


**BERSERKERS**

M:24 / A:18 / S:12 1 Maneuver 

**DOUBLE-HANDED WEAPON 11**  
Initiative 2  
Size 2  0  2  1

Fear Factor 2 Morale 5/12


EMPIRE **BERSERKERS** NORTH MARK




 + 9 x 

no special rules

**210 POINTS**





**IMPERIAL ARQUEBUSIERS**

M:16 / A:12 / S:8 2 Maneuvers 

**ARQUEBUS 4 Hexes: 7 7 Hexes: 3**  
**HAND WEAPON 7 Initiative 2**  
Size 1  0  1  1

Fear Factor 1 Morale 9/16

EMPIRE **IMPERIAL ARQUEBUSIERS** CENTRAL MARK


 +  +  + 7 x 

no special rules

**140 POINTS**

**MOUNTED KNIGHTS OF THE ORDER**

M:24 / A:18 / S:12 3 Maneuvers 

**LANCE 10**  
**HAND WEAPON 9 Initiative 2**  
Size 3  5  7 Charge Bonus 4  1

Fear Factor 2 Morale 7/16

EMPIRE **MOUNTED KNIGHTS OF THE ORDER** ORDER

 +  + 8 x 

Cannot start fires.

**310 POINTS**

**NOBLE FOOTSOLDIERS**

M:16 / A:12 / S:8 2 Maneuvers 

**HAND WEAPON 8**  
Initiative 2  
Size 2  2  4

Fear Factor 1 Morale 8/16

EMPIRE **NOBLE FOOTSOLDIERS** IMPERIAL ARMY

 +  +  + 7 x 

no special rules

**170 POINTS**

**DWARF-EATERS**

M:16 / A:12 / S:8 1 Maneuver

**DOUBLE-HANDED WEAPON 11**  
Initiative 2  
Size 2 2 4

Fear Factor 1 Morale 9/16

ORCS **DWARF-EATERS** IRON CLAN

+ + + 7 x

no special rules

**170 POINTS**

**LIGHT ARCHERS**

M:24 / A:18 / S:12 1 Maneuver

**BOW 9 Hexes: 4**  
**IMPROVISED WEAPON 6** Initiative 2  
Size 2 0 2

Fear Factor 1 Morale 11/16

ORCS **LIGHT ARCHERS** UNIT

+ + + 7 x

Can use flaming arrows.

**120 POINTS**

**LIGHT SWORDBEARERS**

M:20 / A:16 / S:10 1 Maneuver

**HAND WEAPON 8**  
Initiative 2  
Size 2 1 3

Fear Factor 1 Morale 10/16

ORCS **LIGHT SWORDBEARERS** UNIT

+ + + 7 x

no special rules

**130 POINTS**

**ORC GUARD**

M:16 / A:12 / S:8 2 Maneuvers

**2 HAND WEAPONS 10**  
Initiative 2  
Size 2 2 4 1

Fear Factor 1 Morale 6/14

ORCS **ORC GUARD** CLANNGETT

+ + 6 x

no special rules

**160 POINTS**

**TROLLS**

**M:16 / A:12 / S:8 1 Maneuver HORDE**

**HAND WEAPON 9**  
Initiative 1  
Size 3 0 2

**Fear Factor 2 Morale 9/17**

(   )

ORCS **TROLLS** CLANNGETT

+ 9 x

Trolls regenerate the **FIRST** hit they receive in a turn. Hits caused by flaming arrows and incendiary projectiles are not regenerated and are carried over into subsequent turns. Trolls cannot start fires.

**230 POINTS**

**ALGRIM'S RING**

EFFECT: When equipping an element with Algrim's ring, the player has to decide (before the game starts) upon **ONE** spell of level 1 to 3 inclusive that is available to his army, and note this down in secret. The element with the ring can cast this spell **ONCE** during the game in a magic phase. If the element is slain, the ring is lost.

**ALGRIM'S RING**

**30 POINTS**

**USABLE BY**  
Heroes, Commanders,  
Wizards

EMPIRE ITEM



★★ **BASLIAN THE VICTORIOUS**

**16 Movement Points Command Radius: 16**

**HAND WEAPON 8**  
Initiative 3  
Size 2 3 5 1

**Fear Factor 1**

ORCS **BASLIAN THE VICTORIOUS** COMMANDER

**1 x**

no special rules

**80 POINTS**

**CHARIOT**

**M:30 / A:22 / S:14 / H:6 OVERRUN 8**

**JAVELIN 2 Hexes: 3 4 Hexes: 2**  
Initiative 2  
Size 2(2) 2 4 (Horses 1 3) 0

**Fear Factor 1**

EMPIRE **CHARIOT** SOUTH MARK

**1 MODEL**

The crew is equipped with **HAND WEAPONS 9** and can attack elements that are in contact with the chariot itself in melee.

**80 POINTS**

**FLYER** **DRAGONRIDER**

**M:40 / A:30 / S:20 / H:6 OVERRUN 7**

**BITE 14 TAIL 12**  
**DRAGONBREATH 7 Initiative 2**  
**Size 6** 6 7 0 (\*)

**Fear Factor 3**

**EMPIRE** **DRAGONRIDER** **CENTRAL MARK**

**1 MODEL**

The rider has a melee attack of his own against an element on one of the front hexes, using a **HAND WEAPON 8**.

**230 POINTS**

**FENRAGG'S STAFF**

**EFFECT:** The staff can only be used by wizards and has 10 Spell Points stored at the beginning of the game. These can be used for casting spells as the player wishes, but cannot be regenerated. If the wizard loses all spell points due to the effects of a spell gone wrong, the spell points stored in the staff are not affected, and can still be used. If the element with the staff is slain, the staff is lost.

