



TORGILLIUS THE CHAMBERLAIN

Villain

MOVE: 2 WOUNDS: 7 SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Necrotising Bolt ¹	Dual	▲▲	3/5

¹A hero that suffers damage from this weapon action is **fatigued**.

SPECIAL RULES

Guardian of Dark Secrets: This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Chittering Horde: Deploy all slain Corpse Rats from hostile groups as reinforcements. If there are no hostile groups that contain Corpse Rats, add three Corpse Rats to Torgillius' hostile group. Then each hostile in Torgillius' hostile group makes an Advance action.
4-6	Chilling Whispers: The leader must pick one hero. That hero must remove 1 activation or reaction dice from their character card. If they cannot, they suffer 1 damage. Then the acting hostile makes a Regroup action.
7-9	Creeping Doubt: The leader must pick one hero. Change the score of all activation or reaction dice on their character card to 1. If the hero has fewer than 3 unspent activation or reaction dice, they suffer 2 damage. Then the acting hostile makes a Regroup action.
10-12	Flock of Nightmares: Deploy all slain Bat Swarms from hostile groups as reinforcements. If there are no hostile groups that contain Bat Swarms, add three Bat Swarms to Torgillius' hostile group. Then each hostile in Torgillius' hostile group makes an Advance action.



RADUKAR THE WOLF

Villain, Soulbright

MOVE: 6 WOUNDS: 10 SIZE: LARGE

DEFENCE: Reduce Damage by 1 (to min of 0)

WEAPON ACTION	TYPE	DICE	DAMAGE
Vyrkos Barrow-blade ¹	Melee	◆▲	3/4

¹A hero that suffers damage from this weapon action is **cursed** and **stunned**.

SPECIAL RULES

Supernatural Strength: Each time this hostile activates, it makes two activations. Fully resolve the first activation before making the second.

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

Ever Thirsting: Each time this hostile takes a hero out of action, remove three wounds from this hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Dark Majesty: Remove three wounds and all ailments from this hostile. Then this hostile makes an Advance action.
3-4	Charge
5-9	Brutal Assault: This hostile makes two Assault actions. Fully resolve the first action before making the second.
10-12	Call to the Hunt: Add one available Vyrkos Blood-born to Radukar's hostile group and deploy it as reinforcements. Then each hostile in Radukar's hostile group makes a Charge action, targeting the hero on the battlefield with the most wounds.



RADUKAR THE WOLF

Villain, Soublight, Empowered

MOVE: 7 WOUNDS: 10 SIZE: LARGE

DEFENCE: Reduce Damage by 2 (to min of 0)

WEAPON ACTION	TYPE	DICE	DAMAGE
Vyrkos Barrow-blade ¹	Melee	♦♦	4/5

¹A hero that suffers damage from this weapon action is **cursed** and **stunned**.

SPECIAL RULES

Supernatural Strength: Each time this hostile activates, it makes two activations. Fully resolve the first activation before making the second.

- **Inveterate Conqueror:** This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

Ever Thirsting: Each time this hostile takes a hero out of action, remove three wounds from this hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Dark Majesty: Remove three wounds and all ailments from this hostile. Then this hostile makes an Advance action.
3-4	Charge
5-9	Brutal Assault: This hostile makes two Assault actions. Fully resolve the first action before making the second.
10-12	Call to the Hunt: Add one available Vyrkos Blood-born to Radukar's hostile group and deploy it as reinforcements. Then each hostile in Radukar's hostile group makes a Charge action, targeting the hero on the battlefield with the most wounds.



TORGILLIUS THE CHAMBERLAIN

Villain, Empowered

MOVE: 3 WOUNDS: 7 SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Necrotising Bolt ¹	Dual	▲▲	4/6

¹A hero that suffers damage from this weapon action is **fatigued**.

