



SEPULCHRAL WARDEN

Champion, Deathrattle

MOVE: 2 WOUNDS: 6 SIZE: SMALL

DEFENCE: 11+ / Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
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Boneshiver Spear ¹	Melee		2/4
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¹This weapon action may be used to attack a hero 1 space away from this hostile.

SPECIAL RULES

Ancient Commander: The Sepulchral Warden's hostile group cannot be driven off while this hostile is on the battlefield.

March of the Dead: Add 1 to the Move value of all Deathrattle Skeleton hostiles while this hostile is on the battlefield.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Restless Dead: Deploy one slain Deathrattle Skeleton hostile from this hostile group as reinforcements. Each Deathrattle Skeleton in this hostile group makes a Move action. Then the acting hostile makes an Advance action.
4-7	Advance
8-9	Lethal Lunge: The acting hostile makes a Move action, then makes an Assault action.
10-12	Peerless General: Each <i>Deathrattle</i> hostile in the acting hostile group makes an Advance action.



NECROMANCER

Champion, Deathrattle

MOVE: 4 WOUNDS: 5 SIZE: LARGE

DEFENCE: *Mystic Shield*¹

WEAPON ACTION	TYPE	DICE	DAMAGE
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Crooked Staff	Melee		1/2
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Black Bolt ¹	Ranged		2/3
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¹If a hero suffers damage from this weapon, they are cursed.

SPECIAL RULES

Master of the Dead: This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

Mystic Shield¹: Each time this hostile is attacked, if it has not activated this turn, the acting hero must roll the quest dice. Each time this hostile is attacked, the acting hero must roll the quest dice. If the result is 7+, this model ignores any damage and is stunned instead.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Deathly Invocation: The acting hostile makes a Regroup action. Then, deploy one slain <i>Deathrattle</i> hostile from this hostile group as reinforcements. Then place an available <i>Deathrattle</i> hostile on the battlefield in an empty space adjacent this hostile. These <i>Deathrattle</i> hostiles are now part of the active hostile group.
4-7	Advance
8-9	Assault
10-12	Vanhel's Dance Macabre: Each other <i>Deathrattle</i> hostile in the acting hostile group makes a Move action, then each <i>Deathrattle</i> hostile adjacent to a hero makes a Regroup action and each <i>Deathrattle</i> hostile not adjacent to a hero makes an Advance action. If there are no other <i>Deathrattle</i> hostiles in the acting hostile group, treat this as an Assault result.



NECROMANCER

Champion, Deathrattle, Empowered

MOVE: 4 WOUNDS: 5 SIZE: LARGE

DEFENCE: *Mystic Shield*¹

WEAPON ACTION	TYPE	DICE	DAMAGE
Crooked Staff	Melee	☐☐	2/3
Black Bolt ¹	Ranged	▲▲	2/3

¹If a hero suffers damage from this weapon, they are cursed.

SPECIAL RULES

Master of the Dead: This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

Mystic Shield¹: Each time this hostile is attacked, if it has not activated this turn, the acting hero must roll the quest dice. Each time this hostile is attacked, the acting hero must roll the quest dice. If the result is 5+, this model ignores any damage and is stunned instead.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Deathly Invocation: The acting hostile makes a Regroup action. Then, deploy any slain <i>Deathrattle</i> hostiles from this hostile group as reinforcements. Then place two available <i>Deathrattle</i> hostiles on the battlefield in an empty space adjacent this hostile. These <i>Deathrattle</i> hostiles are now part of the active hostile group.
5-6	Advance
7-9	Assault
10-12	Vanhel's Dance Macabre: Each other <i>Deathrattle</i> hostile in the acting hostile group makes a Move action, then each <i>Deathrattle</i> hostile adjacent to a hero makes a Regroup action and each <i>Deathrattle</i> hostile not adjacent to a hero makes an Advance action. If there are no other <i>Deathrattle</i> hostiles in the acting hostile group, treat this as an Assault result.



SEPULCHRAL WARDEN

Champion, Deathrattle, Empowered

MOVE: 3 WOUNDS: 6 SIZE: SMALL

DEFENCE: 11+ / Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Boneshiver Spear ¹	Melee	▲▲	2/4

¹This weapon action may be used to attack a hero 1 space away from this hostile.

