

# PROFILE CARDS: HEROES

## Small / Medium Hero (30mm base) 70 points

Speed	Might	Dexterity	Stealth	Will
8	d6	d6	d8	d6

TRAUMA

## LAST DITCH EFFORT

### Small / Medium Hero (30mm base)

Speed	Might	Dexterity	Stealth	Will
8	d8	d8	d6	d8

TRAUMA

## Large Hero (40mm base) 80 points

Speed	Might	Dexterity	Stealth	Will
7	d8	d6	d6	d8

TRAUMA

## LAST DITCH EFFORT

### Large Hero (40mm base)

Speed	Might	Dexterity	Stealth	Will
7	d10	d8	d4	d10

TRAUMA

## Massive Hero (50mm base) 90 points

Speed	Might	Dexterity	Stealth	Will
6	d10	d6	d4	d10

TRAUMA

## LAST DITCH EFFORT

### Massive Hero (50mm base)

Speed	Might	Dexterity	Stealth	Will
6	d12	d6	d4	d12

TRAUMA

# PROFILE CARDS: VILLAINS

## Small/Medium Warrior (30mm base) 30 points

Speed	Might	Dexterity	Stealth	Will
7	3	3	3	5

TRAUMA

## Small/Medium Hunter (30mm base) 30 points

Speed	Might	Dexterity	Stealth	Will
7	2	4	3	5

TRAUMA

## Small/Medium Mage (30mm base) 30 points

Speed	Might	Dexterity	Stealth	Will
7	2	2	2	5

TRAUMA

## Large Warrior (40mm base) 40 points

Speed	Might	Dexterity	Stealth	Will
6	5	3	3	6

TRAUMA

## Large Hunter (40mm base) 40 points

Speed	Might	Dexterity	Stealth	Will
6	4	5	3	6

TRAUMA

## Large Mage (40mm base) 40 points

Speed	Might	Dexterity	Stealth	Will
6	3	2	2	6

TRAUMA

# PROFILE CARDS: VILLAINS

## Massive Warrior (50mm base) 50 points

Speed	Might	Dexterity	Stealth	Will
5	5	3	2	7

TRAUMA

## Massive Hunter (50mm base) 50 points

Speed	Might	Dexterity	Stealth	Will
5	4	5	3	7

TRAUMA

## Massive Mage (50mm base) 50 points

Speed	Might	Dexterity	Stealth	Will
5	4	3	2	7

TRAUMA

Spell: Cure Target: 2

Remove d6+1 Trauma counters from one Hero's Profile card.

15 Points

Spell: Curse Target: 3

For the rest of this Turn, one Villain reduces all their Statistics by 2 points, and anytime they receive a Trauma counter, add another one.

10 Points

Spell: Luck Target: 3

For the rest of this Turn, one Hero treats all their dice rolls and Roll-offs as Blessed.

10 Points

Spell: Lightning Target: 2

One Villain receives a Trauma counter.

10 Points

Spell: Push Target: 2

One model is pushed 6 inches directly away from the spell caster. If the model hits another model, or piece of terrain, they stop and take 1 Trauma counter.

15 Points

Spell: Paralyse Target: 3

For the rest of the Turn, one Villain may not Act, and all their Stats are counted as 1.

15 Points

Spell: Tangleweed Target: 2

For the rest of the Turn, all Villains reduce their Speed and Dexterity by 1.

15 Points

Spell: Fireball Target: 4

One Villain, and any Villains within 1" of its Base, receive 2 Trauma counters.

20 Points

Spell: The Gate Target: 2

The spell caster may be moved immediately to any point on the table.

15 Points

Spell: Channeling Target: 2

The spell caster may transfer any number of Trauma counters from one Hero's Profile card onto their own Profile card.

10 Points

Two-handed Weapon

This Hero causes two Trauma counters whenever they successfully Attack a Villain.

25 Points

Crossbow

Crossbows are slow to load, and require a special 'Load' Action before each shot. A crossbow causes three Trauma counters on a successful Shoot Action.

15 Points

Blunderbuss

The wide spread of shot from a blunderbuss makes any Shoot Action with this weapon count as Blessed.

20 Points

Light Armour

This Hero may ignore the first Trauma counter received each Turn.

20 Points

Heavy Armour

This Hero may ignore the first two Trauma counter received each Turn.

40 Points

Shield

This Hero may count their Might Roll-offs as Blessed when defending against a Villain's Attacks.

25 Points

### Mage's Focus

This Hero counts their Will Roll-offs as Blessed when making Cast Spell Actions.

30 Points

### Poison

Once per game, this Hero may cause d6 Trauma counters on a successful Attack or Shoot Action, rather than the usual 1.

15 Points

### Lucky charms and Talismans

This Hero may count one dice roll or Roll-off per Turn as Blessed.

15 Points

### Healing Potions

This Hero counts Will rolls as Blessed when performing Rally or Help Actions.

25 Points

### Killing Blow

Once per game, this Hero may cause d10 Trauma counters when they successfully Attack a Villain.

15 Points

### Furious Charge

This Hero may move up to 3" when performing an Attack Action. The movement must end in Base Contact with a Villain.

20 Points

### Combat Master

This Hero may count their Might Roll-offs as Blessed when making an Attack Action against a Villain.

30 Points

### Expert Shot

This Hero may count their Dexterity Roll-offs as Blessed when making Shoot Actions against a Villain.

30 Points

### Battle Mage

This Hero causes 1 more Trauma counter than usual when casting damaging spells against Villains.

30 Points

### Combat Master

This Hero may count their Might Roll-offs as Blessed when making an Attack Action against a Villain.

25 Points

### Strong

This Hero causes 1 more Trauma counter than usual when making Attack and Shoot Actions against Villains.

25 Points

### Tough

This Hero may count their Will Roll-offs as Blessed when making Trauma Tests.

35 Points

### Flight (Birds/Bats only)

Once per Turn, this Hero may double their Speed when making a Move Action.

15 Points

### Fast

This Hero increases their Speed by 2.

20 Points

### Dodge

This Hero may count their Dexterity Roll-offs as Blessed when defending against a Villain's Shoot Actions.

20 Points

### Magic Blade

This Hero may use a d12 for their Might Roll-offs, rather than using their Might Stat.

35 Points