SPECIAL RULES

Guardian of Dark Secrets: This hostile's hostile group cannot be driven off while this hostile is on the battlefield.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Chattering Horde: Deploy all slain Corpse Rats from hostile groups as reinforcements. If there are no hostile groups that contain Corpse Rats, add three Corpse Rats to Torgillius' hostile group. Then each hostile in Torgillius' hostile group makes an Advance action.
3-6	Chilling Whispers: The leader must pick one hero. That hero must remove 1 activation or reaction dice from their character card. If they cannot, they suffer 2 damage. Then the acting hostile makes a Regroup action.
7-10	Creeping Doubt: The leader must pick one hero. Change the score of all activation or reaction dice on their character card to 1. If the hero has fewer than 4 unspent activation or reaction dice, they suffer 2 damage. Then the acting hostile makes a Regroup action.
11-12	Flock of Nightmares: Deploy all slain Bat Swarms from hostile groups as reinforcements. If there are no hostile groups that contain Bat Swarms, add three Bat Swarms to Torgillius' hostile group. Then each hostile in Torgillius' hostile group makes an Advance action.



VARGSKYR

Villain, Soulblight

MOVE: 4 WOUNDS: 14 SIZE: LARGE

DEFENCE: 10+ / Reduce Damage by 2

WEAPON ACTION	TYPE	DICE	DAMAGE
Talons ¹	Melee	🔴	2/4
Gaping Maw	Melee	🟡🟡	4/5

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

SPECIAL RULES

Feral Monstrosity: Each time this hostile activates, it makes two activations. Fully resolve the first activation before making the second.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Terrifying Howl: All heroes are stunned. Then the acting hostile makes an Advance action.
3-4	Bounding Leap: If the acting hostile is not adjacent to a hero, remove it from the battlefield. The leader then deploys it adjacent to as many heroes as possible. Then the acting hostile makes a Gaping Maw weapon action that must target an adjacent hero. If the acting hostile cannot be placed adjacent to a hero, place it as near as possible.
5-9	Advance
10-12	Charge



GORSLAV THE GRAVEKEEPER

Villain, Deadwalker

MOVE: 3 WOUNDS: 9 SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Gravekeeper's Spade ¹	Melee	🔵🔵	3/3

¹A hero that suffers damage from a critical success from **Gravekeeper's Spade** must make either a Defence roll or an Agility roll. If the result is a failure, that hero is buried.

SPECIAL RULES

Keeper of the Corpse-gardens: Gorslav the Gravekeeper's hostile group cannot be driven off while this hostile is on the battlefield.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Arise! Arise!: Deploy all slain <i>Deadwalker</i> hostiles from hostile groups as reinforcements. Then, all <i>Deadwalker</i> hostiles on the battlefield make an Advance action.
5-8	Call of the Gravekeeper: All <i>Deadwalker</i> hostiles on the battlefield make an Advance action.
9-12	Corpse Planting: If there are no heroes adjacent to this hostile, treat this result as a Call of the Gravekeeper result. Otherwise, the leader must pick one hero adjacent to Gorslav the Gravekeeper, that hero is buried.



GORSLAV THE GRAVEKEEPER

Villain, Deadwalker, Empowered

MOVE: 3

WOUNDS: 9

SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Gravekeeper's Spade ¹	Melee	▲▲	4/4

¹A hero that suffers damage from a critical success from **Gravekeeper's Spade** must make either a Defence roll or an Agility roll. If the result is a failure, that hero is buried.

SPECIAL RULES

Keeper of the Corpse-gardens: Gorslav the Gravekeeper's hostile group cannot be driven off while this hostile is on the battlefield.

BEHAVIOUR TABLE	
ROLL	RESULT
1-5	Arise! Arise!: Deploy all slain <i>Deadwalker</i> hostiles from hostile groups as reinforcements. Then, all <i>Deadwalker</i> hostiles on the battlefield make an Advance action.
6-7	Call of the Gravekeeper: All <i>Deadwalker</i> hostiles on the battlefield make an Advance action.
8-12	Corpse Planting: If there are no heroes adjacent to this hostile, treat this result as a Call of the Gravekeeper result. Otherwise, the leader must pick one hero adjacent to Gorslav the Gravekeeper, that hero is buried.



