

Cleric 3/8

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Count Lorenth 14258
Affiliation: Overlords/Evil Points: 60
Model: Unq Captain Troop: 4-8/1
Base: Cavalry

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	9	8	7	5
DV	12	11	10	7
MD	12	11	10	7

S.A.: Improved Charge/4, Mounted, Tough/3

MAV	6	5	5	4
#MA	2			

S.A.: First Strike, Warmaster

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Merack 14283
Affiliation: Overlords/Evil Points: 65
Model: Unq Captain Troop: 4-8/1
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	8	7	6	6	5
DV	12	11	10	8	7
MD	11	10	9	8	7

S.A.: Deflect/2, Tactician, Tough/2

MAV	5	5	4	4	3
#MA	2				

S.A.: First Strike, Reach, Trencher, Warmaster

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Vincente, Chevalier Captain
Affiliation: Overlords/Evil Points: 92
Model: Unq Captain Troop: 4-8/1
Base: Cavalry

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	8	7	6	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: Improved Charge/4, Mounted, Tough/3

MAV	7	6	6	5	4
#MA	3				

S.A.: First Strike, Shock, Warmaster

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Andras	14147
Affiliation: Overlords/Evil	Points: 40
Model: Captain	Troop: 4-8/2
Base: Standard	

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	10	9	8	6
MD	11	10	9	7
S.A.: Fearless, Tough/2				

MAV	6	5	5	4
#MA	2	S.A.: Trencher		

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Iks	14057
Affiliation: Overlords/Evil	Points: 47
Model: Unq Sergeant	Troop: 4-6/1
Base: Standard	

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	11	10	9	7
MD	11	10	9	7
S.A.: Deflect/2, Mob Leader/5, Tough/1, Undead				

MAV	5	5	4	3
#MA	2	S.A.: Warmaster		

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Lorena of the Whip	14259
Affiliation: Overlords/Evil	Points: 68
Model: Unq Sergeant	Troop: 4-6/1
Base: Standard	

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	9	8	7	5
MD	11	10	9	7
S.A.: Fearsome, Healer, Mob Leader/4, Tough/2				

MAV	4	4	3	2
#MA	3	S.A.: Disable, Warmaster		

CP	5	5	4	3
S.A.: Cleric 1/4				

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Taletia	14285
Affiliation: Overlords/Evil	Points: 40
Model: Unq Sergeant	Troop: 4-6/1
Base: Standard	

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	10	9	7
MD	13	11	9
S.A.:			

MAV	3	3	2
#MA	1		

RAV	3	3	2
#RA	1	Rng(18) S.A.: Defensive Shot	

CP	5	4	4
S.A.: Defensive Magic, Mage 2/4			

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Corvus	14091
Affiliation: Overlords/Evil	Points: 32
Model: Sergeant	Troop: 4-6/0
Base: Standard	

Dmg	0	1	2
Mov	5	4	4
Dis	6	5	4
DV	10	9	7
MD	10	9	7
S.A.: Tough/2			

MAV	5	4	4
#MA	2	S.A.: First Strike, Reach	

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Rogran Uthresect	14286
Affiliation: Overlords/Evil	Points: 77
Model: Unq Hero	
Base: Standard	

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	11	10	9	8	7
S.A.: Fearless, Tough/3					

MAV	7	6	6	5	4
#MA	3	S.A.: First Strike, Warmaster			

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Soriel, Pit Fighter	14288
Affiliation: Overlords/Evil	Points: 59
Model: Unq Hero	
Base: Standard	

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	10	9	8	6
MD	11	10	9	7
S.A.: 360, Ronin, Tough/2				

MAV	5	5	4	3
#MA	4	S.A.: Warmaster		

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Ymrilix the False	14004
Affiliation: Overlords/Evil	Points: 74
Model: Unq Hero	
Base: Standard	

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	12	11	10	8	7
S.A.: Deflect/2, Fearless, Improved Charge/3, Tough/2					

MAV	6	5	5	4	4
#MA	3	S.A.: First Strike, Warmaster			

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Moraia, Warbride	14128
Affiliation: Overlords/Evil	Points: 60
Model: Hero	
Base: Standard	

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7
S.A.: 360, Improved Charge/3, Tough/1				

MAV	5	5	4	3
#MA	4	S.A.: Warmaster		

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Balthon 14035
Affiliation: Overlords/Evil **Points:** 63
Model: Unq Cleric
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	10	9	8	6
MD	13	12	10	8

MAV	3	3	2	2
#MA	1			

CP	6	5	5	4
S.A.:	Cleric 3/10, Defensive Magic			

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Ranthe 14284
Affiliation: Overlords/Evil **Points:** 44
Model: Cleric
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	9	8	6
MD	12	10	8

MAV	3	3	2
#MA	2		

CP	5	4	4
S.A.:	Cleric 2/8, Defensive Magic		

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Arik Gix, Inquisitor 14127
Affiliation: Overlords/Evil **Points:** 82
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	6	6	5	4
DV	9	8	7	6	5
MD	13	12	10	9	8

MAV	2	2	2	1	1
#MA	1				

RAV	3	3	2	2	2
#RA	1	Rng(18) S.A.: Defensive Shot			

CP	7	6	6	5	4
S.A.:	Defensive Magic, Mage 3/10				

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Strach 14287
Affiliation: Overlords/Evil **Points:** 58
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7

MAV	5	5	4	3
#MA	3	S.A.: Warmaster		

CP	5	5	4	3
S.A.:	Defensive Magic, Mage 2/6			

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Kevis 14124
Affiliation: Overlords/Evil **Points:** 42
Model: Mage
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	8	7	6
MD	12	10	8

MAV	2	2	1
#MA	1		

RAV	3	3	2
#RA	1	Rng(18) S.A.: Defensive Shot	

CP	5	4	4
S.A.:	Defensive Magic, Mage 2/8		

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Lola Darkslip 14020
Affiliation: Overlords/Evil **Points:** 73
Model: Unq Rogue
Base: Standard

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	6	5	5	4
DV	9	8	7	5
MD	11	10	9	7

