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| <p><b>Hero</b><br/>Gain one <u>Wound</u>.</p> <p><b>Henchman</b><br/>This unit <u>Promotes</u>.</p>                                                                                  | <p><b>Hero</b><br/>Gain one <u>Attack</u>.</p> <p><b>Henchman</b><br/>If this unit is not an Animal or Large unit and Incapacitated a <u>Hero</u>, it Promotes.</p>                  | <p><b>Hero</b><br/>Gain one <u>Pierce</u> and one <u>Injury</u>.</p> <p><b>Henchman</b><br/>If this unit is not an Animal or Large unit and Incapacitated a <u>Hero</u>, it Promotes.</p> |
| <p><b>Hero</b><br/>Gain one <u>Pierce</u>.</p> <p><b>Henchman</b><br/>If this unit is not an Animal or Large unit and Incapacitated a <u>Hero</u>, it Promotes.</p>                  | <p><b>Hero</b><br/>Gain one <u>Injury</u>.</p> <p><b>Henchman</b><br/>If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u>, it Promotes.</p>                | <p><b>Hero</b><br/>Gain one <u>Skill</u> or <u>Spell</u>.</p> <p><b>Henchman</b><br/>If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u>, it Promotes.</p>      |
| <p><b>Hero</b><br/>Gain one <u>Skill</u> or <u>Spell</u>.</p> <p><b>Henchman</b><br/>If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u>, it Promotes.</p> | <p><b>Hero</b><br/>Gain one <u>Skill</u> or <u>Spell</u>.</p> <p><b>Henchman</b><br/>If this unit is not an Animal or Large unit and Incapacitated a <u>Leader</u>, it Promotes.</p> | <p><b>Hero</b><br/>Roll equal to or under <u>Defence</u> to improve it by one.</p> <p><b>Henchman</b><br/>Nothing happens.</p>                                                            |

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| <p><b>Hero</b><br/>Roll equal to or under <u>Defence</u> to improve it by one.</p> <p><b>Henchman</b><br/>Nothing happens.</p>                             | <p><b>Hero</b><br/>Pick <u>Melee</u> or <u>Ranged</u>.<br/>Roll equal to or under it to improve it by one.</p> <p><b>Henchman</b><br/>Nothing happens.</p> | <p><b>Hero</b><br/>Pick <u>Melee</u> or <u>Ranged</u>.<br/>Roll equal to or under it to improve it by one.</p> <p><b>Henchman</b><br/>Nothing happens.</p> |
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| <p><b>Hero</b><br/>Roll equal to or under <u>Agility</u> to improve it by one.</p> <p><b>Henchman</b><br/>Nothing happens.</p>                             | <p><b>Hero</b><br/>Roll equal to or under <u>Agility</u> to improve it by one.</p> <p><b>Henchman</b><br/>Nothing happens.</p>                             | <p><b>Hero</b><br/>Roll equal to or under <u>Agility</u> to improve it by one.</p> <p><b>Henchman</b><br/>Nothing happens.</p>                             |

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| <b>Hero</b><br>Roll equal to or under<br><u>Morale</u> to improve it by<br>one. | <b>Hero</b><br>Roll equal to or under<br><u>Morale</u> to improve it by<br>one. |  |
| <b>Henchman</b><br>Nothing happens.                                             | <b>Henchman</b><br>Nothing happens.                                             |  |
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