VARGSKYR

Villain, Soulblight, Empowered

MOVE: 5

WOUNDS: 14

SIZE: LARGE

DEFENCE: 9+ / Reduce Damage by 2

WEAPON ACTION	TYPE	DICE	DAMAGE
Talons ¹	Melee	◆	2/4
Gaping Maw	Melee	◆	4/5

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

SPECIAL RULES

Feral Monstrosity: Each time this hostile activates, it makes two activations. Fully resolve the first activation before making the second.

BEHAVIOUR TABLE	
ROLL	RESULT
1-2	Terrifying Howl: All heroes are stunned. Then the acting hostile makes an Advance action.
3-4	Bounding Leap: If the acting hostile is not adjacent to a hero, remove it from the battlefield. The leader then deploys it adjacent to as many heroes as possible. Then the acting hostile makes a Gaping Maw weapon action that must target an adjacent hero. If the acting hostile cannot be placed adjacent to a hero, place it as near as possible.
5-9	Assault
10-12	Charge



WATCH CAPTAIN HALGRIM

Villain, Ulfenwatch

MOVE: 3 WOUNDS: 7 SIZE: LARGE

DEFENCE: 12+ / Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Cursed Weapons	Melee	▲▲	3/4

SPECIAL RULES

Deathly Loyalty: Watch Captain Halgrim's hostile group cannot be driven off while this hostile is on the battlefield.

Commander of the Watch: Increase the Damage values of all other *Ulfenwatch* hostile's weapon actions by +1/+1 while this hostile is on the battlefield.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Summoned Bodyguard: Deploy one slain Ulfenwatch from hostile groups as reinforcements. Then all <i>Ulfenwatch</i> hostiles in the acting hostile group make a Regroup action.
3-4	Charge
5-9	Disciplined Advance: Watch Captain Halgrim makes an Advance action. Then all other <i>Ulfenwatch</i> hostiles on the battlefield make an Advance action.
10-12	Unleashed Might: This hostile makes an Advance action. Increase the Damage values of his Cursed Weapons weapon action by +2/+2 until the end of the turn.



VYRKOS BLOOD-BORN

Champion, Soulblight

MOVE: 5 WOUNDS: 6 SIZE: LARGE

DEFENCE: 10+ / Ignore All Damage

WEAPON ACTION	TYPE	DICE	DAMAGE
Piercing Blade ¹	Melee	◆	2/3

¹If a Defence roll made against this weapon action is a critical success, it counts as a success instead.

SPECIAL RULES

Bloodscent: When picking a target for a weapon action made by this hostile, the leader must pick a hero that has one or more wound or grievous wound counters on their character card over one that does not.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Scent of Blood: Each acting hostile makes a Charge action, moving so that they end their second Move action adjacent to a hero with one or more wound or grievous wound counters on their character card. While making these Move actions, each hostile ignores pinning.
4-7	Charge
8-12	Bloodthirsty Assault: Each acting hostile makes an Assault action. Re-roll failed attack rolls during this action.



VYRKOS

BLOOD-BORN

Champion, Soulblight, Empowered

MOVE: 6 WOUNDS: 6 SIZE: LARGE

DEFENCE: 9+ / Ignore All Damage

WEAPON ACTION	TYPE	DICE	DAMAGE
Piercing Blade ¹	Melee	♦♦	3/4

¹If a Defence roll made against this weapon action is a critical success, it counts as a success instead.

SPECIAL RULES

Bloodscent: When picking a target for a weapon action made by this hostile, the leader must pick a hero that has one or more wound or grievous wound counters on their character card over one that does not.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Scent of Blood: Each acting hostile makes a Charge action, moving so that they end their second Move action adjacent to a hero with one or more wound or grievous wound counters on their character card. While making these Move actions, each hostile ignores pinning.
5-6	Charge
7-12	Bloodthirsty Assault: Each acting hostile makes an Assault action. Re-roll failed attack rolls during this action.