MAV	5	5	4	3
#MA	3	S.A.: Backstab/3, Poison Strike, Warmaster		

RAV	3	3	2	2
#RA	1	Rng(12) S.A.: Critical Shot/2, Defensive Shot, Marksman/1, Poison Shot		

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Daughter of the Whip 14289
Affiliation: Overlords/Evil **Points:** 50
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	9	8	7	5
MD	11	10	9	7

MAV	4	4	3	2
#MA	3	S.A.: Disable, Warmaster		

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Onyx Chevalier 14177
Affiliation: Overlords/Evil **Points:** 83
Model: Adept
Base: Cavalry

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	7	6	6	5	4
DV	12	11	10	8	7
MD	12	11	10	8	7

MAV	6	5	5	4	4
#MA	3	S.A.: First Strike, Shock, Warmaster			

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Onyx Phalanx 14391
Affiliation: Overlords/Evil **Points:** 51
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	6	5	5	4
DV	12	11	10	7
MD	11	10	9	7

MAV	6	5	5	4
#MA	2	S.A.: First Strike, Reach, Trencher, Warmaster		

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Onyx Zephyr	14282
Affiliation: Overlords/Evil	Points: 45
Model: Adept	
Base: Cavalry	

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	11	10	9	7
MD	11	10	9	7
S.A.: Improved Charge/4, Mounted, Raider/2				

MAV	5	5	4	3
#MA	2			

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Bondslave	14125
Affiliation: Overlords/Evil	Points: 13
Model: Grunt	
Base: Standard	

Dmg	0			
Mov	7			
Dis	4			
DV	8			
MD	9			
S.A.: Mob				

MAV	4			
#MA	1			

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Bondslave Survivor	14290
Affiliation: Overlords/Evil	Points: 19
Model: Grunt	
Base: Standard	

Dmg	0	1		
Mov	7	5		
Dis	5	4		
DV	9	6		
MD	9	6		
S.A.: Mob				

MAV	5	4		
#MA	1			

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Overlord Crossbowmen	14400
Affiliation: Overlords/Evil	Points: 49
Model: Grunt	
Base: Standard	

Dmg	0	1	2	
Mov	6	5	4	
Dis	5	4	4	
DV	10	9	7	
MD	10	9	7	
S.A.: Deflect/2				

MAV	2	2	1	
#MA	1			

RAV	4	3	3	
#RA	1	Rng(24) S.A.: Critical Shot/2, Defensive Shot, Ranked		

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Overlord Spearmen	06148
Affiliation: Overlords/Evil	Points: 30
Model: Grunt	
Base: Standard	

Dmg	0	1	2	
Mov	5	4	4	
Dis	4	3	3	
DV	10	9	7	
MD	10	9	7	
S.A.:				

MAV	5	4	4	
#MA	2	S.A.: First Strike, Reach		

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Overlord Warrior	14360
Affiliation: Overlords/Evil	Points: 28
Model: Grunt	
Base: Standard	

Dmg	0	1	2	
Mov	5	4	4	
Dis	5	4	4	
DV	12	10	8	
MD	10	9	7	
S.A.: Deflect/1				

MAV	4	3	3	
#MA	2			

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Bile, the Wyvern	14260
Affiliation: Overlords/Evil	Points: 158
Model: Unq Monster	
Base: Giant	

Dmg	0	1	2	3	4	5	6
Mov	8	8	7	6	6	5	4
Dis	7	7	6	6	5	4	4
DV	13	13	12	12	11	10	8
MD	13	12	12	10	9	8	7
S.A.: 360, Beast, Fearsome, Improved Charge/4, Tough/3							

MAV	6	6	6	5	5	5	4
#MA	4	S.A.: Poison Strike, Warmaster					

MOV	10	10	9	8	7	6	5
S.A.: Flyer, Improved Charge/4							

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Incarnation of Flame	14264
Affiliation: Overlords/Neutral	Points: 96
Model: Unq Monster	
Base: Large	

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	9	8	7	6	5	5
DV	11	10	9	8	7	6
MD	13	12	10	9	8	7
S.A.: Beast, Improved Charge/4, Non-Corporeal, Summoned (Mage), Tough/3						

MAV	6	5	5	4	4	3
#MA	4	S.A.: Warmaster				

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Onyx Golem	14122
Affiliation: Overlords/Evil	Points: 140
Model: Unq Monster	
Base: Large	

Dmg	0	1	2	3	4	5
Mov	8	8	8	8	7	6
Dis	9	9	9	9	8	7
DV	14	14	13	13	13	11
MD	14	14	13	13	13	11
S.A.: 360, Beast, Fearless, Tough/4						

MAV	8	8	8	8	7	6
#MA	3	S.A.: First Strike, Frenzy, Warmaster				

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Xailor 14265

Affiliation: Overlords/Evil **Points:** 86

Model: Unq Monster

Base: Large

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	11	10	9	8	7

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Tough/5

MAV	6	5	5	4	4	
#MA	3	S.A.: Frenzy, Warmaster				

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Selthak the Poisoner 14266

Affiliation: Overlords/Evil

Points: 68

Model: Unq Solitaire

Base: Standard

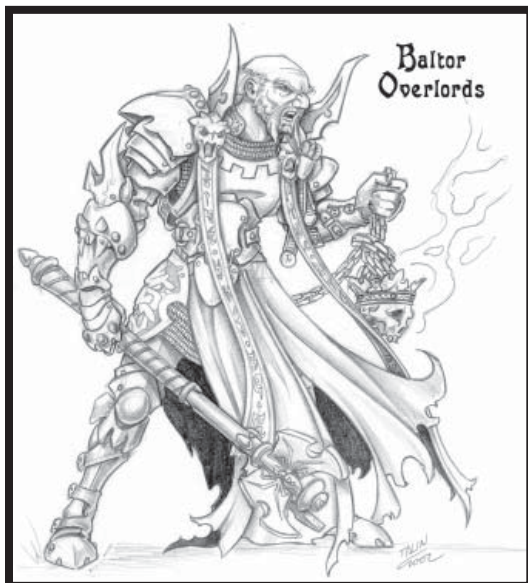
Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	10	9	8	6
MD	12	11	10	7

