

Wilfred the Vampire Count (Chaos)

Agent: Vampire Count

Cost: 50

Big vamps

Blight	Plaguetaouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
8	12	14	-	18	10	10	2	2	3	0

This unit is equipped with a Sword. This is already included in the stat table above.

Skills

Undead: This unit may not Run, but may Engage as normal (ie. up to 1.5x of base Move). If this unit would be Stunned, it is instead counted as Dazed. This unit is immune to the Blight.

Fear: This unit causes Fear.

Vampire: If there is a non-Undead, non-Animal ally within 2" at the end of your Upkeep Phase and this unit has less than their maximum Wounds, you must immediately Incapacitate that ally to remove Staggered from this unit and gain one Wound.

Event

Disposition: Wilfred is Hostile to everyone, but willing to Ally with Chaos warbands.

Immediately: Place Wilfred 1" away from the triggering unit.

Neutral Turn: Wilfred performs normal actions.

Other Behaviours: Wilfred does not target Large, Undead, and Animal units.

Camfak the Blight Prophet (Chaos)

Agent: Human Blight Prophet

Cost: 35

This self-proclaimed 'Prophet of the Blight God' has supposedly been sent by greater powers to spread the gift of the Blight to all who will listen, and to all who won't. Camfak's sermons, and those of his followers, bring a sense of foreboding to all unlucky enough to hear them.

Blight	Plaguetaouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	12	-	-	10	7	3	1	3	0

This unit is equipped with Dual Swords. This is already included in the stat table above.

Skills

Spread Blight (Major): If this unit Incapacitates or is Incapacitated by an enemy in Melee, that unit must make a Morale Check. If they fail it, they immediately contract the Blight. This unit is immune to the Blight.

Blight for the Blight God: This unit is immune to the Blight. At the start of the game, select an ally unit that does not have the Blight. It contracts the Blight.

Event

Disposition: Camfak and his Henchmen are Hostile to everyone, but are willing to Ally with Chaos warbands.

Immediately: Place Camfak 1" away from the triggering unit. Place two Chaos Henchmen, one on either side of him. The triggering unit must make a Morale Check. If it fails, it contracts the Blight.

Neutral Turn: Camfak and his Henchmen perform normal actions.

Ivaran the Rebel Captain (Chaos)

Agent: Elf Rebel Captain

Cost: 40

This elf does stuff.

Blight	Plaguetoached

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
7	10.5	9	12	17	6	7	2	1	0	0

This unit is equipped with a Spear. This is already included in the stat table above.

Ranged Weapon	Rng	Inj	Prc	Special Rules
Bow	25"	0	0	

Skills

Leap: This unit's max jump distance is increased by 3". It also has Advantage on Jump Across Checks.

Rally the Troops: Allied units within 5" of this unit can roll Morale Checks with Advantage. Rout Checks cannot gain Advantage in this way.

Event

Disposition: Ivaran and his Henchmen are Hostile to Law warbands and are willing to Ally with non-Law warbands.

Immediately: Place Ivaran 1" away from the triggering unit Place two Chaos Henchmen, one on either side of him. He is holding the Treasure.

Neutral Turn: Ivaran and his Henchmen performs normal actions. They Retreat if there are no enemies.

Kravix the Demon Lord (Chaos)

Agent: Demon Lord

Cost: 70

This demon lord's motives are unknown.

Blight	Plaguetoached

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	12	-	9	16	7	3	3	4	4

This unit is equipped with a nothing, since it needs no weapons like puny mortals.. This is already included in the stat table above.

Skills

Large: This unit may not be purchased at warband creation. It counts as two units for the purpose of Rout Checks. It cannot pick up Treasure. This unit is immune to the Blight. It cannot Promote.

Fear: This unit causes Fear.

Temporary Ally: This unit eventually becomes hostile to all other units. At the end of your Upkeep Phase, if at least one of your units was Incapacitated last turn, your Leader makes a Morale Check. On a failure, this unit becomes hostile. From now on, it will act during the Neutral Step of the next player's Upkeep Phase. It uses the usual rules for Neutral Units and performs normal actions.

Event

Disposition: Kravix is Hostile to everyone. It is willing to Ally with Chaos warbands, although the 'Temporary Ally' rules will apply as if they were allies.

Immediately: Place Kravix 1" away from the triggering unit.

Neutral Turn: Kravix performs normal actions.

XYZ the Berserker (Chaos)

Agent: Dwarf Berserker

Cost: 45

A terrifying berserker.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
5	7.5	8	14	14	14	7	2	1	3	3

This unit is equipped with a Great Axe. This is already included in the stat table above.

Skills

Hard to Kill: This unit has a -2 to Injury rolls made against it (eg. an unmodified roll of 19 would count as a 17, Stunning rather than Incapacitating the unit).