WATCH CAPTAIN

HALGRIM

Villain, Ulfenwatch, Empowered

MOVE: 3 WOUNDS: 7 SIZE: LARGE

DEFENCE: 12+ / Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Cursed Weapons	Melee	♦♦	3/4

SPECIAL RULES

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

Commander of the Watch: Increase the Damage values of all other *Ulfenwatch* hostile's weapon actions by +1/+2 while this hostile is on the battlefield.

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Summoned Bodyguard: Deploy two slain Ulfenwatch from hostile groups as reinforcements. Then all <i>Ulfenwatch</i> hostiles in the acting hostile group make an Advance action.
3-4	Charge
5-9	Disciplined Advance: Watch Captain Halgrim makes an Advance action. Then all other <i>Ulfenwatch</i> hostiles on the battlefield make an Advance action.
10-12	Unleashed Might: This hostile makes an Assault action. Increase the Damage values of his Cursed Weapons weapon action by +2/+2 until the end of the turn.



KOSARGI NIGHTGUARD

Champion, Kosargi

MOVE: 3 WOUNDS: 10 SIZE: LARGE

DEFENCE: 10+ / Reduce Damage by 2

WEAPON ACTION	TYPE	DICE	DAMAGE
Bardiche	Melee	▲▲	3/4

SPECIAL RULES

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

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Regroup
3-4	Advance
5-9	Charge
10-12	Lumbering Charge: Each acting hostile makes a Charge action, moving so that they end their second Move action adjacent to as many heroes as possible. While making these Move actions, each hostile ignores pinning. Each acting hostile then attacks each adjacent hero once.



CORPSE RATS

Vermin

MOVE: 3 WOUNDS: 3 SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Infected Bite ¹	Melee	■	1/2

¹**Disease Vector:** A hero that suffers damage from this weapon action is **diseased**.

SPECIAL RULES

Feral Packs: Each Corpse Rat hostile group which contains three or more models must include one Blood Rat, if available, and each hostile group which contains six or more models must include two Blood Rats, if available.

Swollen Horror (Champion): Add 1 to the Wounds value of a Blood Rat. Additionally, when a hero would become diseased as a result of a Blood Rat's **Disease Vector**, place an additional disease token on that hero's character card.

BEHAVIOUR TABLE

ROLL	RESULT
1-7	Sewer Swarm: If any acting hostile is wounded, remove all wound counters from all acting hostiles. Then each acting hostile makes a Regroup action. Otherwise, each acting hostile makes an Advance action.
8-9	Advance
10-12	Deathleap: Each acting hostile makes a Charge action. Re-roll failed attack rolls during this action. After an acting Corpse Rats completes their weapon action, the target hero can make one free weapon action that must target that hostile.



CORPSE RATS

Vermin, Empowered

MOVE: 3 WOUNDS: 3 SIZE: LARGE

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Infected Bite ¹	Melee	2d6	1/2

¹**Disease Vector:** A hero that suffers damage from this weapon action is **diseased**.

SPECIAL RULES

Feral Packs: Each Corpse Rat hostile group which contains three or more models must include one Blood Rat, if available, and each hostile group which contains six or more models must include two Blood Rats, if available.

Swollen Horror (Champion): Add 1 to the Wounds value of a Blood Rat. Additionally, when a hero would become diseased as a result of a Blood Rat's **Disease Vector**, place an additional disease token on that hero's character card.

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Sewer Swarm: If any acting hostile is wounded, remove all wound counters from all acting hostiles. Then each acting hostile makes a Regroup action. Otherwise, each acting hostile makes an Advance action.
4-7	Advance
8-12	Deathleap: Each acting hostile makes a Charge action. Re-roll failed attack rolls during this action. After an acting Corpse Rats completes their weapon action, the target hero can make one free weapon action that must target that hostile.



KOSARGI NIGHTGUARD

Champion, Kosargi, Empowered

MOVE: 3 WOUNDS: 10 SIZE: LARGE

DEFENCE: 10+ / Reduce Damage by 2

WEAPON ACTION	TYPE	DICE	DAMAGE
Bardiche	Melee	2d6	4/6

SPECIAL RULES

Deathly Vigour: Each time this hostile ends their activation, remove 2 wound counters from the acting hostile.

