

WARROR					*HAND-TO-HAND	Not available to Chaos
ATTACK	DEFEND	STARTING POINTS				
3	2	BODY	MIND	7	2	
					14	
RANGER					*RANGED WEAPONS	Not available to Chaos
ATTACK	DEFEND	STARTING POINTS				
2	2	BODY	MIND	6	4	
					14	
ROGUE					*TOOL KIT	Not available to Dwarves
ATTACK	DEFEND	STARTING POINTS				
2	2	BODY	MIND	5	4	
					13	
WIZARD					*(4 SPELLS) 1 family and 1 extra	Not available to Dwarves
ATTACK	DEFEND	STARTING POINTS				
1	2	BODY	MIND	4	6	
					13	

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

ITEMS LISTS PER HERO (X is default)(+'s are warmaster bonus')			
WARRIOR		RANGER	
Dagger		Dagger	X
Short Sword	X (6 shots)	Short Bow (NEW)	X
X BroadSword		Cross Bow	+1 attack
+1 attack Battle Axe		Staff	X
Helmet	X	Short Sword	
Shield	+1 attack	Broadsword	
Chain Mail		Helmet	
Plate		Shield	
		Chain Mail	
		ROGUE	
		Dagger	X
		Short Sword	x (cs only)
		Long Sword	+1 attack
		Tool Kit	+1 attack (cs only)
		WIZARD	
		Dagger	
		Staff	
		Short Sword (not available to the chaos sorceror)	
		Long Sword (chaos sorceror only)	
		Helmet (chaos sorceror only)	
		Chain Mail (chaos sorceror only)	
		Plate (chaos sorceror only)	

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.			