

Each character has stats

Like burrows each stat is a Dvalue - D6, D8 etc

Move

Ability

Guard

Intelligence

Commit

Commit is number of wounds

When wounded roll Commit - if less than wounds suffered character is removed from play

Each char has a passive ability too

Each mini can perform a Move and another Action per turn

Move

Attack

Interact

Pass

To attack roll Ability vs Guard, if attacker rolls higher, inflict 1 wound

Harry Potter -

M - D6

A - D8

G - D8

I - D6

C - D6

"chosen one" may reroll any 1 dice once per turn

Ginny Weasley

M - D6

A - D6

G - D8

I - D6

C - D8

"how she got so good" - Ginny may reroll Guard rolls she makes

Fleur Delacour

M - D6

A - D6

G - D8

I - D6

C - D8

"Half Veela" - all characters must pass a I test of 6+ to target this mini

Viktor Krum

M - D6

A - D6

G - D8

I - D6

C - D8

"Duelist" Viktor may reroll Ability tests

George Weasley

M - D6

A - D8

G - D8

I - D8

C - D6

"I'm Fred" - swap places with friendly Fred Weasley

Fred Weasley

M - D6

A - D8

G - D8

I - D6

C - D8

"I'm George" - swap places with friendly George Weasley

Padma Patil

M - D6

A - D8

G - D8

I - D6

C - D6

"Twinned" - when activating a friendly Pavati Patil within 6" may activate after this miniature has resolved it's actions

Parvati Patil

M - D6

A - D8

G - D6

I - D8

C - D6

"Twinned" - when activating a friendly Padma Patil within 6" may activate after this miniature has resolved it's actions

Cho Chang

Filch

M - D6

A - D4

G - D8

I - D6

C - D6

"voice of authority" pick a miniature within 8" - this miniature's controller may decide which Action that miniature takes this turn

Ron Weasley -

M - D6

A - D6

G - D8

I - D6

C - D8

"Loyalty" - If a friendly mini in 6" is wounded, ron may take a free move toward them

Cedric Diggory

M - D6

A - D6

G - D8

I - D6

C - D8

"Indomitable Willpower" may reroll Commit checks

Neville Longbottom

M - D6

A - D6

G - D8

I - D6

C - D8

"One for the team" - if a friendly mini in 6" takes a wound, Neville may take the wound instead

Draco Malfoy

M - D6

A - D6

G - D8

I - D6

C - D8

"look out for number one" - if wounded, may pass that wound to a friendly mini within 3"

Hagrid

M - D6

A - D6

G - D8

I - D6

C - D8

"come on now" may force any mini in 8" to reroll 1 die (only once per turn)

Hermione -

M - D6

A - D6

G - D6

I - D10

C - D6

"Bag Of holding" - either Hermione or a friendly mini in contact may draw an Arcana card

a deck of item / spell cards too - Arcana Deck

players can choose to draw instead of activating a mini

1 Broomstick - increase M to D20, -2 to all rolls

2 Broomstick - increase M to D20, -2 to all rolls

3 Healing Potion - heal Commit worth of wounds

4 Healing Potion - heal Commit worth of wounds

5 Lucky totem - may discard to reroll 1 die

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