**100 POINTS**



**USABLE BY**  
Wizards

**FENRAGG'S STAFF** ITEM

★ **GORDAN ORCSLAYER**

**16 Movement Points**

**DOUBLE-HANDED WEAPON 11**  
**Initiative 3**  
**Size 2** 2 4 3

**Fear Factor 1**

**EMPIRE** **GORDAN ORCSLAYER** **HERO**

**1 x**

no special rules

**70 POINTS**

**GORRADZ THE MYSTICAL** 1

**24 Movement Points**

**IMPROVISED WEAPON 6**  
**Initiative 2**  
**Size 2** 0 2

**Fear Factor 1**

**ORCS** **GORRADZ THE MYSTICAL** **WIZARD**

**1 x**

no special rules

**160 POINTS**

★★★ **HERKYN BARRACH COLONH**

**16 Movement Points** Command Radius: 24

**HAND WEAPON 8**  
Initiative 3  
Size 2 3 5 2

**Fear Factor 1**

EMPIRE **HERKYN BARRACH COLONH** COMMANDER

**1 x**

no special rules

**110 POINTS**

★ **KRUUK**

**24 Movement Points**

**2 HAND WEAPONS 10**  
Initiative 3  
Size 2 2 4 2

**Fear Factor 1**

ORCS **KRUUK** HERO

**1 x**

Kruuk wears extremely light magical armour that does not impede movement (the armour has no other properties).

**60 POINTS**

**MALAGOR** 1

**24 Movement Points**

**IMPROVISED WEAPON 6**  
Initiative 2  
Size 2 0 2

**Fear Factor 1**

EMPIRE **MALAGOR** WIZARD

**1 x**

no special rules

**150 POINTS**

**MYRLAK CLOUDCOOK**

**M:24 / A:18 / S:12 / H:6 OVERRUN 7**

**TREE TRUNK (both hands) 12**  
Initiative 2  
Size 5 4 6 2

**Fear Factor 3**

ORCS **MYRLAK CLOUDCOOK** CLANNGETT

**1 MODEL**

no special rules

**130 POINTS**

\* 2

**SANDOR  
THE ARROGANT**

**20 Movement Points**

**IMPROVISED WEAPON 6**

**Initiative 2**

**Size 2**  **1**  **3**

**Fear Factor 1**

EMPIRE

**SANDOR  
THE ARROGANT**

WIZARD

**1 x** 

no special rules

**240 POINTS**

**THE STANDARD  
OF VICTORY**

**EFFECT:** As long as the standard is with a unit, all the unit's elements, including attached heroes and commanders, fight with a battle factor increased by 1. The standard can only be carried by a standard bearer – units without a standard bearer cannot receive this item. If the standard bearer is slain, the standard is lost.

EMPIRE



**20 POINTS**

**USABLE BY**  
Units

**THE STANDARD  
OF VICTORY**

ITEM

**THE SWORD  
OF DREAD**

**EFFECT:** Increases the fear factor of the element that carries it by 2. If the sword is with a unit, this applies to the whole unit. The sword has to be carried by the unit's leader in this case. If the element with the sword is slain, the sword is lost.

EMPIRE



**30 POINTS**

**USABLE BY**  
Units, Heroes,  
Commanders, Wizards

**THE SWORD  
OF DREAD**

ITEM

**THE SWORD  
OF MIGHT**

**EFFECT:** The sword has a battle factor of 11. If carried by a unit, it has to be carried by the unit's leader. If the element with the sword is slain, the sword is lost.

ORCS



**20 POINTS**

**USABLE BY**  
Units, Heroes,  
Commanders, Wizards

**THE SWORD  
OF MIGHT**

ITEM

**DEMONWORLD® Basic Game Recruitment Cards Sheet 6 of 7.**

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Cut out, fold along center line, and glue together. For best results, we recommend a spray-on adhesive.

**VARRIG'S STRONG ARM** -/6-20/35

M:9\* / A:- / S:6\* / H:6\*

STONE 16 (6)

IMPROVISED WEAPON 6 Initiative 2

Size 2  0  2

**Fear Factor 1**

ORCS ENGINE OF WAR

**VARRIG'S STRONG ARM**

**1 MODEL**

no special rules

**300 POINTS**

**WAR BANNER**

**EFFECT:** As long as the banner is with a unit, the unit's first morale value is decreased by 2. The banner can only be carried by a standard bearer; units without a standard bearer cannot receive this item. If the standard bearer is slain, the banner is lost.