S.A.: Fearless, Spy, Tough/2

MAV	4	4	3	2
#MA	2	S.A.: Backstab/3, Poison Strike, Warmaster		

RAV	4	4	3	2
#RA	1	Rng(12) S.A.: Critical Shot/2, Defensive Shot, Marksman/1, Poison Shot		

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RAZIG

Captain Razig 14029

Affiliation: Razig/Evil **Points:** 129
Model: Warlord **Troop:** 3-12/3
Base: Standard

Dmg	0	1	2	3	4	5
Mov	6	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	15	14	12	11	9	8
MD	16	14	13	11	10	8

S.A.: Mob Leader/4, Undead

MAV	7	6	6	5	4	4
#MA	4	S.A.: First Strike, Warmaster				

RAV	6	5	5	4	4	3
#RA	1	Rng(12) S.A.: Defensive Shot, Slow Fire				

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Baron LeBone 14218

Affiliation: Razig/Evil **Points:** 88
Model: Unq Captain **Troop:** 4-9/2
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	14	13	11	10	8

S.A.: Deflect/1, Mob Leader/4, Undead

MAV	6	5	5	4	4
#MA	3	S.A.: Warmaster			

RAV	6	5	5	4	4
#RA	1	Rng(12) S.A.: Defensive Shot, Slow Fire			

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Mister Blood 14271

Affiliation: Razig/Evil **Points:** 60
Model: Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	11	10	9	7
MD	12	11	10	7

S.A.: Deflect/1, Mob Leader/4, Tough/3, Undead

MAV	5	5	4	3
#MA	2			

RAV	6	5	5	4
#RA	1	Rng(12) S.A.: Defensive Shot, Slow Fire		

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Black Knife Tom 14272

Affiliation: Razig/Evil **Points:** 49
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	9	8	6
DV	11	9	8
MD	13	11	9

S.A.: Deflect/1, Mob Leader/4, Tough/2, Undead

MAV	6	5	4
#MA	2		

RAV	6	5	4	
#RA	1	Rng(12) S.A.: Defensive Shot, Slow Fire		

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Grim Pete 14273

Affiliation: Razig/Evil **Points:** 47
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	9	8	6
DV	11	9	8
MD	12	10	8

S.A.: Deflect/1, Mob Leader/2, Tough/2, Undead

MAV	5	4	4
#MA	2		

RAV	6	5	4	
#RA	1	Rng(12) S.A.: Defensive Shot, Slow Fire		

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Soul Cannon 14084

Affiliation: Razig/Evil **Points:** 131
Model: Unq Hero
Base: Large

Dmg	0	1	2	3
Mov	4	4	4	4
Dis	5	5	4	3
DV	10	9	8	6
MD	12	11	10	7

S.A.: Outrider, Undead

MAV	4	4	3	2
#MA	1			

RAV	10	9	8	6
#RA	1	Rng(24) S.A.: Blowthrough, Slow Fire		

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Jackie Bones 14275
Affiliation: Razig/Evil **Points:** 67
Model: Hero
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	9	8	7	5
MD	11	10	9	7
S.A.: Deflect/1, Tough/2, Undead				

MAV	5	5	4	3
#MA	3	S.A.: Warmaster		

RAV	6	5	5	4
#RA	1	Rng(12) S.A.: Defensive Shot, Slow Fire		

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Clarissa 14274
Affiliation: Razig/Evil **Points:** 81
Model: Unq Mage
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	9	8	6
DV	9	8	6
MD	14	12	10
S.A.: Non-Corporeal, Undead			

MAV	4	3	3
#MA	1		

RAV	8	7	6	
#RA	1	Rng(12) S.A.: Blowthrough		

CP	5	4	4
S.A.: Defensive Magic, Mage 2/8			

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Bone Marine 14279
Affiliation: Razig/Evil **Points:** 53
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	8	7	6
DV	11	9	8
MD	12	10	8
S.A.: Deflect/1, Tough/2, Undead			

MAV	4	3	3
#MA	2		

RAV	6	5	4
#RA	1	Rng(24) S.A.: Defensive Shot, Slow Fire	

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Skeletal Chain Gang 14392
Affiliation: Razig/Evil **Points:** 35
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	10	9	7
MD	12	10	8
S.A.: Deflect/1, Tough/1, Undead			

MAV	5	4	4
#MA	2	S.A.: Disable	

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Skeletal Crewman 14349
Affiliation: Razig/Evil **Points:** 38
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	10	9	7
MD	12	10	8
S.A.: Deflect/1, Tough/1, Undead			

MAV	4	3	3
#MA	2		

RAV	4	3	3
#RA	1	Rng(12) S.A.: Defensive Shot, Slow Fire	

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Skeletal Harpooner 14277
Affiliation: Razig/Evil **Points:** 33
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	12	10	8
S.A.: Deflect/1, Tough/1, Undead			

MAV	6	5	4
#MA	2	S.A.: First Strike, Reach	

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Zombie Recruit 14278
Affiliation: Razig/Evil **Points:** 43
Model: Grunt
Base: Standard

Dmg	0	1	2	3
Mov	4	4	3	2
Dis	4	4	3	2
DV	10	9	8	6
MD	10	9	8	6
S.A.: Mob, Tough/4, Undead				

MAV	5	5	4	3
#MA	3			

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Dark Maiden 14106
Affiliation: Razig/Neutral **Points:** 226
Model: Unq Monster
Base: Large

Dmg	0	1	2	3	4	5	6
Mov	8	8	7	6	6	5	4
Dis	7	7	6	6	5	4	4
DV	14	13	13	11	10	8	7
MD	14	13	13	11	10	8	7

S.A.: 360, Beast, Fearsome, Improved Charge/4, Non-Corporeal, Summoned (Razig), Tough/4, Undead

MAV	8	8	7	6	6	5	4
#MA	5	S.A.: First Strike, Frenzy, Warmaster					

CP	8	8	7	6	6	5	4
S.A.: Defensive Magic, Mage 3/8							

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REPTUS

Broodmaster, Dragon Rider

Affiliation: Reptus/Neutral **Points:** 177
Model: Warlord **Troop:** 3-10/2
Base: Giant

