

Champion of Hysh

Movement "5

Save "4+

Wounds "5

Bravery "7

Melee Weapon: "Blade of Justice" 5 attacks, 2+ to hit, 4+ to wound, rend -, damage 1

Ability: Roll a dice whenever a friendly unit within 6" suffers a wound or mortal wound on the roll of a 6+ that wound is ignored.

Champion of Ulgu

Movement "5

Save "4+

Wounds "5

Bravery "7

Melee Weapon: "Blade of Spite" 2 attacks, 4+ to hit, 2+ to wound, rend -4, damage 2

Ability: once per **Battle round** at the start of any phase pick a friendly unit within 6" of the Champion of Ulgu, any enemy's directing attacks at said unit will suffer a -1 to hit.

Champion of Chamon

Movement "5

Save "4+

Wounds "5

Bravery "7

Melee Weapon: "Blade of Iron" 3 attacks, 4+ to hit, 3+ to wound, rend -1, damage 2

Ability: once per **Battle round** at the start of any phase pick a friendly unit within 6" of the Champion of Chamon increase the rend value of one of the units weapons by 1 (rend – becomes rend-1, rend -1 becomes -2 etc) in addition said unit will be ignore the rend -1 penalty from enemy attacks. Both bonuses will last untill the end of the phase.

Champion of Gurr

Movement "5

Save "4+

Wounds "5

Bravery "7

Melee Weapon: "Blade of Destruction " 4 attacks, 3+ to hit, 2+ to wound, rend - damage D3

Ability: once per **Battle round** at the start of any phase pick a friendly unit within 6" of the Champion of Gurr, said unit will receive +1 to wound for all of its attack's for the duration of said phase.

Champion of Shylish

Movement "5

Save "4+

Wounds "5

Bravery "7

Melee Weapon: "Blade of Souls" 3 attacks, 4+ to hit, 3+ to wound, rend -2, damage d3

Ability: all enemy units within 18" of the champion of Shylish reduce 2" from there run and charge rolls and reduce 1" from there movement.

Champion of Ghyran

Movement "5

Save "4+

Wounds "5

Bravery "7

Melee Weapon: "Blade of Hope" 5 attacks, 4+ to hit, 2+ to wound, rend -, damage 1

Ability: during your hero phase roll a dice for 3 different friendly units within 6" of the Champion of Ghyran on a 3+ for each unit they heal D3 lost wounds from earlier in the battle.

Champion of Aqshy

Movement "5

Save "4+

Wounds "5

Bravery "7

Melee Weapon: "Blade of Desolation" 2 attacks, 2+ to hit, 2+ to wound, rend -, damage 3

Ability: during your hero phase roll a dice or 3 different enemy units within 8" of the Champion of Aqshy on a 3+ for each unit they suffer d3 Mortal Wound.

Champion of Azyr

Movement "5

Save "4+

Wounds "5

Bravery "7

Melee Weapon: "Blade of Order" 5 attacks, 3+ to hit, 3+ to wound, rend -1, damage 2

Ability: when directing all of its attacks against a "HERO" or "MONSTER" this miniature may rerolls to hit and wound rolls, against all other targets double his attacks.