ORCS ITEM

**WAR BANNER**

**20 POINTS**

**USABLE BY**  
Units



**WYRRMSH WITH THE DRAGONSTAFF** \* 3

24 Movement Points

IMPROVISED WEAPON 6

Initiative 2

Size 2  0  2

**Fear Factor 2**

ORCS WIZARD

**WYRRMSH WITH THE DRAGONSTAFF**

**1 x** 

no special rules

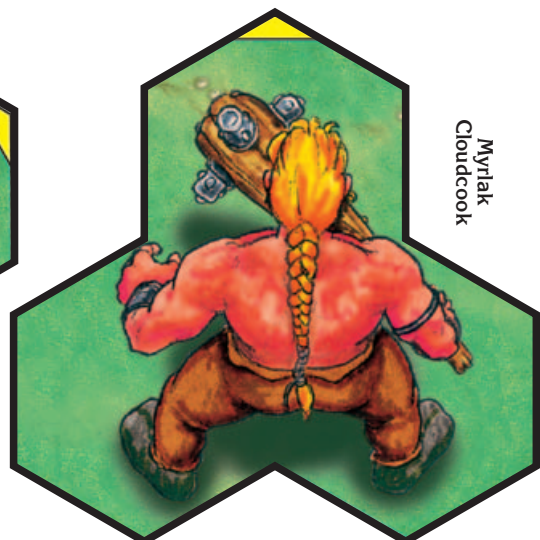
**380 POINTS**

# DEMONWORLD

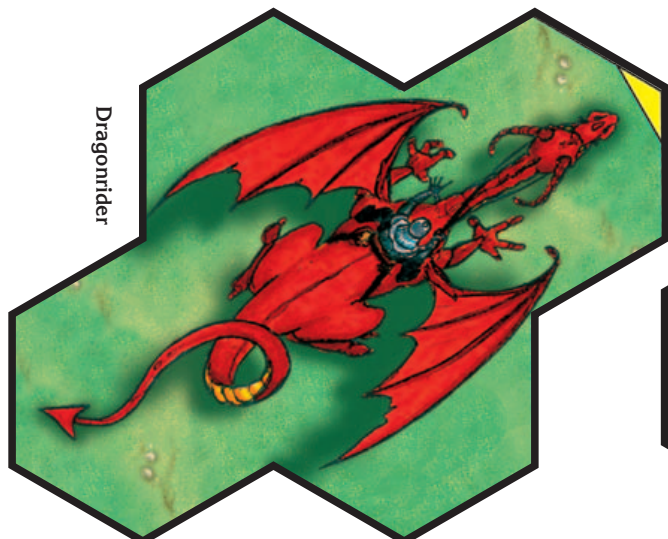
## COUNTER SHEET 1 OF 4

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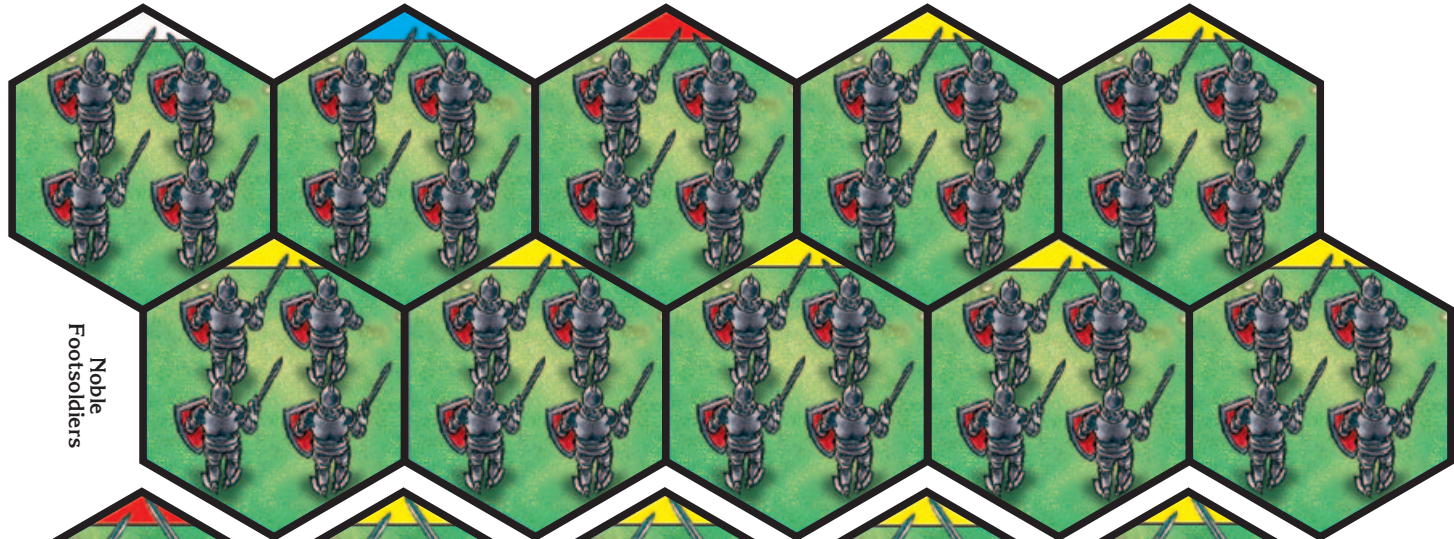
Myriak  
Cloudcook