SPECIAL RULES

Ancient Commander: The Sepulchral Warden's hostile group cannot be driven off while this hostile is on the battlefield.

March of the Dead: Add 1 to the Move value of all *Deathrattle* Skeleton hostiles while this hostile is on the battlefield.

Remembered Shield: Each time this hostile is attacked, the acting hero must roll the quest dice. If the result is 10+, reduce any damage suffered by 1, to a minimum of 1.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Restless Dead: Deploy up to two slain <i>Deathrattle</i> Skeleton hostiles from this hostile group as reinforcements. Each <i>Deathrattle</i> Skeleton in this hostile group makes a Move action. Then the acting hostile makes an Advance action.
5	Advance
6-8	Lethal Lunge: The acting hostile makes a Move action, then makes an Assault action.
9-12	Peerless General: Each <i>Deathrattle</i> hostile in the acting hostile group makes an Advance action.



DEATHRATTLE SKELETONS

Deathrattle

MOVE: 2 WOUNDS: 2 SIZE: SMALL

DEFENCE: 12+ / Reduce Damage by 1.

WEAPON ACTION	TYPE	DICE	DAMAGE
Ancient Weapon	Melee	□ □	1/2
Ancient Polearm ¹	Melee	△	1/2

¹This weapon action may be used to attack a hero 1 space away from this hostile.

SPECIAL RULES

The Invigorated Dead: Each Deathrattle Skeleton hostile group which contains four or more models must include one Skeleton Champion, if available.

Skeleton Champion (Champion): Add 1 to the Wounds value of the Skeleton Champion, and upgrade 1 of their weapon action dice.

Remembered Shield: Hostiles without a shield have a Defence value of **None**.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Deadless Servants: Deploy any slain Deathrattle Skeletons from this hostile group as reinforcements. Each acting hostile makes a Move action.
3-8	Advance
9-12	Clawing Hands: Each acting hostile makes an Advance action. If the attack roll is successful, increase the Damage value of that weapon action by +0/+1 for that attack for each slain Deathrattle Skeleton from this hostile group.



MIRRORGHAST BANSHEE

Champion, Nighthaunt

MOVE: 4 WOUNDS: 5 SIZE: LARGE

DEFENCE: Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Briar Whip ¹	Melee	◆	2/4
Banshee Scream ²	Dual	△	1/2

¹When this hostile makes an **Advance**, **Charge**, or **Assault** action, use this weapon action.

²If the attack roll for this weapon action is successful, the target hero is stunned.

SPECIAL RULES

Endless Malice: This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

Floating: This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.

Grasping Thorns: Each time a hero ends a **Move** action or starts their activation adjacent to this hostile, they must make an Agility roll or Defence roll. If the result is a failure, that hero suffers 1 damage.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Maddening Cackle: This hostile makes a Move action so that as many heroes as possible are visible to it. The acting hostile then makes a Banshee Scream weapon action against each visible hero.
3-4	Howling Vortex: Each hero within 3 spaces of the acting hostile is moved 2 spaces towards the acting hostile, if possible. Then the acting hostile makes an Assault action.
5-8	Charge
9-12	Inescapable Vengeance: Remove the acting hostile from the battlefield. The leader then deploys it adjacent to the hero with the most wound or grievous wound markers on their character card. Then the acting hostile makes an Advance action.



MIRRORHAST BANSHEE

Champion, Nighthaunt, Empowered

MOVE: 4 WOUNDS: 5 SIZE: LARGE

DEFENCE: Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Briar Whip ¹	Melee	▲▲	2/4
Banshee Scream ²	Dual	■■	1/2

¹When this hostile makes an **Advance**, **Charge**, or **Assault** action, use this weapon action.
²If the attack roll for this weapon action is successful, the target hero is stunned.

SPECIAL RULES

- Endless Malice:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.
- Floating:** This hostile ignores pinning, and can move through hero models and obstacles as long as it ends its movement in an empty space.
- Grasping Thorns:** Each time a hero ends a **Move** action or starts their activation adjacent to this hostile, they must make an Agility roll or Defence roll. If the result is a failure, that hero suffers 2 damage.