Dmg	0	1	2	3	4	5
Mov	9	9	9	9	9	9
Dis	8	8	7	7	6	5
DV	15	14	12	11	9	8
MD	13	12	10	9	8	7

S.A.: 360, Amphibious, Fearless, Fearsome, Improved Charge/4, Mounted, Tactician, Tough/4

MAV	8	8	7	7	6	5
#MA	4	S.A.: First Strike, Shock, Warmaster				

MOV	11	11	10	10	10	9
S.A.: Flyer, Improved Charge/4						

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Somchai

Affiliation: Reptus/Neutral **Points:** 90
Model: Unq Captain **Troop:** 4-8/1
Base: Cavalry

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	6	5	5	4	4	3
DV	11	10	9	8	7	6
MD	11	10	9	8	7	6

S.A.: Amphibious

MAV	6	5	5	4	4	3
#MA	4	S.A.: Poison Strike, Warmaster				

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Khong-To

14092

Affiliation: Reptus/Neutral **Points:** 152
Model: Warlord **Troop:** 3-12/2
Base: Standard

Dmg	0	1	2	3	4	5
Mov	5	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	14	13	13	12	11	9
MD	14	13	11	10	8	7

S.A.: 360, Amphibious, Deflect/2, Fearless, Tactician, Tough/3

MAV	7	7	7	7	6	6
#MA	4	S.A.: First Strike, Frenzy, Reach, Warmaster				

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Uru, River Troll Chief

14044

Affiliation: Reptus/Neutral **Points:** 102
Model: Unq Captain **Troop:** 4-8/1
Base: Large

Dmg	0	1	2	3	4	5
Mov	7	6	6	5	4	4
Dis	9	8	7	6	5	5
DV	14	13	11	10	8	7
MD	14	13	11	10	8	7

S.A.: Amphibious, Fearless, Outrider, Tough/2

MAV	7	6	6	5	4	4
#MA	4	S.A.: Reach, Warmaster				

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Po Wi-Set

Affiliation: Reptus/Neutral **Points:** 102
Model: Warlord **Troop:** 4-11/2
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	7	6	6	5	4
DV	9	8	7	6	5
MD	15	14	12	11	9

S.A.: Amphibious, Ranger, Spy, Tough/2

MAV	4	4	3	3	2	
#MA	1	S.A.: Poison Strike				

RAV	4	4	3	3	2	
#RA	1	Rng(18) S.A.: Defensive Shot				

CP	8	7	6	6	5
S.A.: Defensive Magic, Mage 3/12					

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Chai Uut

14308

Affiliation: Reptus/Neutral **Points:** 79
Model: Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Amphibious, Deflect/1, Fearless, Tough/2

MAV	6	5	5	4	4	
#MA	4	S.A.: Warmaster				

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Chhaya, Sergeant

Affiliation: Reptus/Neutral **Points:** 34
Model: Unq Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	5
DV	13	11	9
MD	12	11	10
S.A.: 360, Amphibious			

MAV	6	5	4
#MA	2		

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Gam-Nan, Gaan-Hor Clan Elder

Affiliation: Reptus/Neutral **Points:** 82
Model: Unq Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	7	6	6	5	4
DV	12	11	10	8	7
MD	13	12	10	9	8
S.A.: 360, Amphibious					

MAV	5	5	4	4	3
#MA	3	S.A.: Warmaster			

MOV	10	9	8	7	6
S.A.: Flyer					

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Ssathuss

14187

Affiliation: Reptus/Neutral **Points:** 47
Model: Unq Sergeant **Troop:** 4-6/1
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	10	9	7
MD	10	9	7
S.A.: 360, Amphibious, Raider/2, Ranger			

MAV	6	5	4
#MA	3	S.A.: Poison Strike, Warmaster	

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Audt

14222

Affiliation: Reptus/Neutral **Points:** 47
Model: Sergeant **Troop:** 4-6/0
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	6	5	5	4
DV	11	10	9	7
MD	12	11	10	7
S.A.: 360, Amphibious, Deflect/1, Tough/1				

MAV	5	5	4	3
#MA	4			

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Nai-Khanon

14235

Affiliation: Reptus/Neutral **Points:** 97
Model: Unq Hero
Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	14	13	11	10	8
MD	14	13	11	10	8
S.A.: 360, Amphibious, Deflect/2, Fearless, Improved Charge/3, Tough/2					

MAV	6	5	5	4	4
#MA	4	S.A.: Frenzy, Warmaster			

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Ra'am

14225

Affiliation: Reptus/Neutral **Points:** 59
Model: Hero
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	10	9	8	6
MD	11	10	9	7
S.A.: 360, Amphibious, Deflect/1, Improved Charge/3, Tough/2				

MAV	5	5	4	3
#MA	4	S.A.: Warmaster		

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Tasanee

Points: 62

Affiliation: Reptus/Neutral
Model: Hero
Base: Cavalry

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	6	5	5	4
DV	12	11	10	7
MD	11	10	9	7
S.A.: Amphibious, Improved Charge/3				

MAV	6	5	5	4
#MA	3	S.A.: First Strike, Poison Strike, Warmaster		

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Uszkuluz Grayhide, Troll Shaman

Points:
57

Affiliation: Reptus/Neutral
Model: Unq Cleric
Base: Large

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	6	5	5	4
DV	13	12	10	8
MD	12	11	10	7
S.A.: Amphibious, Tough/2				

MAV	5	5	4	3
#MA	2	S.A.: Reach		

CP	7	6	6	4
S.A.: Cleric 3/6				

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T'kay

14096

Affiliation: Reptus/Neutral **Points:** 62
Model: Cleric
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	4	4	3	2
DV	10	9	8	6
MD	13	12	10	8
S.A.: Amphibious, Deflect/1, Fearsome, Healer, Tough/1				