Dragonrider



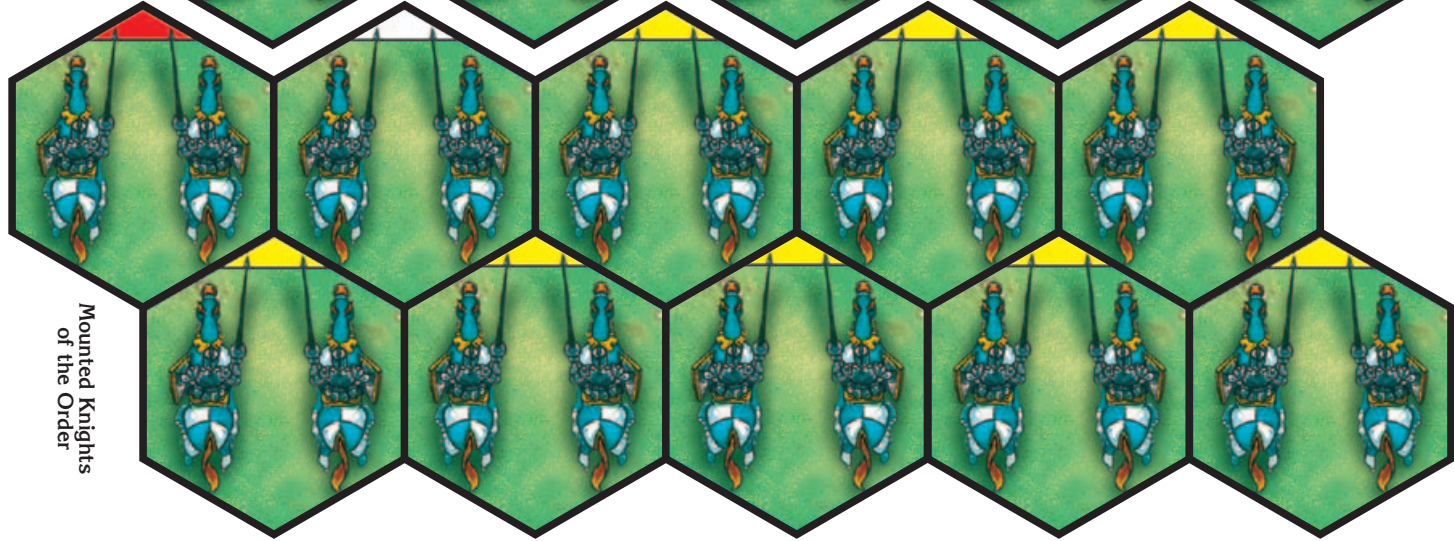
Noble  
Footsoldiers



Berserkers



Mounted Knights  
of the Order

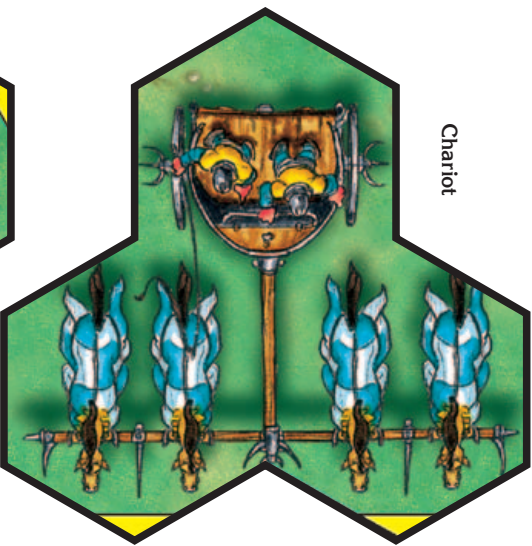


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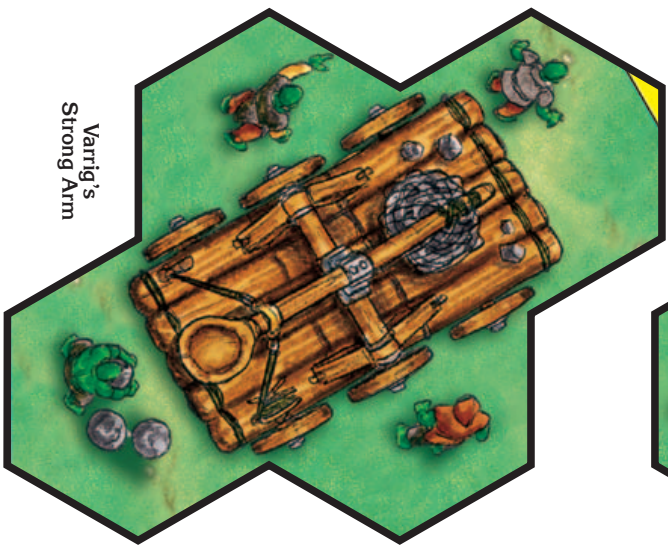
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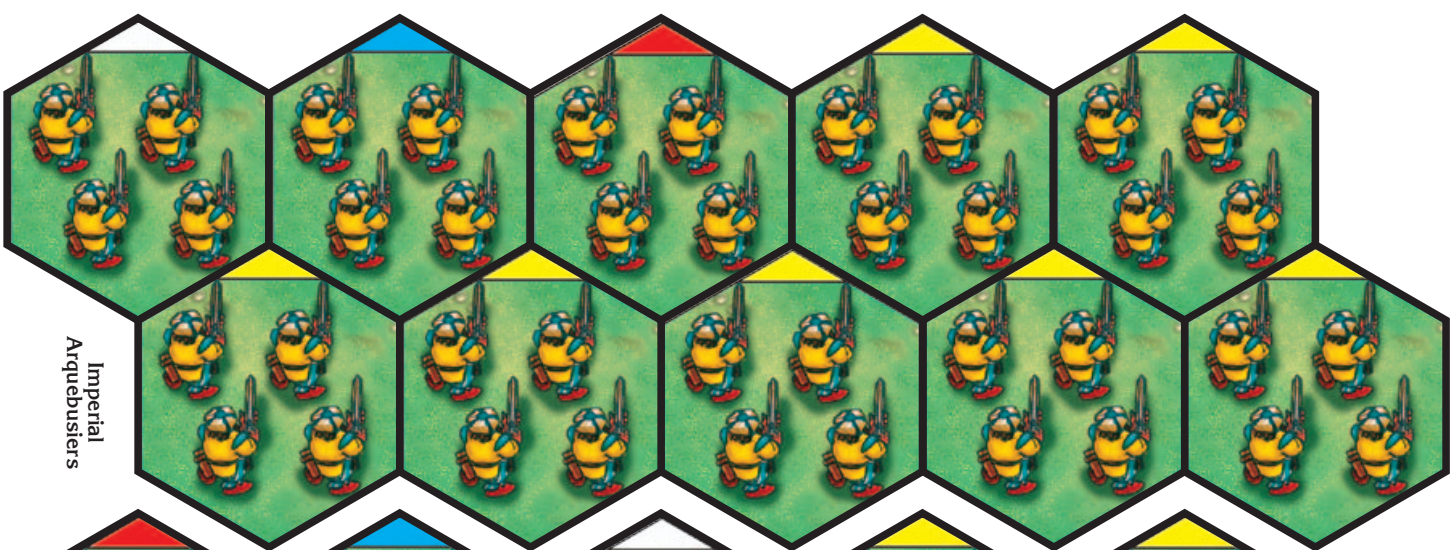
Chariot



