



## URUK-HAI



MOVEMENT ATTACK DEFEND BODY MIND  
SQUARES DICE DICE POINTS POINTS

|   |   |   |   |   |
|---|---|---|---|---|
| 8 | 6 | 6 | 6 | 3 |
|---|---|---|---|---|

## XWARLOCK

### WARLOCK

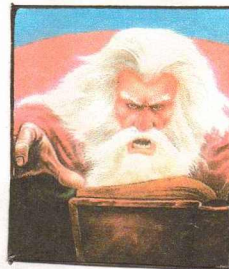


MOVEMENT ATTACK DEFEND BODY MIND  
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|    |   |   |   |   |
|----|---|---|---|---|
| 10 | 4 | 4 | 6 | 6 |
|----|---|---|---|---|

## XZARGON

### ZARGON



MOVEMENT ATTACK DEFEND BODY MIND  
SQUARES DICE DICE POINTS POINTS

|    |   |   |    |   |
|----|---|---|----|---|
| 10 | 6 | 6 | 14 | 8 |
|----|---|---|----|---|

NOTE: Zargon can perform 2 different actions on each of his turns. He may cast 2 spells or cast 1 spell and make 1 attack or he can make 2 attacks.

Spells and any kind of flying weapons are useless against his magic.



## IRON SKELETON



MOVEMENT ATTACK DEFEND BODY MIND  
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|   |   |   |   |   |
|---|---|---|---|---|
| 5 | 5 | 5 | 5 | 0 |
|---|---|---|---|---|



## HOBGOBLIN



MOVEMENT ATTACK DEFEND BODY MIND  
SQUARES DICE DICE POINTS POINTS

|    |   |   |   |   |
|----|---|---|---|---|
| 12 | 2 | 2 | 2 | 1 |
|----|---|---|---|---|



## MOUNTAIN ORC



MOVEMENT ATTACK DEFEND BODY MIND  
SQUARES DICE DICE POINTS POINTS

|   |   |   |   |   |
|---|---|---|---|---|
| 7 | 3 | 3 | 3 | 3 |
|---|---|---|---|---|



## BIG GARGOYLE



MOVEMENT ATTACK DEFEND BODY MIND  
SQUARES DICE DICE POINTS POINTS

|   |   |   |   |   |
|---|---|---|---|---|
| 6 | 4 | 5 | 8 | 4 |
|---|---|---|---|---|

## GHOUL



MOVEMENT ATTACK DEFEND BODY MIND  
SQUARES DICE DICE POINTS POINTS

|   |   |   |   |   |
|---|---|---|---|---|
| 0 | 2 | 3 | 2 | 5 |
|---|---|---|---|---|