

Whizz bang – succeed with two spells (against enemy) in one turn - 1 point

Whizz bang – succeed with two spells (against enemy) in one turn - 1 point

Lead by Example – hero kills enemy worth 20 points or more – 1 point

Lead by Example – hero kills enemy worth 20 points or more – 1 point

Wet weather – *start of turn* – all missile fire disadvantaged (2)

Wet weather – *start of turn* – all missile fire disadvantaged (2)

Surprise attack – *enemy movement* roll 1 attack die against enemy that moves adjacent (2)

Surprise attack – *enemy movement* roll 1 attack die against enemy that moves adjacent (2)