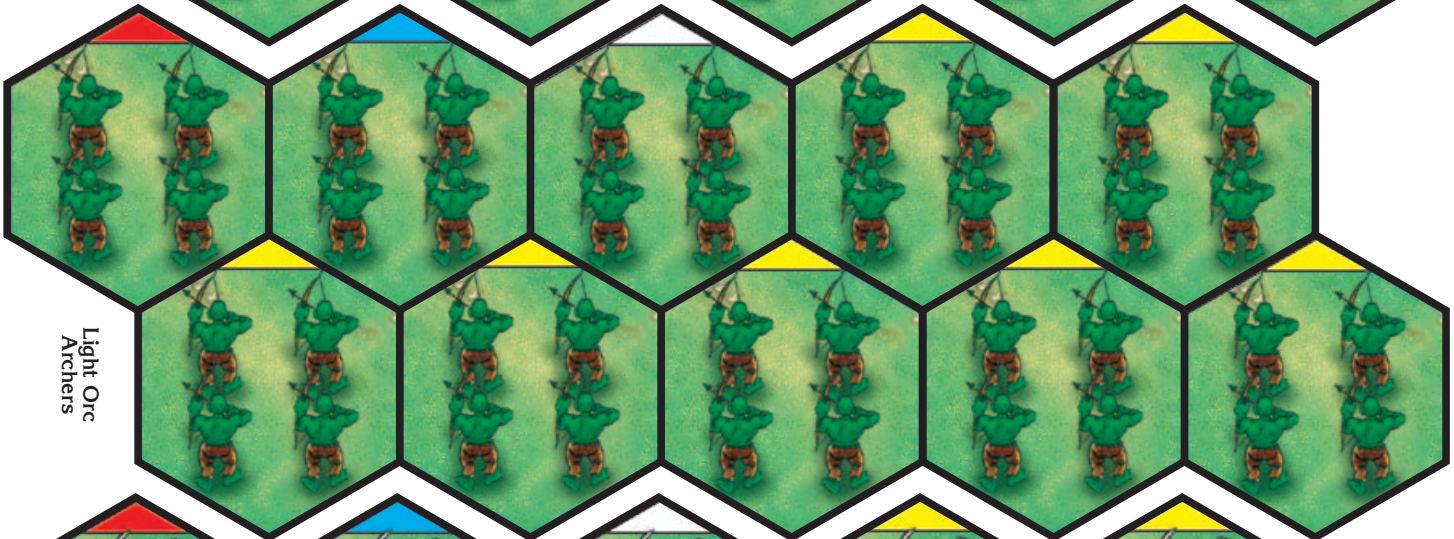
Varrig's Strong Arm



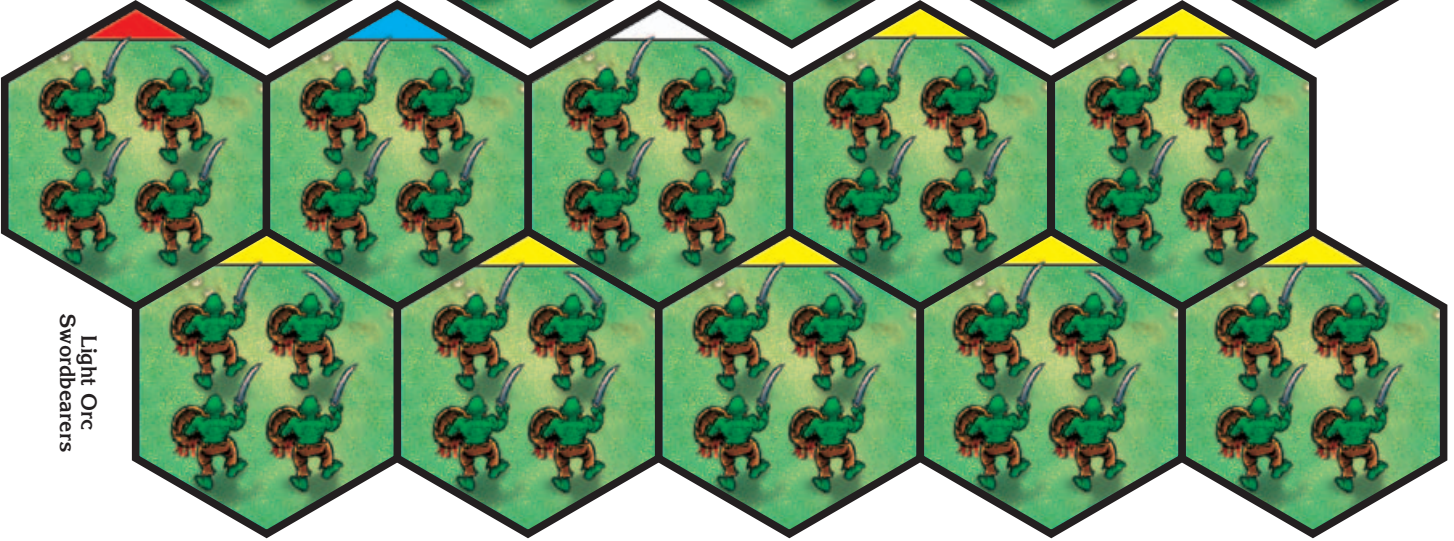
Imperial Arquebusers



Light Orc Archers



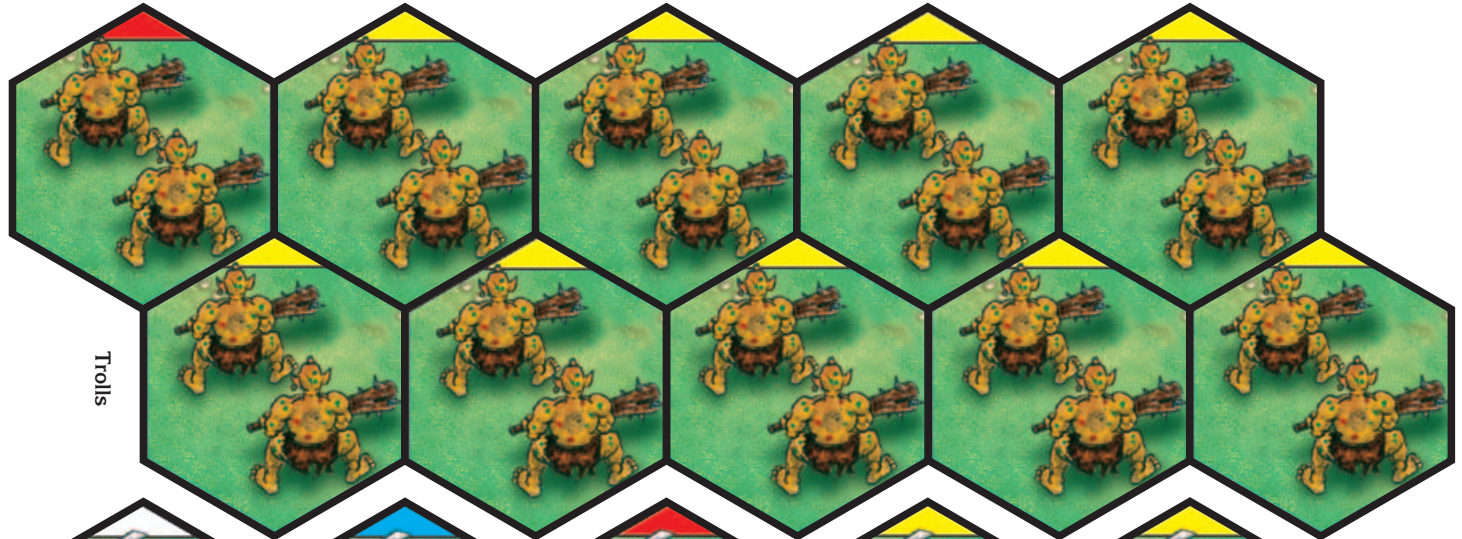
Light Orc Swordbearers