BEHAVIOUR TABLE	
ROLL	RESULT
1-2	Maddening Cackle: This hostile makes a Move action so that as many heroes as possible are visible to it. The acting hostile then makes a Banshee Scream weapon action against each visible hero.
3-4	Howling Vortex: Each hero within 3 spaces of the acting hostile is moved 2 spaces towards the acting hostile, if possible. Then the acting hostile makes an Assault action.
5-7	Charge
8-12	Inescapable Vengeance: Remove the acting hostile from the battlefield. The leader then deploys it adjacent to the hero with the most wound or grievous wound markers on their character card. Then the acting hostile makes an Advance action.



DEATHRATTLE SKELETONS

Deathrattle, Empowered

MOVE: 3 WOUNDS: 2 SIZE: SMALL

DEFENCE: 12+ / Reduce Damage by 1.

WEAPON ACTION	TYPE	DICE	DAMAGE
Ancient Weapon	Melee	■■	1/3
Ancient Polearm ¹	Melee	▲	1/3

¹This weapon action may be used to attack a hero 1 space away from this hostile.

SPECIAL RULES

- The Invigorated Dead:** Each Deathrattle Skeleton hostile group which contains four or more models must include one Skeleton Champion, if available.
- Skeleton Champion (Champion):** Add 1 to the Wounds value of the Skeleton Champion, and upgrade 1 of their weapon action dice.
- Remembered Shield:** Hostiles without a shield have a Defence value of **None**.

BEHAVIOUR TABLE	
ROLL	RESULT
1-3	Deadless Servants: Deploy any slain Deathrattle Skeletons from this hostile group as reinforcements. Each acting hostile makes an Advance action.
4-8	Advance
9-12	Clawing Hands: Each acting hostile makes an Advance action. If the attack roll is successful, increase the Damage value of that weapon action by +1/+1 for that attack for each slain Deathrattle Skeleton from this hostile group.



GLAIVEWRAITH

STALKERS

Champion, Nighthaunt

MOVE: 3

WOUNDS: 4

SIZE: LARGE

DEFENCE: Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Hunter's Glaive ¹	Melee	 	2/3

¹Upgrade this weapon action twice when this hostile targets a marked hero.

SPECIAL RULES

Deathbeat: Each Glaivewraith Stalkers hostile group which contains three or more models must include one Deathbeat Drummer, if available.

The Point of Death: Choose a random hero when a Glaivewraith Stalkers hostile group is deployed. That hero is marked. Remove the marked token from the chosen hero when each Glaivewraith Stalkers hostile group has been driven off.

Floating: This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.

Deathbeat Drummer: Add 1 to the Move value of each Glaivewraith Stalkers hostile while the Deathbeat Drummer is on the battlefield. Reduce the Damage value of the Deathbeat Drummer's weapon actions by -1/-0.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Inevitable Drifting: If there are no marked heroes on the battlefield, choose a random hero. That hero is marked. Then, each acting hostile makes a Move action targeting the closest marked hero, then each acting hostile that is not adjacent to a marked hero makes another Move action, targeting the closest marked hero.
3-9	Advance
10-12	Heart-piercer: Each acting hostile makes a Move action, then each acting hostile makes an Assault action.



MYRMOURN

BANSHEES

Champion, Nighthaunt

MOVE: 4

WOUNDS: 4

SIZE: LARGE

DEFENCE: Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Chill Blade	Melee	 	1/4

SPECIAL RULES

Floating: This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.

Spell-Eater: Heroes that begin their activation adjacent to a Myrmourn Banshee hostile must reduce the value of each of their action dice by 1, to a minimum of 1.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Chilling Scream: Each hero within 5 spaces of an acting hostile must make a Vitality roll. If the result is a failure, that hero is stunned. If there are no heroes within 5 spaces of an acting hostile, that hostile makes an Advance action.
3-6	Call of the Grave: Each hero within 3 spaces of an acting hostile must move 2 spaces directly towards the closest acting hostile. Each acting hostile then makes an Assault action.
7-10	Charge
11-12	Tide of Malice: Each acting hostile makes two Move actions. During these actions, each acting hostile must move through as many hero spaces as possible. Each time an acting hostile moves through a heroes' space for the first time, they make one weapon action against that hero.