Berserker: At the end of the Engage Phase, if there is an enemy within Line-of-Sight and Engage range, this unit attempts to Engage the closest such unit.

Fear: This unit causes Fear.

Event

Disposition: XYZ is Hostile to everyone, but is willing to Ally with Chaos warbands.

Immediately: Place XYZ at the nearest board edge.

Neutral Turn: XYZ performs normal actions.

Blightchosen (Chaos)

Henchman: Human Blightchosen

Cost: 20

A faithful servant of the Blight.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	14	-	18	10	10	1	1	3	0

This unit is equipped with Dual Swords. This is already included in the stat table above.

Skills

Spread Blight (Minor): If this unit Incapacitates an enemy in Melee, that unit must make a Morale Check. If they fail it, they immediately contract the Blight. This unit is immune to the Blight. If this unit is Incapacitated in Melee, nothing happens.

Hirkel the Archbishop (Law)

Agent: Human Archbishop

Cost: 40

As the (now disgraced) head of the church within Blightmeer, Hirkel has been heavily criticised for allowing the Blight to spread to all corners of Blightmeer. He is commonly seen throughout the Blightmeer doing his best to heal the diseased and occasionally smite the forces of Chaos.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	13	-	12	10	7	1	1	0	4

This unit is equipped with a Hammer and Shield. This is already included in the stat table above.

Skills

Healer: This unit can use the 'Heal' Divine Magic spell.

Divine Cure: Once at the end of the game, if this unit was not Incapacitated, it may attempt to cure someone of the Blight. After making Scar and Blight rolls, this unit makes a Morale Check. On a success, select a unit that has the Blight. It no longer has the Blight.

Event

Disposition: Hirkel is Hostile to Chaos warbands and is willing to Ally with Law warbands.

Immediately: Place Hirkel 1" away from the triggering unit.

Neutral Turn: Hirkel performs normal actions. He Retreats if there are no enemies.

Other Behaviours: Once per game, if Hirkel starts his turn within 5" of a unit with the Blight, he makes a Morale Check. On a success, the unit is cured of the Blight.

XYZ the Sellsword (Law)

Agent: Ratling Sellsword

Cost: 45

This sellsword can be convinced to fight for you and just as equally be convinced to fight against you.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
8	12	9	-	18	8	16	2	2	0	7

This unit is equipped with a Great Hammer. This is already included in the stat table above.

Skills

Turncloak: At the end of your opponent's Move Phase, if this unit is not carrying a Treasure, it can be bribed to switch sides. If your opponent has a unit with Treasure within 2" of this unit, your opponent can make this unit make a Morale Check. On a failure, this unit takes the Treasure and is now under your opponent's control for the remainder of the battle. If it was Engaged with an enemy unit, it is no longer Engaged with them. If this unit has a Treasure at the end of the battle, it is lost.

Event

Disposition: XYZ is Neutral to the warband of the triggering unit and is Hostile to all other warbands, but is willing to Ally with any warband at any time. Warbands can make one attempt per turn to Ally with him, rather than once per game.

Immediately: Place XYZ 1" away from the triggering unit. He is holding the Treasure.

Neutral Turn: XYZ performs normal actions.

XYZ the Grand Inquisitor (Law)

Agent: Human Grand Inquisitor

Cost: 50

As the head of the inquisition, blah's job is to stamp out the evil, corruption, and rot from Blightmeer. He does so through bribery, extortion, and other forms of coercion.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	8	-	17	8	7	1	2	3	3

This unit is equipped with a Great Sword. This is already included in the stat table above.

Skills

Inquisitor: This unit gets a +2 Pierce modifier against all enemy heroes for melee attacks.

Fear: This unit causes Fear.

Event

Disposition: XYZ and his Henchmen are Hostile to non-Law warbands. If there are only Law warbands in the game, they are instead Hostile to everyone. They are willing to Ally with any warband.

Immediately: Place XYZ on the nearest board edge. Place two Law henchmen, one on either side of him.

Neutral Turn: XYZ and his henchmen perform normal actions.

Other Behaviours: XYZ and his Henchmen do not target units that are not Arcane Casters or carrying Treasure, unless there are no such targets.

Skagneal the Folk Hero (Law)

Agent: Dwarf Folk Hero

Cost: 45

This dwarf is a hero of the people.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
5	7.5	13	-	8	14	7	1	1	3	0

This unit is equipped with a Sword and Shield. This is already included in the stat table above.

Skills

Hard to Kill: This unit has a -2 to Injury rolls made against it (eg. an unmodified roll of 19 would count as a 17, Stunning rather than Incapacitating the unit).

Protector: You have Advantage on Morale checks to Protect other units from Ranged Attacks and always count as being in Cover when doing so.