MAV	5	5	4	3
#MA	2			

CP	6	5	5	4
S.A.: Cleric 2/8, Defensive Magic				

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Pakpao
Affiliation: Reptus/Neutral **Points:** 61
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	11	10	9	7
MD	13	12	10	8
S.A.: 360, Amphibious, Deflect/2, Tough/1				

MAV	6	5	5	4
#MA	3			

CP	7	6	6	4
S.A.: Defensive Magic, Mage 2/8				

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Ssudai 14188
Affiliation: Reptus/Neutral **Points:** 66
Model: Unq Mage
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	4	4	3	2
DV	9	8	7	5
MD	12	11	10	7
S.A.: Amphibious, Ranger				

MAV	4	4	3	2
#MA	1	S.A.: Poison Strike		

RAV	4	4	3	2
#RA	1	Rng(18)	S.A.: Defensive Shot	

CP	6	5	5	4
S.A.: Defensive Magic, Mage 3/8				

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Kulan
Affiliation: Reptus/Neutral **Points:** 41
Model: Unq Rogue
Base: Standard

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6
S.A.: 360, Amphibious, Ranger				

MAV	5	5	4	3
#MA	2	S.A.: Backstab/3, Poison Strike		

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Brood of Payanak
Affiliation: Reptus/Neutral **Points:** 90
Model: Adept
Base: Large

Dmg	0	1	2	3	4
Mov	9	9	9	9	9
Dis	6	5	5	4	4
DV	13	12	10	9	8
MD	13	12	10	9	8
S.A.: Amphibious, Fearless, Improved Charge/3, Mounted, Tough/2					

MAV	7	7	6	6	5
#MA	3	S.A.: Shock, Warmaster			

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Clutchling Javeliners
Affiliation: Reptus/Neutral **Points:** 33
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7
S.A.: Amphibious			

MAV	4	3	3
#MA	1		

RAV	3	3	2
#RA	1	Rng(12)	S.A.: Defensive Shot, Marksman/1

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Coatl
Affiliation: Reptus/Neutral **Points:** 33
Model: Adept
Base: Standard

Dmg	0	1
Mov	6	4
Dis	5	4
DV	8	6
MD	9	6
S.A.: 360, Amphibious, Ranger		

MAV	5	4
#MA	1	S.A.: Poison Strike

MOV	14	11
S.A.: Flyer		

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Gaan-Hor Clan Warrior
Affiliation: Reptus/Neutral **Points:** 59
Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	6	5	5	4
DV	11	10	9	7
MD	12	11	10	7
S.A.: 360, Amphibious				

MAV	5	5	4	3
#MA	3			

MOV	10	9	8	6
S.A.: Flyer				

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Nagendra Ranger 14151
Affiliation: Reptus/Neutral **Points:** 42
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	6
MD	10	9	7
S.A.: 360, Amphibious, Raider/2, Ranger			

MAV	5	4	4
#MA	3	S.A.: Poison Strike, Warmaster	

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Nagendra Venomspitter 14326
Affiliation: Reptus/Neutral **Points:** 47
Model: Adept
Base: Cavalry

Dmg	0	1	2
Mov	8	7	6
Dis	5	4	4
DV	9	8	6
MD	10	9	7
S.A.: Amphibious, Raider/2			

MAV	3	3	2
#MA	2	S.A.: Poison Strike	

RAV	4	3	3
#RA	1	Rng(18)	S.A.: Defensive Shot, Marksman/1, Poison Shot

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Nagendra Warrior

Affiliation: Reptus/Neutral **Points:** 35
Model: Adept
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	10	9	7
MD	11	9	8
S.A.: 360, Amphibious, Improved Charge/4			

MAV	5	4	4
#MA	3	S.A.: Poison Strike	

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Raptors

Affiliation: Reptus/Neutral **Points:** 44
Model: Adept
Base: Cavalry

Dmg	0	1	2
Mov	9	8	7
Dis	6	5	5
DV	10	9	8
MD	9	8	6
S.A.: Beast, Improved Charge/3			

MAV	5	4	4
#MA	3	S.A.: Disable, Frenzy	

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River Troll

14008

Affiliation: Reptus/Neutral **Points:** 72
Model: Adept
Base: Large

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	6	5	5	4	4
DV	13	12	10	9	8
MD	12	11	10	8	7
S.A.: Amphibious, Beast, Improved Charge/4, Outrider, Tough/2					

MAV	6	5	5	4	4
#MA	3	S.A.: Reach, Warmaster			

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Reptus Archer

14393

Affiliation: Reptus/Neutral **Points:** 46
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	12	10	8
S.A.: Amphibious			

MAV	2	2	1
#MA	1		

RAV	4	3	3
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1	

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Reptus Clutchling

14362

Affiliation: Reptus/Neutral **Points:** 30
Model: Grunt
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7
S.A.: Amphibious			

MAV	5	4	4
#MA	2	S.A.: First Strike, Reach	

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Reptus Longstriker

14199

Affiliation: Reptus/Neutral **Points:** 48
Model: Grunt
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	11	10	9	7
MD	12	11	10	7
S.A.: 360, Amphibious, Deflect/1				

MAV	6	5	5	4
#MA	3	S.A.: First Strike, Reach		

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Reptus Skull Breaker

14351

Affiliation: Reptus/Neutral **Points:** 47
Model: Grunt
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	11	10	9	7
MD	12	11	10	7
S.A.: 360, Amphibious, Deflect/1				

MAV	7	6	6	4
#MA	3			

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Reptus Warrior

14343

Affiliation: Reptus/Neutral **Points:** 45
Model: Grunt
Base: Standard

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	12	11	10	7
MD	12	11	10	7
S.A.: 360, Amphibious, Deflect/2, Tough/1				

MAV	5	5	4	3
#MA	3			

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Dragon Turtle

Points: 147

Affiliation: Reptus/Neutral
Model: Unq Monster
Base: Giant

Dmg	0	1	2	3	4	5	6
Mov	8	8	8	7	7	6	5
Dis	6	6	5	5	4	4	3
DV	15	14	14	12	11	9	8
MD	12	11	11	10	8	7	6
S.A.: Amphibious, Beast, Deflect/3, Fearless, Fearsome, Tough/4							