MYRMOURN BANSHEES

Champion, Nighthaunt, Empowered

MOVE: 5 WOUNDS: 4 SIZE: LARGE

DEFENCE: Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Chill Blade	Melee	▲▲	1/5

SPECIAL RULES

Floating: This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.

Spell-Eater: Heroes that begin their activation adjacent to a Myrmourn Banshee hostile must reduce the value of each of their action dice by 1, to a minimum of 1.

BEHAVIOUR TABLE

ROLL	RESULT
1	Chilling Scream: Each hero within 5 spaces of an acting hostile must make a Vitality roll. If the result is a failure, that hero is stunned. If there are no heroes within 5 spaces of an acting hostile, that hostile makes an Advance action.
2-5	Call of the Grave: Each hero within 3 spaces of an acting hostile must move 2 spaces directly towards the closest acting hostile. Each acting hostile then makes an Assault action.
6-9	Charge
10-12	Tide of Malice: Each acting hostile makes two Move actions. During these actions, each acting hostile must move through as many hero spaces as possible. Each time an acting hostile moves through a heroes' space for the first time, they make one weapon action against that hero.



GLAIVEWRAITH STALKERS

Champion, Nighthaunt, Empowered

MOVE: 3 WOUNDS: 4 SIZE: LARGE

DEFENCE: Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Hunter's Glaive ¹	Melee	■▲	2/4

¹Upgrade this weapon action twice when this hostile targets a marked hero.

SPECIAL RULES

Deathbeat: Each Glaivewraith Stalkers hostile group which contains three or more models must include one Deathbeat Drummer, if available.

The Point of Death: Choose a random hero when a Glaivewraith Stalkers hostile group is deployed. That hero is marked. Remove the marked token from the chosen hero when each Glaivewraith Stalkers hostile group has been driven off.

Floating: This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.

Deathbeat Drummer: Add 1 to the Move value of each Glaivewraith Stalkers hostile while the Deathbeat Drummer is on the battlefield. Reduce the Damage value of the Deathbeat Drummer's weapon actions by -1/-1.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Inevitable Drifting: If there are no marked heroes on the battlefield, choose a random hero. That hero is marked. Then, each acting hostile makes a Move action targeting the closest marked hero, then each acting hostile that is not adjacent to a marked hero makes an Advance action, targeting the closest marked hero.
3-9	Charge
10-12	Heart-piercer: Each acting hostile makes a Move action, then each acting hostile makes an Assault action.



CHAINRASP

Nighthaunt

MOVE: 3 WOUNDS: 2 SIZE: SMALL

DEFENCE: Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Malignant Weapon	Melee	1d6	1/3

SPECIAL RULES

Spectral Terrors: Each Chainrasp hostile group which contains three or more models must include one Dreadwarden, if available.

Floating: This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.

Dreadwarden (Champion): Add 1 to the Wounds value of the Dreadwarden, and upgrade 1 action dice for their weapon actions.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Swarming Spirits: Deploy any slain Chainrasps from this hostile group as reinforcements. Each acting hostile already on the battlefield makes an Advance action.
4-8	Drifting Advance: Each acting hostile makes an Advance action, targeting the most distant hero in reach. Each time an acting hostile moves through a heroes' space for the first time, that hero must make a Defence roll. If the result is a failure, that hero is stunned.
9-12	Chilling Hoard: Each acting hostile makes Charge action. During this action, re-roll failed attack rolls for weapon actions made by acting hostiles while two or more other Chainrasps are visible to the acting hostile.



CRYPT HORROR

Champion, Mordant

MOVE: 4 WOUNDS: 10 SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Bone Club ¹	Melee	1d10	3/5
Septic Talons	Melee	1d6	1/3

¹When this hostile makes an **Advance**, **Charge**, or **Assault** action, use this weapon action.

SPECIAL RULES

Ferocious Mordants: Each Crypt Horror hostile group which contains two or more models must include one Crypt Haunter, if available.

Chosen of the King: Add 1 to the Wounds value of the Crypt Haunter, and upgrade 1 action dice for their weapon actions.