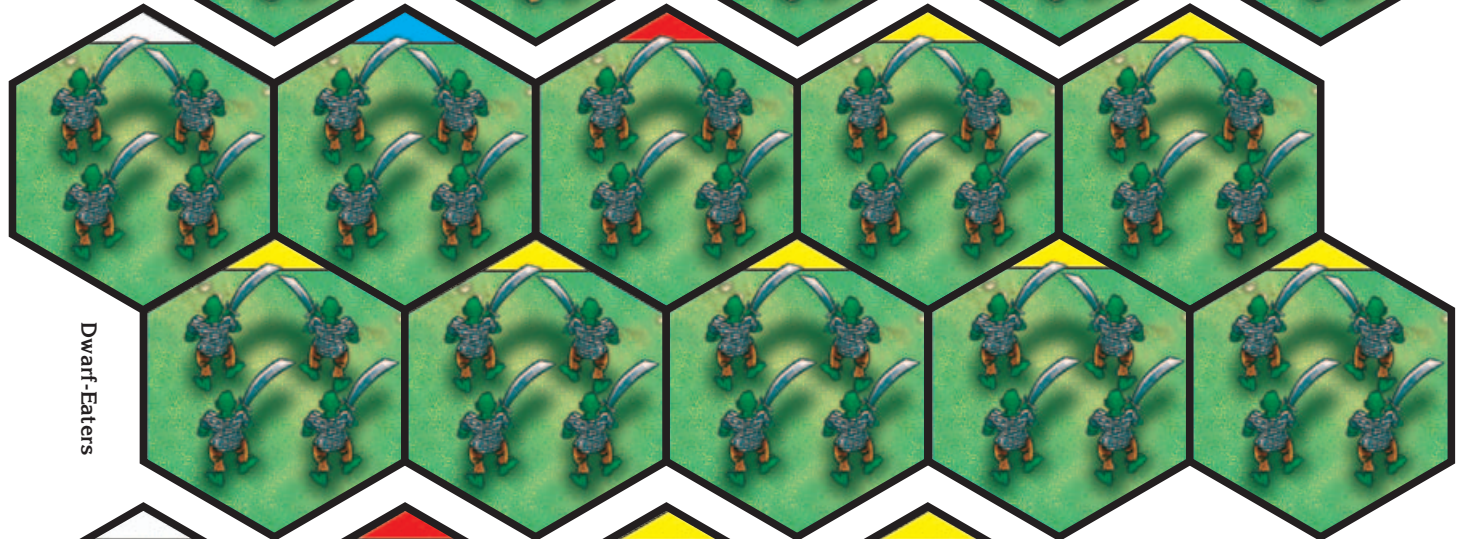
# DEMONWORLD

## COUNTER SHEET 3 OF 4

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Trolls



Dwarf-Eaters



Orc Guard



Gordan

Barrach

Malagor

Sandor



