

Bone Construct

	Starting	Upgrades
Health	40	+5 +5 +5 +5 +5
Cost:		1 Food 1 Ore 1 Fuel 1 Fuel 1 Fuel

Attacks

Mega Gargant
Femur Club

Speed	5	6 7 8
Cost:		1 Food 1 Ore 1 Fuel
Attacks	6	7 8
Cost:		1 Ore 1 Fuel
Hit	4+	3+
Cost:		1 Fuel
Wound	3+	2+
Cost:		1 Fuel
Rend	1	2 3
Cost:		1 Food 1 Ore
Damage	3	4 5
Cost:		1 Food 1 Ore
Crit		Mortal
Cost:		1 Realm-stone

	Starting	Upgrades
Save	4+	3+
Cost:		1 Ore

Jagged
Bone Stumps

Speed	4	5 6
Cost:		1 Food 1 Ore
Attacks	8	10 12
Cost:		1 Ore 1 Fuel
Hit	4+	3+
Cost:		1 Ore
Wound	3+	
Rend	2	3
Cost:		1 Food
Damage	2	3
Cost:		1 Food



Abilities

Ward

Once per game	6+
Cost:	1 Food, 1 Ore, 1 Fuel
Enhanced	5+
Cost:	1 Realm-stone

Protection of Nagash

Once per game	Damage is capped at 10 (after Wards) for one enemy weapon this turn
Cost:	1 Food, 1 Ore, 1 Fuel

Curse of Years

Pre-flight	Roll 20 dice. Inflict 1 damage for each 6 rolled. Then roll a number of dice equivalent to the number of 6s you rolled. These dice also inflict 1 damage on each 6 rolled. Repeat the above steps, inflicting damage on every 6 until you make a roll that contains no sixes
Cost:	1 Food, 1 Ore, 1 Fuel
Enhanced	Roll 30 dice instead
Cost:	1 Realm-stone

Unholy Speed

Once per game	+3 to Speed of all weapons for this turn
Cost:	1 Food, 1 Ore, 1 Fuel
Enhanced	+4 to Speed instead
Cost:	1 Realm-stone

Soul Poison

Passive	Every time your opponent rolls a 1: They take 1 damage
Cost:	1 Food, 1 Ore, 1 Fuel