Noble Blood: Each time this hostile ends their activation, remove 1 wound counter from the acting hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Regroup
4-7	Sweeping Claws: Each acting hostile makes a Move action, moving so that they are adjacent to as many heroes as possible. Each acting hostile then makes a Septic Talons weapon action against each adjacent hero.
8-10	Charge
11-12	In the Name of the King: Each acting hostile makes an Assault action, targeting the hero in range with the fewest wound markers on their character card.



CRYPT HORROR

Champion, Mordant, Empowered

MOVE: 5 WOUNDS: 10 SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Bone Club ¹	Melee	▲ □	3/5
Septic Talons	Melee	□ □	1/3

¹When this hostile makes an **Advance**, **Charge**, or **Assault** action, use this weapon action.

SPECIAL RULES

Ferocious Mordants: Each Crypt Horror hostile group which contains two or more models must include one Crypt Haunter, if available.

Chosen of the King: Add 1 to the Wounds value of the Crypt Haunter, and upgrade 1 action dice for their weapon actions.

Noble Blood: Each time this hostile ends their activation, remove 1 wound counter from the acting hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Advance
4-7	Sweeping Claws: Each acting hostile makes a Move action, ignoring pinning and moving so that they are adjacent to as many heroes as possible. Each acting hostile then makes a Septic Talons weapon action against each adjacent hero.
8-9	Charge
10-12	In the Name of the King: Each acting hostile makes an Assault action, targeting the hero in range with the fewest wound markers on their character card.



CHAINRASP

Nighthaunt, Empowered

MOVE: 4 WOUNDS: 2 SIZE: SMALL

DEFENCE: Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Malignant Weapon	Melee	▲	1/3

SPECIAL RULES

Spectral Terrors: Each Chainrasp hostile group which contains three or more models must include one Dreadwarden, if available.

Floating: This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.

Dreadwarden (Champion): Add 1 to the Wounds value of the Dreadwarden, and upgrade 1 action dice for their weapon actions.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Swarming Spirits: Deploy any slain Chainrasps from this hostile group as reinforcements. Each acting hostile already on the battlefield makes an Advance action.
3-4	Assault
5-7	Drifting Advance: Each acting hostile makes an Advance action, targeting the most distant hero in reach. Each time an acting hostile moves through a heroes' space for the first time, that hero must make a Defence roll. If the result is a failure, that hero is stunned.
8-12	Chilling Hoard: Each acting hostile makes Charge action. During this action, re-roll failed attack rolls for weapon actions made by acting hostiles while two or more other Chainrasps are visible to the acting hostile.



GHOUL DUKE

Champion, Mordant

MOVE: 4

WOUNDS: 6

SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Halberd ¹	Melee		2/4

¹This weapon action may be used to attack a hero up to 1 space away from this hostile.

SPECIAL RULES

Gallant Champion: *Mordant* hostile groups cannot be driven off while this hostile is on the battlefield.

- Muster the Grymwatch:** Roll the quest dice at the end of the Gambit phase while this hostile is on the battlefield. If the result is 10+, deploy one slain Crypt Ghoul from hostile groups as reinforcements.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Defending the Hearth: This hostile and each Crypt Ghoul in their hostile group make a Regroup action.
4-7	Advance
8-10	Incomprehensible Scheme: This hostile and each Crypt Ghoul in their hostile group make a Move action. During these Move actions, each acting hostile moves by the most direct path towards the closest Mysterious Object. If there are no Mysterious objects on the battlefield, the Ghoul Duke makes an Advance instead.
11-12	In the Name of the King!: This hostile and each Crypt Ghoul in their hostile group make an Assault action.



FELL BATS

Mordant

MOVE: 6

WOUNDS: 4

SIZE: LARGE

DEFENCE: 10+ / Re-roll Successful Attacks

WEAPON ACTION	TYPE	DICE	DAMAGE
Elongated Fangs ¹	Melee	 	1/2

¹Increase the Damage value of this weapon action by +1/+1 while there are 1 or fewer wound markers beside this fighter.

SPECIAL RULES

Flying: This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.