BEHAVIOUR TABLE

ROLL	RESULT
1	Regroup
2-7	Charge
8-12	Lumbering Charge: Each acting hostile makes a Charge action, moving so that they end their second Move action adjacent to as many heroes as possible. While making these Move actions, each hostile ignores pinning. Each acting hostile then attacks each adjacent hero once.



BAT SWARMS

Vermin

MOVE: 5 WOUNDS: 2 SIZE: SMALL

DEFENCE: 10+ / Re-roll Successful Attacks

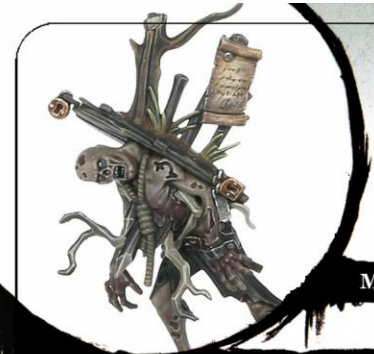
WEAPON ACTION	TYPE	DICE	DAMAGE
Leeching Bite	Melee	1d6	1/2

SPECIAL RULES

Flying Horrors: Each Bat Swarm hostile group which contains three or more models must include one Direbat, if available, and each hostile group which contains six or more models must include two Direbats, if available.

- Flying:** This hostile ignores pinning, and can move through hero models and objects as long as it ends its movement in an empty space.
- Bloodgorged (Champion):** Add 1 to the Wounds value of the Direbat, and upgrade 1 of their weapon action dice.

BEHAVIOUR TABLE	
ROLL	RESULT
1-3	Advance
4-6	Charge
7-10	Blinding Attack: Each acting hostile makes an Advance action. If the attack roll is successful, lower the scores of any remaining activation dice on the target's character card by 1, to a minimum of 0.
11-12	Bloodsucking Bite: Each acting hostile makes an Advance action, targeting the most wounded hero it can reach. If the attack roll is successful, increase the Damage values of that weapon action by +1/+1 for that attack. If a hero suffers one or more damage during this action, remove the Bat Swarm hostile from the battlefield as if it had been slain.



DEADWALKER ZOMBIES

Deadwalker

MOVE: 2 WOUNDS: 3 SIZE: SMALL

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Hands and Teeth	Melee	1d6	1/2

SPECIAL RULES

Gravestones: Gravestones are not hostiles, nor are they part of any hostile group. They count as small hostiles for purposes of movement. A hero that is adjacent to a gravestone model can make the **Destroy (4+)** action. If they do, remove the gravestone model from the battlefield.

BEHAVIOUR TABLE	
ROLL	RESULT
1-2	Gravecall: The leader must place one available gravestone model in an empty space adjacent to a hero on the battlefield, if possible. Then place an available Deadwalker Zombie on the battlefield in the same space as, or in an empty space adjacent to, each gravestone model on the battlefield. These Deadwalker Zombies are now part of the active hostile group. Then each acting hostile makes an Advance action.
3-7	Advance
8-9	Charge
10-12	Impaling Cursebriar: Each acting hostile makes an Advance action. If a hero suffers damage during this action, they are trapped.



DEADWALKER ZOMBIES

Deadwalker, Empowered

MOVE: 4 WOUNDS: 3 SIZE: SMALL

DEFENCE: None

WEAPON ACTION	TYPE	DICE	DAMAGE
Hands and Teeth	Melee	▲	2/3

SPECIAL RULES

Gravestones: When a Deadwalker Zombie hostile group is deployed, the leader must place one available gravestone model in an empty space adjacent to a hero on the battlefield, if possible. Gravestones are not hostiles, nor are they part of any hostile group. They count as small hostiles for purposes of movement. A hero that is adjacent to a gravestone model can make the **Destroy (4+)** action. If they do, remove the gravestone model from the battlefield.