MAV	8	8	8	7	7	6	5
#MA	4	S.A.: Warmaster					

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Krungbeast 14139

Affiliation: Reptus/Neutral **Points:** 103

Model: Unq Monster

Base: Giant

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	4	4	3	3	2
DV	13	12	10	9	8
MD	12	11	10	8	7

S.A.: Amphibious, Beast, Fearsome, Improved Charge/4, Tough/3

MAV	8	7	6	6	5
#MA	4	S.A.: First Strike, Warmaster			

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Nakaraat, Hydra

Affiliation: Reptus/Neutral **Points:** 312

Model: Unq Monster

Base: Giant

Dmg	0	1	2	3	4	5	6	7
Mov	8	8	8	7	7	6	5	5
Dis	9	9	9	8	8	7	6	5
DV	15	15	15	14	14	13	12	11
MD	16	16	15	14	14	12	10	10

S.A.: 360, Amphibious, Beast, Deflect/2, Fearless, Fearsome, Improved Charge/4, Tough/6

MAV	9	9	9	9	9	9	9	9
# MA	5	S.A.: First Strike, Frenzy, Poison Strike, Reach, Warmaster						

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Klahan

Affiliation: Reptus/Neutral **Points:** 97

Model: Unq Solitaire

Base: Cavalry

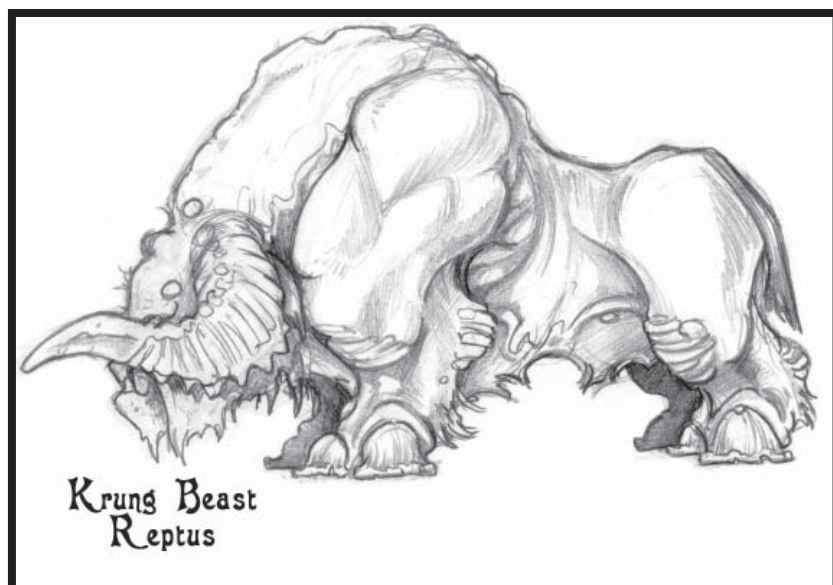
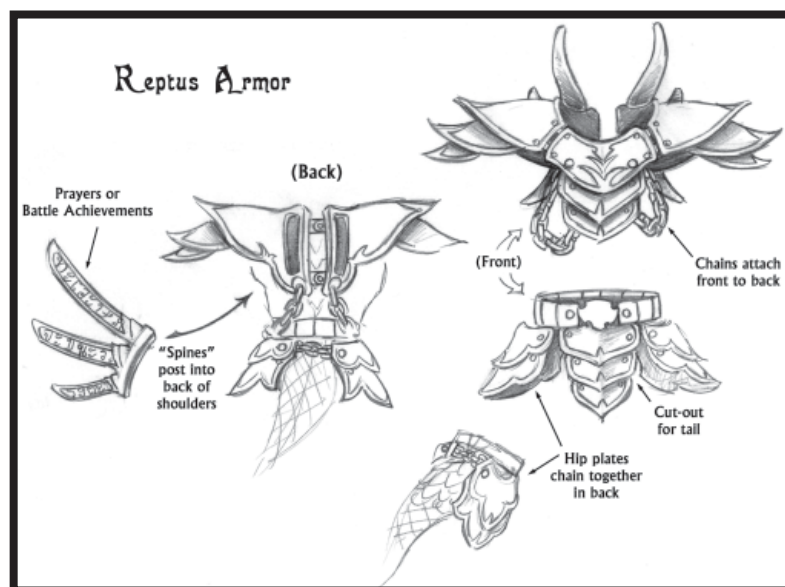
Dmg	0	1	2	3
Mov	8	7	6	5
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6

S.A.: Amphibious, Ranger

MAV	5	5	4	3
#MA	2	S.A.: Poison Strike		

RAV	6	5	5	4
#RA	1	Rng(24) S.A.: Critical Shot/3, Defensive Shot, Marksman/1, Poison Shot		

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REVEN

Gronkelfibbets and Mazak

Affiliation: Reven/Evil **Points:** 149
Model: Warlord **Troop:** 4-11/2
Base: Large

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	9	8	7	6	5
DV	14	13	13	12	11
MD	15	15	14	14	13

S.A.: Fearless, Improved Charge/3, Mounted, Ridge-Runner, Tough/3

MAV	7	7	6	6	5
#MA	3	S.A.: Reach, Warmaster			

RAV	4	4	3	3	2	
#RA	1	Rng(18) S.A.: Defensive Shot				

CP	8	7	6	6	5
S.A.: Defensive Magic, Mage 3/10					

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Dantral, Half-Orc Captain

14270

Affiliation: Reven/Neutral **Points:** 36
Model: Unq Captain **Troop:** 4-8/1
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	8	7	6
DV	10	9	7
MD	11	9	8

S.A.: Improved Charge/4, Mob Leader/4, Tough/3

MAV	4	3	3	
#MA	3			

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Kiakara, Orc Warlord

14195

Affiliation: Reven/Neutral **Points:** 100
Model: Warlord **Troop:** 4-11/2
Base: Standard

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	14	13	13	12	11

S.A.: Fearsome, Healer, Mob Leader/5, Spy, Tactician, Tough/3

MAV	4	4	3	3	2
#MA	2				

CP	6	6	5	5	5
S.A.: Cleric 3/10, Defensive Magic					

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Gurm, Ogre Captain

14054

Affiliation: Reven/Neutral **Points:** 84
Model: Unq Captain **Troop:** 4-8/1
Base: Large