- Harriers:** Heroes adjacent to this hostile must re-roll successful Defence rolls when they are the target of other *Mordant* hostile's weapon actions.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Feeding: Each acting hostile makes an Advance action. If a hero suffers one or more damage during this action, remove one Wound marker from beside the acting hostile.
4-9	Advance
10-12	Drawn to Weakness: Each acting hostile makes an Advance action, targeting the hero with the most Wound or Grievous Wound markers on their character card. Re-roll failed attack rolls during this action.



FELL BATS

Mordant, Empowered

MOVE: 7 WOUNDS: 4 SIZE: LARGE

DEFENCE: 10+ / Re-roll Successful Attacks

WEAPON ACTION	TYPE	DICE	DAMAGE
Elongated Fangs ¹	Melee	🔴	1/2

¹Increase the Damage value of this weapon action by +1/+1 while there are 1 or fewer wound markers beside this fighter.

- ### SPECIAL RULES
- Flying:** This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.
 - Harriers:** Heroes adjacent to this hostile must re-roll successful Defence rolls when they are the target of other *Mordant* hostile's weapon actions.

BEHAVIOUR TABLE	
ROLL	RESULT
1-2	Feeding: Each acting hostile makes an Advance action. If a hero suffers one or more damage during this action, remove two Wound markers from beside the acting hostile.
3-5	Charge
6-8	Assault
9-12	Drawn to Weakness: Each acting hostile makes an Advance action, targeting the hero with the most Wound or Grievous Wound markers on their character card. Re-roll failed attack rolls during this action.



GHOUL DUKE

Champion, Mordant, Empowered

MOVE: 5 WOUNDS: 6 SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Halberd ¹	Melee	🔴🟡	2/5

¹This weapon action may be used to attack a hero up to 1 space away from this hostile.

- ### SPECIAL RULES
- Gallant Champion:** *Mordant* hostile groups cannot be driven off while this hostile is on the battlefield.
 - Muster the Grymwatch:** Roll the quest dice at the end of the Gambit phase while this hostile is on the battlefield. If the result is 8+, deploy one slain Crypt Ghoul from hostile groups as reinforcements.

BEHAVIOUR TABLE	
ROLL	RESULT
1	Defending the Hearth: This hostile and each Crypt Ghoul in their hostile group make a Regroup action.
2-6	Charge
7-8	Appalling Visage: The leader must pick one hero visible to the Ghoul Duke. Reduce the score of all activation or reaction dice on that hero's character card by 2, to a minimum of 1. Then the Ghoul Duke makes a Charge action, targeting the hero that was picked.
9-12	In the Name of the King!: This hostile and each Crypt Ghoul in their hostile group make an Assault action.



CRYPT GHOUL

Mordant

MOVE: 4 WOUNDS: 2 SIZE: SMALL

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Filthy Teeth and Claws	Melee	■	1/3

SPECIAL RULES

Ferocious Mordants: Each Crypt Ghoul hostile group which contains four or more models must include one Crypt Ghast, if available.

Boundless Ferocity: Add ■ to this hostile's weapon action while there are at least two other *Mordant* hostiles visible to the acting hostile.

Crypt Ghast (Champion): Add 1 to the Wounds value of the Crypt Ghast, and upgrade 1 of their weapon action dice.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Regroup
3-6	Advance
7-10	Ghoul Pack: Choose the hero within 5 spaces of the most Crypt Ghouls. Each acting hostile makes a Move action towards the chosen hero. After each acting hostile has made this Move action, each acting hostile attacks an adjacent hero. If there are no heroes within 5 spaces of a Crypt Ghoul, treat this as an Advance result.
11-12	Muster Serfs: Deploy any slain Crypt Ghouls from this hostile group as reinforcements. Then each acting hostile makes an Advance action.



VARGHEISTS

Champion, Soulblight

MOVE: 5 WOUNDS: 10 SIZE: LARGE

DEFENCE: 10+ / Re-roll Successful Attacks

WEAPON ACTION	TYPE	DICE	DAMAGE
Fangs and Talons	Melee	▲▲	1/4

SPECIAL RULES

Unleashed Hunger: Each Vargheist hostile group which contains two or more models must include one Vargoyne, if available.