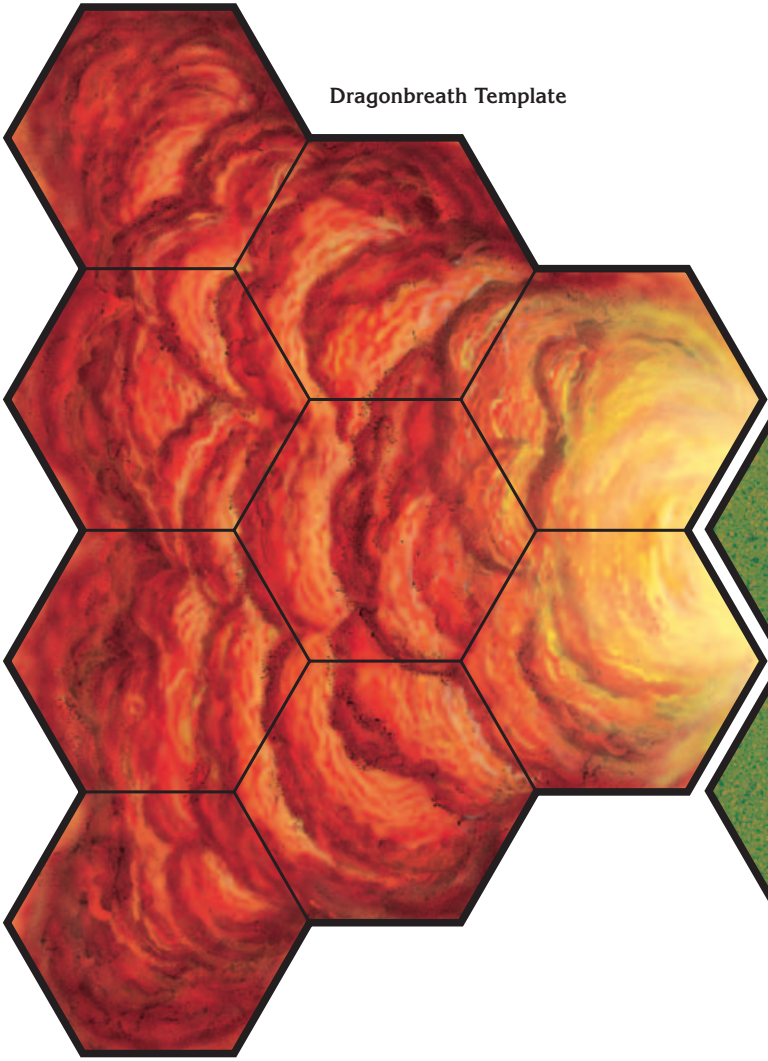
Kruuk

Baslian

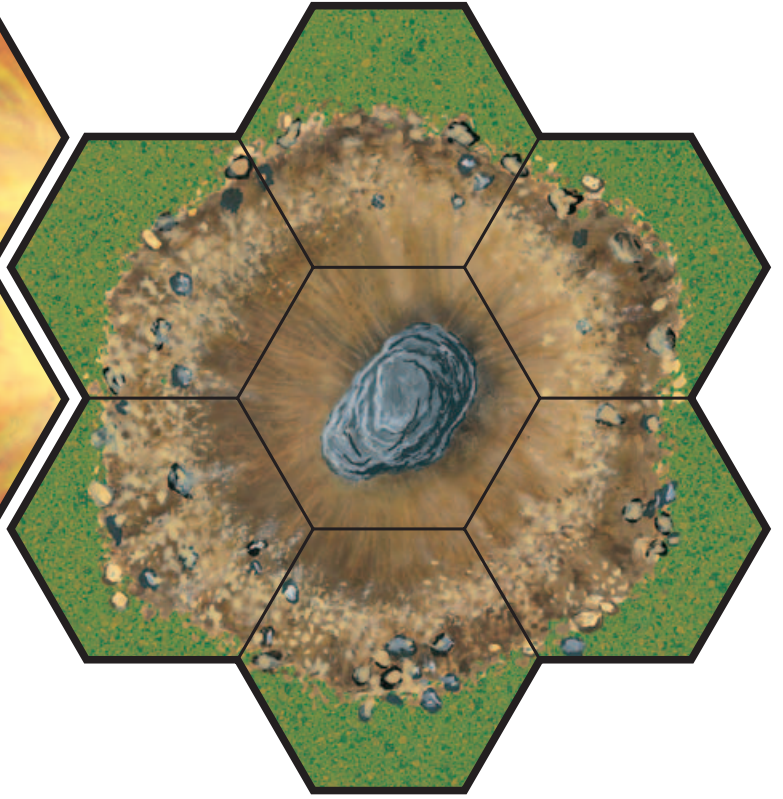
Gorradz

Wyrmsch

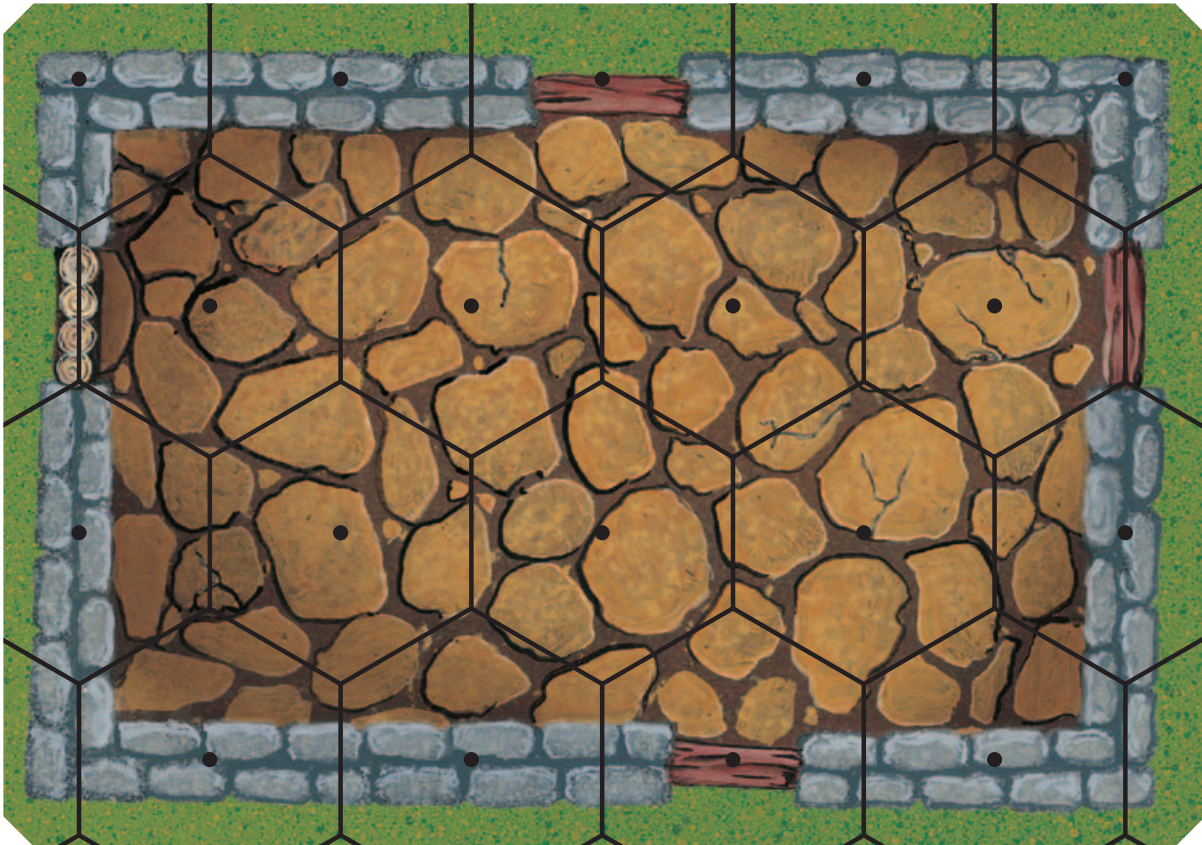
Dragonbreath Template

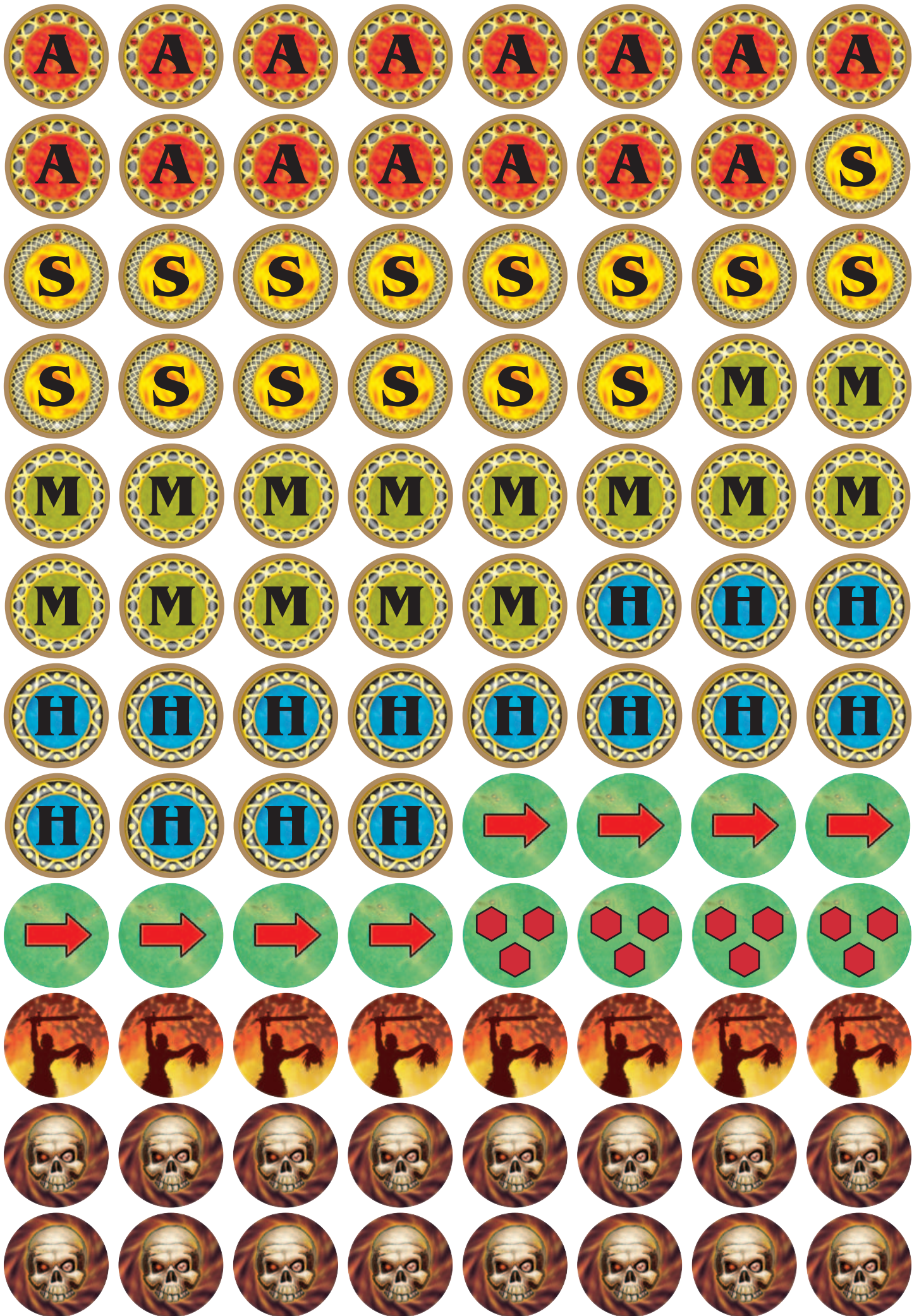


Large Stone Projectile



Building





After printing out, glue onto suitably-sized coins or buttons, and cut out with a sharp modelling-knife.



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