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	6	5	5	4	4
DV	14	13	11	10	8
MD	14	13	11	10	8

S.A.: Tough/2

MAV	8	7	6	6	5
#MA	3	S.A.: Reach, Warmaster			

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Varaug, Bull Orc Warlord

14063

Affiliation: Reven/Neutral **Points:** 140
Model: Warlord **Troop:** 4-12/2
Base: Standard

Dmg	0	1	2	3	4	5
Mov	5	5	5	4	4	3
Dis	9	9	8	8	7	6
DV	13	12	12	11	10	8
MD	13	12	12	11	10	8

S.A.: Fearless, Improved Charge/4, Spy, Tactician, Tough/4

MAV	7	7	6	6	6	5
#MA	4	S.A.: Frenzy, Warmaster				

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Ogg, Beastrider

14210

Affiliation: Reven/Evil **Points:** 48
Model: Unq Captain **Troop:** 4-8/0
Base: Cavalry

Dmg	0	1	2	3
Mov	11	11	11	11
Dis	8	7	6	5
DV	11	10	9	7
MD	11	10	9	7

S.A.: Improved Charge/4, Mounted, Ridge-Runner

MAV	5	5	4	3
#MA	3			

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Kak'Urg, Orc Captain 14194

Affiliation: Reven/Neutral **Points:** 33

Model: Captain **Troop:** 4-8/1

Base: Standard

Dmg	0	1	2	
Mov	5	4	4	
Dis	8	7	6	
DV	11	9	8	
MD	11	9	8	
S.A.: Deflect/1, Mob Leader/4, Tough/2				

MAV	5	4	4	
#MA	2			

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Narg, Bull Orc Captain 14049

Affiliation: Reven/Neutral **Points:** 77

Model: Captain **Troop:** 4-9/1

Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	12	11	10	8	7
S.A.: Fearless, Improved Charge/4, Tough/3					

MAV	6	5	5	4	4
#MA	3	S.A.: Frenzy, Warmaster			

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Gakalath, Orc Sergeant 14197

Affiliation: Reven/Neutral **Points:** 20

Model: Sergeant **Troop:** 4-6/0

Base: Standard

Dmg	0	1
Mov	5	4
Dis	4	3
DV	10	7
MD	10	7
S.A.: Mob Leader/2, Tough/2		

MAV	3	2
#MA	1	

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Kharg, Bull Orc Sergeant 14061

Affiliation: Reven/Neutral **Points:** 39

Model: Sergeant **Troop:** 4-6/0

Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6
S.A.: Improved Charge/3, Tough/2				

MAV	6	5	5	4
#MA	2			

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Neek, Goblin 14095

Affiliation: Reven/Evil **Points:** 22

Model: Sergeant **Troop:** 4-6/0

Base: Standard

Dmg	0	1
Mov	6	4
Dis	5	4
DV	9	6
MD	9	6
S.A.: Mob Leader/5		

MAV	3	2
#MA	3	

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Urga, Beastman Sergeant 14118

Affiliation: Reven/Neutral **Points:** 29

Model: Sergeant **Troop:** 4-6/0

Base: Standard

Dmg	0	1	2	
Mov	6	5	4	
Dis	6	5	4	
DV	9	8	6	
MD	10	9	7	
S.A.: Tough/1				

MAV	6	5	4
#MA	2		

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Gaaguk, Bull Orc Hero 14201

Affiliation: Reven/Neutral **Points:** 88

Model: Unq Hero

Base: Standard

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	8	7	6	6	5
DV	11	10	9	8	7
MD	11	10	9	8	7
S.A.: Fearless, Tough/2					

MAV	6	5	5	4	4
#MA	4	S.A.: Frenzy, Warmaster			

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Traeg, Beastman Hero 14207

Affiliation: Reven/Neutral **Points:** 57

Model: Unq Hero

Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7
S.A.: Deflect/1, Fearless, Tough/2				

MAV	6	5	5	4
#MA	3	S.A.: Warmaster		

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Gonda, Goblin Cleric 14206

Affiliation: Reven/Evil **Points:** 36

Model: Cleric

Base: Standard

Dmg	0	1
Mov	6	4
Dis	4	3
DV	7	5
MD	12	8
S.A.: Fearsome, Healer, Mob		

MAV	1	1
#MA	1	

RAV	2	1
#RA	1	Rng(18) S.A.: Defensive Shot

CP	4	3
S.A.: Cleric 2/4		

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Ombur, Bull Orc Cleric 14079

Affiliation: Reven/Neutral **Points:** 61

Model: Cleric
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	14	13	11	8
S.A.: Fearsome, Healer, Tough/2				

MAV	4	4	3	2
#MA	2			

CP	5	5	4	3
S.A.: Cleric 2/8				

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Yagun Oog, Ogre Mage 14132

Affiliation: Reven/Evil **Points:** 94

Model: Unq Mage
Base: Large

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	4	4	3	3	2
DV	11	10	9	8	7
MD	13	12	10	9	8
S.A.: Ronin, Tough/2					

MAV	4	4	3	3	2
#MA	2				

RAV	4	4	3	3	2
#RA	1 Rng(18) S.A.: Defensive Shot				

CP	6	5	5	4	4
S.A.: Defensive Magic, Mage 3/10					

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Lunk, Goblin Mage 14123

Affiliation: Reven/Evil **Points:** 27

Model: Mage
Base: Standard

Dmg	0	1
Mov	6	4
Dis	5	4
DV	7	5
MD	12	8
S.A.:		

MAV	1	1
#MA	1	

RAV	3	2
#RA	1 Rng(18) S.A.: Defensive Shot	

CP	4	3
S.A.: Defensive Magic, Mage 2/8		

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Skralla, Goblin Rogue 14178

Affiliation: Reven/Evil **Points:** 21

Model: Unq Rogue
Base: Standard

Dmg	0	1
Mov	6	4
Dis	5	4
DV	9	6
MD	9	6
S.A.:		