Flying: This hostile ignores pinning, and can move through hero models and obstacles as long as it ends its movement in an empty space.

Blood-mad Feeding Frenzy: The first time an acting Vargheist inflicts three or more wounds on a hero, it immediately makes an additional weapon action which must target the same hero.

Leather-winged Horror: Add 1 to the Wounds value of the Vargoyne, and upgrade 1 action dice for their weapon actions.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Winged Hunters: Remove each acting hostile from the battlefield. The leader then chooses a random hero and deploys each hostile as close as possible to the chosen hero. Each acting hostile then makes an Advance action.
5-8	Charge
9-12	Unrestrained Savagery: Each acting hostile makes an Assault action. Re-roll failed attack rolls during this action.



VARGHEISTS

Champion, Soulblight, Empowered

MOVE: 6 WOUNDS: 10 SIZE: LARGE

DEFENCE: 9+ / Re-roll Successful Attacks

WEAPON ACTION	TYPE	DICE	DAMAGE
Fangs and Talons	Melee	 	1/4

SPECIAL RULES

Unleashed Hunger: Each Vargheist hostile group which contains two or more models must include one Vargoyles, if available.

Flying: This hostile ignores pinning, and can move through hero models and obstacles as long as it ends its movement in an empty space.

Blood-mad Feeding Frenzy: The first time an acting Vargheist inflicts three or more wounds on a hero, it immediately makes an additional weapon action which must target the same hero.

Leather-winged Horror: Add 1 to the Wounds value of the Vargoyles, and upgrade 1 action dice for their weapon actions.

BEHAVIOUR TABLE	
ROLL	RESULT
1-5	Winged Hunters: Remove each acting hostile from the battlefield. The leader then chooses a random hero and deploys each hostile as close as possible to the chosen hero. Each acting hostile then makes an Advance action.
6-7	Charge
8-12	Unrestrained Savagery: Each acting hostile makes an Assault action. Re-roll failed attack rolls during this action.



CRYPT GHOUL

Mordent, Empowered

MOVE: 5 WOUNDS: 2 SIZE: SMALL

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Filthy Teeth and Claws	Melee		1/3

SPECIAL RULES

Ferocious Mordants: Each Crypt Ghoul hostile group which contains four or more models must include one Crypt Ghast, if available.

Boundless Ferocity: Add  to this hostile's weapon action while there are at least two other *Mordent* hostiles visible to the acting hostile.

Crypt Ghast (Champion): Add 1 to the Wounds value of the Crypt Ghast, and upgrade 1 of their weapon action dice.

BEHAVIOUR TABLE	
ROLL	RESULT
1-4	Charge
5-7	Ghoul Pack: Choose the hero within 5 spaces of the most Crypt Ghouls. Each acting hostile makes a Move action towards the chosen hero. After each acting hostile has made this Move action, each acting hostile attacks an adjacent hero. If there are no heroes within 5 spaces of a Crypt Ghoul, treat this as a Charge result.
8-10	Impervious Delusion: Each acting hostile makes a Assault action. Until the end of the round, each time a Crypt Ghoul from this hostile group suffers damage, the leader must roll the quest dice. If the result is a 8+, this model ignores the damage.
10-12	Muster Serfs: Deploy any slain Crypt Ghouls from this hostile group as reinforcements. Then each acting hostile makes an Assault action.



VAMPIRE PRINCE

Villain, Soublight

MOVE: 5 WOUNDS: 12 SIZE: LARGE

DEFENCE: 10+ / Reduce Damage by 2

WEAPON ACTION	TYPE	DICE	DAMAGE
Possessed Blade	Melee	♦♦	2/4

SPECIAL RULES

The Curse: At the start of this hostile's activation, place one wound marker on this card. Each time this hostile inflicts any number of wounds on a hero, remove one wound marker from this card. If there are three or more wound markers on this card, turn it over to its *Empowered* side.

