



TOMB SKELETON ARCHERS

VALKRILL

SHAMBLING HORDE

You may move up to 4 Tomb Skeleton Archers you control each turn. If more than 2 of the Tomb Skeleton Archers move this turn, no Tomb Skeleton Archers may attack. If none of the Tomb Skeleton Archers move this turn, you may attack with up to 4 Tomb Skeleton Archers you control.

CLEAR SHOT

When attacking a figure that is not engaged, a Tomb Skeleton Archer rolls 1 additional attack die.

SKELETAL FORM

When rolling defense dice against an attack from a figure with a Range number of 4 or more that is not a Cleric or Wizard, a Tomb Skeleton Archer adds 1 die.



UNDEAD
COMMON SQUAD
GUARDS
MINDLESS
MEDIUM 4

1

LIFE

MOVE

4

SPACES

RANGE

7

SPACES

ATTACK

1

DICE

DEFENSE

2

DICE

30

POINTS



TOMB SKELETON ARCHERS



Valkrill
Crevcor's Commission
8,9/18

MOVE 4
SPACES

RANGE 7
SPACES

ATTACK 2
DICE

DEFENSE 3
DICE