MAV	4	3
#MA	2	S.A.: Backstab/3

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Gankorak, Orc Rogue 14198

Affiliation: Reven/Neutral **Points:** 35

Model: Rogue
Base: Standard

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	10	9	7
MD	11	9	8
S.A.: Tough/1			

MAV	5	4	4
#MA	3	S.A.: Backstab/3	

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Bull Orc Archer 14074

Affiliation: Reven/Neutral **Points:** 68

Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	9	8	7	5
MD	10	9	8	6
S.A.: Tough/1				

MAV	4	4	3	2
#MA	1			

RAV	5	5	4	3
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1		

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Bull Orc Berzerker 14203

Affiliation: Reven/Neutral **Points:** 61

Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	9	8	7	5
MD	10	9	8	6
S.A.: Improved Charge/4, Tough/2				

MAV	6	5	5	4
#MA	3	S.A.: Frenzy, Warmaster		

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Bull Orc Fighter 14347

Affiliation: Reven/Neutral **Points:** 38

Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	10	9	8	6
MD	10	9	8	6
S.A.: Deflect/1, Improved Charge/3, Tough/1				

MAV	6	5	5	4
#MA	2			

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Bull Orc Hunter 06165

Affiliation: Reven/Neutral **Points:** 41

Model: Adept
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	9	8	7	5
MD	10	9	8	6
S.A.: Improved Charge/3, Tough/1				

MAV	7	6	6	4
#MA	2	S.A.: First Strike, Reach		

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Goblin Beastrider	14189
Affiliation: Reven/Evil	Points: 48
Model: Adept	
Base: Cavalry	

Dmg	0	1	2	3
Mov	11	11	11	11
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6
S.A.: Improved Charge/4, Mounted, Raider/2, Ridge-Runner				

MAV	5	5	4	3
#MA	3			

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Goblin Ranger	14394
Affiliation: Reven/Evil	Points: 13
Model: Adept	
Base: Standard	

Dmg	0	
Mov	6	
Dis	5	
DV	8	
MD	8	
S.A.: Ranger, Ridge-Runner		

MAV	3	
#MA	2	

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Harpy	14216
Affiliation: Reven/Evil	Points: 41
Model: Adept	
Base: Standard	

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7
S.A.: Ranger			

MAV	3	3	2
#MA	3		

MOV	10	9	7
S.A.: Flyer			

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Ogre Warrior	14038
Affiliation: Reven/Neutral	Points: 59
Model: Adept	
Base: Large	

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	5	5	4	4	3
DV	13	12	10	9	8
MD	13	12	10	9	8
S.A.: Outrider, Tough/2					

MAV	6	5	5	4	4
#MA	3	S.A.: Reach			

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Beastman Woodcutter	14117
Affiliation: Reven/Neutral	Points: 29
Model: Grunt	
Base: Standard	

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7
S.A.: Tough/1			

MAV	6	5	4
#MA	2		

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Goblin Skeeter	14108
Affiliation: Reven/Evil	Points: 27
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	6	4
Dis	5	3
DV	7	4
MD	9	6
S.A.: Mob		

MAV	2	1
#MA	1	

RAV	3	2
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1

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Goblin Warrior	14202
Affiliation: Reven/Evil	Points: 12
Model: Grunt	
Base: Standard	

Dmg	0	
Mov	6	
Dis	3	
DV	9	
MD	8	
S.A.: Deflect/1		

MAV	3	
#MA	1	

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Orc Spearman	14193
Affiliation: Reven/Neutral	Points: 18
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	5	4
Dis	4	3
DV	8	6
MD	9	6
S.A.:		

MAV	5	4
#MA	1	S.A.: First Strike, Reach

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Orc Warrior	14384
Affiliation: Reven/Neutral	Points: 18
Model: Grunt	
Base: Standard	

Dmg	0	1
Mov	5	4
Dis	4	3
DV	10	7
MD	9	6
S.A.: Deflect/1		

MAV	4	3
#MA	1	

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Hill Giant 14205
Affiliation: Reven/Neutral **Points:** 231
Model: Unq Monster
Base: Giant

Dmg	0	1	2	3	4	5	6	7
Mov	7	7	7	6	6	5	5	4
Dis	9	9	9	8	8	7	6	5
DV	15	15	14	14	13	11	10	9
MD	15	15	14	14	13	11	10	9

S.A.: Beast, Fearsome, Improved Charge/4, Tough/5

MAV	10	10	10	9	9	8	7	6
#MA	4	S.A.: First Strike, Frenzy, Warmaster						

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Nhoolyan, Plains Hunter 14221
Affiliation: Reven/Neutral **Points:** 102
Model: Unq Monster
Base: Giant

Dmg	0	1	2	3	4	5
Mov	10	9	8	7	6	5
Dis	8	7	6	6	5	4
DV	14	13	11	10	8	7
MD	14	13	11	10	8	7

S.A.: Beast, Improved Charge/4, Tough/3

MAV	6	5	5	4	4	3
#MA	4	S.A.: First Strike, Warmaster				

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Greka, Orc Shaman 14196
Affiliation: Reven/Evil **Points:** 58
Model: Unq Solitaire
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	9	8	7	5
MD	14	13	11	8

S.A.: Fearsome, Healer

MAV	3	3	2	2
#MA	1			

CP	7	7	6	5
S.A.: Cleric 2/8, Defensive Magic				

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Lurgh, Half-Orc Assassin 14043
Affiliation: Reven/Neutral **Points:** 71
Model: Unq Solitaire
Base: Standard

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	12	11	10	7
MD	12	11	10	7

S.A.: Fearless, Tough/2

MAV	5	5	4	3
#MA	3	S.A.: Backstab/3, Warmaster		

RAV	3	3	2	2
#RA	1	Rng(12) S.A.: Critical Shot/2, Defensive Shot, Marksman/1, Poison Shot		

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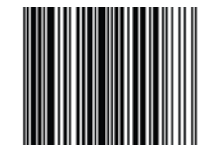
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ISBN 1-930015-17-8



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Product Code 25008



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