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Gravecall: The leader must place one available gravestone model in an empty space adjacent to a hero on the battlefield, if possible. Then place an available Deadwalker Zombie on the battlefield in the same space as, or in an empty space adjacent to, each gravestone model on the battlefield. These Deadwalker Zombies are now part of the active hostile group. Then each acting hostile makes an Advance action.
5-6	Advance
7-8	Charge
9-12	Impaling Cursebriar: Each acting hostile makes an Advance action. If a hero suffers damage during this action, they are trapped.



BAT SWARMS

Vermin, Empowered

MOVE: 5 WOUNDS: 2 SIZE: SMALL

DEFENCE: 10+ / Re-roll Successful Attacks

WEAPON ACTION	TYPE	DICE	DAMAGE
Leeching Bite	Melee	■ ■	1/2

SPECIAL RULES

Flying Horrors: Each Bat Swarm hostile group which contains three or more models must include one Direbat, if available, and each hostile group which contains six or more models must include two Direbats, if available.

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

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

BEHAVIOUR TABLE

ROLL	RESULT
1-4	Charge
5-8	Bloodsucking Bite: Each acting hostile makes an Advance action, targeting the most wounded hero it can reach. If the attack roll is successful, increase the Damage values of that weapon action by +1/+1 for that attack. If a hero suffers three or more damage during this action, remove the Bat Swarm hostile from the battlefield as if it had been slain.
9-12	Frenzied Assault: Each acting hostile makes a Charge action. Re-roll failed attack rolls during this action.



ULFENWATCH

Ulfenwatch

MOVE: 3 WOUNDS: 2 SIZE: SMALL

DEFENCE: 12+ / Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Rusted Sword	Melee	□ □	1/2
Rusted Spear ¹	Melee	△	1/2

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

SPECIAL RULES

City Guard Patrol: Each Ulfenwatch hostile group which contains four or more models must include one Ulfenwatch Officer, if available, and one Ulfenwatch Banner Bearer, if available.

Banner Bearer: Re-roll failed attack rolls for weapon actions made by *Ulfenwatch* hostiles while an Ulfenwatch Banner Bearer is visible to the acting hostile.

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

BEHAVIOUR TABLE

ROLL	RESULT
1-2	Summon the Ulfenwatch: Deploy any slain Ulfenwatch from this hostile group as reinforcements. Then, each acting hostile already on the battlefield makes a Regroup action.
3-9	Patrol: If there is a hero visible to an acting hostile, each acting hostile makes an Advance action. Otherwise, each acting hostile makes a Move action towards a random mysterious object, or the closest hero if there are no mysterious objects on the board.
10-12	Dance Macabre: Each acting hostile makes a Move action, then each acting hostile able to attack a hero makes a Regroup action and each acting hostile that is not able to make an attack makes an Advance action.



ULFENWATCH

Ulfenwatch, Empowered

MOVE: 3 WOUNDS: 2 SIZE: SMALL

DEFENCE: 12+ / Reduce Damage by 1

WEAPON ACTION	TYPE	DICE	DAMAGE
Rusted Sword	Melee	Yellow square, Blue triangle	2/2
Rusted Spear ¹	Melee	Red pentagon	2/2

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

SPECIAL RULES

City Guard Patrol: Each Ulfenwatch hostile group which contains four or more models must include one Ulfenwatch Officer, if available, and one Ulfenwatch Banner Bearer, if available.

Banner Bearer: Re-roll failed attack rolls for weapon actions made by *Ulfenwatch* hostiles while an Ulfenwatch Banner Bearer is visible to the acting hostile.

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

BEHAVIOUR TABLE

ROLL	RESULT
1-3	Summon the Ulfenwatch: Deploy any slain Ulfenwatch from this hostile group as reinforcements. Then, each acting hostile already on the battlefield makes a Regroup action.
4-8	Patrol: If there is a hero visible to an acting hostile, each acting hostile makes a Charge action. Otherwise, each acting hostile makes a Move action towards a random mysterious object, or the closest hero if there are no mysterious objects on the board.
9-12	Dance Macabre: Each acting hostile makes a Move action, then each acting hostile able to attack a hero makes a Regroup action and each acting hostile that is not able to make an attack makes an Advance action.