Event

Disposition: Skagneal and the Peasants are Neutral to everyone.

Immediately: Place Skagneal 1" away from the triggering unit. He is holding the Treasure. Place two Peasants (use the Peasant stat block from the Inquisitors warband), one on either side of him and give them each a Treasure.

Neutral Turn: Skagneal and the Peasants Retreat. If they become hostile to anyone, the Peasants continue to Retreat, but Skagneal performs normal actions instead.

Roland the Wandering Knight (Law)

Agent: Human Wandering Knight

Cost: 55

This knight wanders about.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
9	13.5	6	-	16	10	7	2	2	0	3

This unit is equipped with a Pike. This is already included in the stat table above.

Skills

Mounted: This unit cannot use ladders or make Climb Checks. It gains +3 Mov and +1 Wnd, which are already reflected in its stat block.

Event

Disposition: Roland is Neutral to everyone.

Immediately: Place Roland in the middle of a random board edge.

Neutral Turn: Roland moves towards the middle of the opposite board edge from where he started. If he ends the move within 10" of a unit, that unit must make a Morale Check. If the unit fails, Roland becomes hostile toward that unit's warband and performs normal actions from this point onward. This check only needs to be made once per warband. Law warbands have Advantage on this Morale Check.

Other Behaviours: If Roland reaches the other side of the board, he is removed from the game.

City Guard (Law)

Henchman: Human City Guard

Cost: 20

A guard of Blightmeer.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	12	-	14	10	10	1	1	0	0

This unit is equipped with a Spear and Shield. This is already included in the stat table above.

Filippo the Pit Fighter (Special)

Agent: Human Pit Fighter

Cost: -

The current champion of the Pits, this person's presence is preceded by the chanting of their adoring fans.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	12	-	16	10	7	2	1	3	0

This unit is equipped with Dual Axes. This is already included in the stat table above.

Skills

Pit Fighter: This unit treats Dazed results against it as Staggered instead.

Event

Disposition: The Pit Fighter is Hostile to the triggering unit.

Immediately: Place the Pit Fighter so that it is Engaged with the triggering unit. The triggering unit counts as having Engaged the Pit Fighter this turn. The Pit Fighter is holding the Treasure. If the Pit Fighter was originally a member of the triggering unit's warband, it immediately comes under that warband's control and will return to that warband permanently at the end of the game. The original, neutral Pit Fighter will return to become the new Pit Fighter. If this occurs, ignore the rest of the Event rules.

Neutral Turn: The Pit Fighter performs normal actions, targeting the triggering unit. If the triggering unit is Incapacitated, it will Retreat instead.

Other Behaviours: No one else can target the Pit Fighter or triggering unit for any purpose, until either unit is Incapacitated. If the triggering unit is Incapacitated by the Pit Fighter, it will become the new Pit Fighter at the end of the game (see the 'Pit Fight' Scar Table entry for more information).

Slygar the Master Assassin (Underworld)

Agent: Ratling Master Assassin

Cost: 45

Some say Slygar went mad after being hit in the head with a stray projectile. Others say he went mad after cracking his skull on a slippery sewer floor. Either way, this crazy Ratling rules the Assassins Guild with an iron claw (when he's lucid enough).

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
8	12	12	-	18	6	10	4	1	3	0

This unit is equipped with Dual Fighting Claws. This is already included in the stat table above.

Skills

Stupor: When this unit attempts to Engage, make a Morale Check. On a failure, the Engage fails and the unit moves 5" away from the target.

Event

Disposition: Slygar is Hostile to everyone.

Immediately: Place Slygar 1" away from the triggering unit. He makes a Morale Check. On a success, Slygar Engages the unit that picked up the Treasure.

Neutral Turn: Slygar performs normal actions.

Other Behaviours: Slygar Disengages at the end of every Melee Combat. He makes Morale Checks for Stupor when attempting to Engage.

XYZ the Bounty Hunter (Underworld)

Agent: Human Bounty Hunter

Cost: 40

The most feared Bounty Hunter in Blightmeer. XYZ rushes from the shadows and captures her targets before they're aware she's even there.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	12	12	18	10	10	2	1	0	4

This unit is equipped with Dual Hammers. This is already included in the stat table above.

Ranged Weapon	Rng	Inj	Prc	Special Rules
Blowpipe	15"	-3	0	Precise

Precise: Opponent cannot make Defence Checks when hit.

Skills

Disengage: At the end of your Upkeep Phase, if this unit is Engaged it may make a Morale Check. If it succeeds, it may move 1" to get out of the Engage. It may not Engage this turn.

Bounty Hunter: At the start of the game, select an enemy hero at random to be the target. This unit may not Engage, Intercept, or make Ranged Attacks against any other units until the target is Incapacitated. If Engaged, this unit will fight back as usual. This unit has Advantage on attacks against the target. When the target is Incapacitated, it drops a Treasure as if it was holding one.