Deathly Majesty: Heroes adjacent to this hostile must re-roll one successful Attack roll when they make a weapon action that targets this hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Blood Vial: The acting hostile makes a Regroup action. Then, remove three wound markers from the acting hostile and one wound marker from this card.
3-5	Advance
6-9	Dark Glamour: The hero closest to the acting hostile makes a Move (+1) action, spending an activation dice if possible. Their move must bring them as close as possible to the acting hostile. Then, the acting hostile makes an Assault action.
10-12	Dark Hunger: Each other <i>Soublight</i> hostile within five spaces of the acting hostile makes an Advance action. If there are no <i>Soublight</i> hostiles within five spaces, the acting hostile makes an Advance action instead.



VAMPIRIC COURTIERS

Champion, Soublight

MOVE: 5 WOUNDS: 8 SIZE: LARGE

DEFENCE: 10+ / Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Savage Mace	Melee	♦	2/3
Vampire Blades	Melee	△△	2/3

SPECIAL RULES

Bloodhungry Court: Each Vampiric Courtiers hostile group which contains three or more models must include one Enforcer, if available.

The Curse: At the start of this hostile group's activation, place one wound marker on this card. Each time a hostile in this hostile group inflicts any number of wounds on a hero, remove one wound marker from this card. If there are three or more wound markers on this card, turn it over to its *Empowered* side.

Enforcer: Add 1 to the Wounds value of the Enforcer, and add +1/+1 to the Damage value of their weapon actions.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Blood Vial: Each acting hostile makes a Regroup action. Then, remove two wound markers from each acting hostile and one wound marker from this card.
3-5	Advance
6-10	Driven to Hunt: The leader randomly chooses a hero on the battlefield. That hero is marked. Then, each acting hostile makes a Charge action, targeting the chosen hero. If the chosen hero is taken out of action during this activation, acting hostiles target the closest hero instead.
11-12	Deathly Apotheosis: Add three wound markers to this card. Then each acting hostile makes an Assault action. Do not remove wound markers from this card during this activation.



VAMPIRIC COURTIER

Champion, Soulblight, Empowered

MOVE: 6 WOUNDS: 8 SIZE: LARGE

DEFENCE: 9+ / Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Savage Mace	Melee	🔴🟡	2/3
Vampire Blades	Melee	🔴🔵	2/3

SPECIAL RULES

Bloodhungry Court: Each Vampiric Courtiers hostile group which contains three or more models must include one Enforcer, if available.

- **Bloodthirst:** At the end of this hostile group's activation, remove one wound marker from this card. Each time a hostile in this hostile group inflicts any number of wounds on a hero, add one wound marker to this card. If there are fewer than three wound markers on this card, and the nightfall token is not on the space with the night symbol, remove all wound markers from this card and turn it over to its *Non-Empowered* side.

Enforcer: Add 1 to the Wounds value of the Enforcer, and add +1/+1 to the Damage value of their weapon actions.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Tenebrous Form: Each acting hostile makes an Advance action, targeting the visible hero with the most wound or grievous wound markers on their character card. During their Move action they ignore pinning and may move through enemy models and objects, as long as they end their movement in an empty space.
4-7	Charge
8-12	Glutton for Gore: Each acting hostile makes a Move action, then an Assault action.



VAMPIRE PRINCE

Villain, Soulblight, Empowered

MOVE: 6 WOUNDS: 12 SIZE: LARGE

DEFENCE: 9+ / Reduce Damage by 2

WEAPON ACTION	TYPE	DICE	DAMAGE
Possessed Blade	Melee	🔵🔵	3/6

SPECIAL RULES

The Curse: At the end of this hostile's activation, remove one wound marker from this card. Each time this hostile inflicts any number of wounds on a hero, add one wound marker to this card. If there are fewer than three wound markers on this card, and the nightfall token is not on the space with the night symbol, remove all wound markers from this card and turn it over to its *Non-Empowered* side.

Deathly Majesty: Heroes adjacent to this hostile must re-roll one successful Attack roll when they make a weapon action that targets this hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Tenebrous Form: The acting hostile makes an Advance action, targeting the visible hero with the most wound or grievous wound markers on their character card. During their Move action they ignore pinning and may move through enemy models and objects, as long as they end their movement in an empty space.
4-10	Charge
11-12	Dark Hunger: Each other <i>Soulblight</i> hostile within five spaces of the acting hostile makes an Advance action. If there are no <i>Soulblight</i> hostiles within five spaces, the acting hostile makes an Advance action instead.