

WARROR				*HAND-TO-HAND	
ATTACK	DEFEND	STARTING POINTS			
3	2	BODY	MIND		
		7	2	14	
RANGER				*RANGED WEAPONS	
ATTACK	DEFEND	STARTING POINTS			
2	2	BODY	MIND		
		6	4	14	
ROGUE				*TOOL KIT	
ATTACK	DEFEND	STARTING POINTS			
2	2	BODY	MIND		
		5	4	13	
WIZARD				*(4 SPELLS)	
ATTACK	DEFEND	STARTING POINTS			
1	2	BODY	MIND		
		4	6	13	

Not available to Chaos

Not available to Dwarves

*Certain quests will award +1 to command for one of the heroes in warmaster (+2 max. each).

Empire Notes:	Chaos Notes:	Elf Notes:	Dwarf Notes:
no changes	No ranged attacks so no Ranger character. Wizard may have armor and his upgrade is the long sword instead. Wizard receives 4 chaos spell cards. Warriors can wear plate armor with no movement changes.	All heroes are 1 less Body Points. Except Wizard, 4. Wizard can have 3 of the spell families (9 cards total). Short bow and Cross bow have unlimited ammo per their regular rules.	All heroes are 1 more Body Points. Wizard is not allowed.
Short Bow: 6 shots only per larger bolts compared to cross bow. Same rules as cross bow but only 2 combat dice.			

ITEMS LISTS PER HERO (X is default)(+'s are warmaster bonus')

WARRIOR		RANGER		ROGUE		WIZARD	
	Dagger		Dagger		Dagger		Dagger
	Short Sword	X (6 shots)	Short Bow (NEW)	X	Short Sword	X (cs only)	Staff
X	BroadSword		Cross Bow	+1 attack	Long Sword	+1 attack	Short Sword (not available to the chaos sorcerer)
+1 attack	Battle Axe		Staff	X	Tool Kit	+1 attack (cs only)	Long Sword (chaos sorcerer only)
	Helmet	X	Short Sword				Helmet (chaos sorcerer only)
	Shield	+1 attack	Broadsword				Chain Mail (chaos sorcerer only)
	Chain Mail		Helmet				Plate (chaos sorcerer only)
	Plate		Shield				
			Chain Mail				