Event

Disposition: XYZ is Hostile to the triggering unit.

Immediately: Place XYZ on the nearest board edge. The triggering unit is the target for the purposes of the 'Bounty Hunter' skill.

Neutral Turn: XYZ moves toward the target, Engaging if possible, otherwise making a Ranged Attack if possible. Once her target is Incapacitated, she will attempt to Retreat.

Other Behaviours: XYZ uses her Disengage skill at the start of her turn if she is not Engaged with her target.

Echo the Thief (Underworld)

Agent: Elf Thief

Cost: 35

Frustratingly agile, Echo is always one step ahead of everyone else. A thief notorious amongst the nobility, she is the mastermind behind numerous high-profile heists.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
7	10.5	13	-	18	6	7	1	1	0	0

This unit is equipped with a Dagger. This is already included in the stat table above.

Skills

Leap: This unit's max jump distance is increased by 3". It also has Advantage on Jump Across Checks.

Agile: This unit gets Advantage on all Climb checks.

Thief: This unit may pick up Treasure, even when it is contested.

Disengage: At the end of your Upkeep Phase, if this unit is Engaged it may make a Morale Check. If it succeeds, it may move 1" to get out of the Engage. It may not Engage this turn.

Event

Disposition: Echo is Neutral to everyone.

Immediately: Place Echo 1" away from the triggering unit. She is holding the Treasure. She immediately makes a Move action toward the nearest board edge.

Neutral Turn: Echo attempts to Retreat.

Other Behaviours: Echo will attempt any Agility Check that shortens the path to the nearest board edge. Echo uses her Disengage skill at the start of her turn if she is Engaged.

Ember the Shady Merchant (Underworld)

Agent: Human Shady Merchant

Cost: 40

This shady mercant can procure goods for you, for a fee.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	16	16	18	10	10	1	1	0	0

This unit is equipped with a Dagger. This is already included in the stat table above.

Ranged Weapon	Rng	Inj	Prc	Special Rules
Crossbow	30"	2	0	Long Reload

Long Reload: You may not use this weapon if it was fired in the previous turn.

Skills

Fence: If this unit ends the game with a Treasure, the player can forgo rolling for Income for this Treasure. If they do so, roll on the Loot table and gain that Loot.

Event

Disposition: Ember is Neutral to everyone.

Immediately: Place Ember 1" away from the triggering unit. He is holding the Treasure.

Neutral Turn: If Ember starts his turn next to a Treasure, he picks it up, even if another unit is contesting it. Then Ember moves towards the nearest unclaimed Treasure. If Ember becomes Hostile to anyone, he will Retreat while making Ranged Attacks.

Other Behaviours: Ember can hold any number of Treasures (not just one). If a non-hostile unit from an Underworld warband ends its Move within 2" of Ember, it can give up the Treasure it's holding to him. If the unit does so, that unit's warband can make a roll on the Loot table at the end of the game.

Acolyte the Necromancer (Underworld)

Agent: Human Necromancer

Cost: 45

A filthy necromancer.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
6	9	14	14	18	10	10	1	1	0	0

This unit is equipped with a Dagger. This is already included in the stat table above.

Skills

Raise Ally: This unit can cast the 'Raise Ally' spell: One allied unit that was Incapacitated after the end of your last turn immediately returns to the battle as a Zombie (use the same stats as the Undead warband Zombie). It no longer counts towards your Rout Threshold. Place the model within 5" of the Caster. The model cannot be placed such that it is Engaged with an enemy.

Unholy Presence: Any allies of this unit have Disadvantage on all Morale Checks.

Event

Disposition: Acolyte and his Zombies are Hostile to everyone, but are willing to Ally with Underworld warbands.

Immediately: Place Acolyte 1" away from the triggering unit. He is holding the Treasure. Place two Zombies, one on either side of him. The Acolyte immediately moves so that he maximises the distance between himself and the target.

Neutral Turn: All Zombies act as normal. If there are less than three Zombies on the board, a Zombie is placed next to Acolyte. Finally, Acolyte moves so that he maximises the distance between himself and the target.

Gang Member (Underworld)

Henchman: Ratling Gang Member

Cost: 20

Outcast by society, Ratlings are forced into the edges of Blightmeer where they make ends meet by any means necessary. This incentivises them to skirt the law and find creative ways to feed themselves and their families.

Blight	Plaguetouched

Mov	Run	Mel	Rgd	Def	Agi	Mrl	Atk	Wnd	Prc	Inj
8	12	15	-	18	8	16	2	1	0	4

This unit is equipped with Dual Clubs. This is already included in the stat table above.