

Skyrider



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	Halaztaf d6+1	*	*	5	3	3	d12



Service Market					
AGL	d12				
ABL	d8				
Hero/Leader					
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TALENTS & SKILLS			
Leader	Shoot Them!		
Dodge [2]	Feint [1]		
Tripping Strike	Hit and Run		
Fly [Low, SPD 8]			

FACTION THEME RULE
Skyborne

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ABILITIES	EFFECTS
Leader	Non-Feral faction friends within 6": use your DISC. Includes Shoot Them! , +1 to Ability tests.
Shoot Them!	Friends within 6": choose ranged target.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Feint [1]	Pass Opposed MAR test: [1] enemy cannot Parry or Dodge you. [O]
Tripping Strike	Damage -1dl. Hit: Target AGL test or Knocked Down. Crit Hit: AGL test TN+2 per level. [O]
Hit and Run	After melee, AGL test: up to SPD away1 for >1 engaged. PCA.
Fly [Low, SPD 8]	Ignore terrain, SPD 8 while flying. Intercepted only by flyer.



SKYRIDER



Squall



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Halaztaf d6+1	d8	Iron Pinion d4+1 2"-4"-6" hin, thr	5	3	2	d10



AGL	d12		
ABL	d8		
He	Hero		

TALENTS & SKILLS	
Dodge [2]	
Feint [1]	
Swoop [Iron Pinion]	
Fly [Low, SPD 5]	

ABILITIES	EFFECTS		
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]		
Feint [1] Pass Opposed MAR test: [1] enemy cannot Parry or Dodge you			
Swoop [Iron Pinion]	Forgo normal attack: [Iron Pinion] attack during Maneuver over target.		
Fly [Low, SPD 5]	Ignore terrain, SPD 5 while flying. Intercepted only by flyer.		
Hinder (hin)	Target hit: AGL test 5 and if it fails is -1dl MAR.		
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.		



SQUALL



Stormspeaker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Dagger d4	*	*	4	2	2	d8



	STR	d6
Į,	ABL	d8
Ś	Hero/	Caster

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TALENTS & SKILLS
CAR [Air Magic] d10
15 Power
Updraft
Fly [Low, SPD 5]

ABILITIES	EFFECTS
Updraft	Spell target: Friend with Fly : may add +[base spell cost] to Fly [SPD]
Fly [Low, SPD 5]	Ignore terrain, SPD 5 while flying. Intercepted only by flyer.

MAGIC BASICS

CAR (dX) is Caster Rating, used to cast spells and counterspell. Unless otherwise noted, all spells are TN2, require LOS, 18" range, last one turn. Counterspell is an Opposed CAR test. Counterspell range is CAR in inches. Countering Caster must pay same power as spell's base cost (+1 if opposite type or non-Sorcery vs Sorcery). Counterspell requires LOS to target, effect or Caster.



STORMSPEAKER

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SPELL (POWER)	AIR MAGIC (ENERGY)					
Gust (1)	Target takes a STR test TN7. If failed, target is moved in a straight line in a direction you choose. Target stops at Impassable terrain, table edges, and friends or 1" from any enemy or engaged model. Targets with Fly may choose to forego the test and are moved 3". Pass: No effect Fail by X: Moved X inches up to a maximum of 3" Tarch: Moved 3" and Knocked Down.					
Jolt (1)	d8 damage ranged attack. Missile Spell. Electrical.					
Lightning Bolt (3)	d8 damage ranged attack. Missile Spell. Electrical. Arc.					
Servant of Wind (2)	Move target Loot Marker that does not require a test to pick up 2+1d4". If the Loot Marker is moved into contact with you, you may pick it up immediately as a free action. If it is moved into contact with anyone else, they may immediately attempt a DEX test to pick it up as a free action.					

SPELL (POWER)	AIR MAGIC (ENERGY)
Shocking Blade (2)	Target gains +1dl damage and Electrical for one weapon of your choice. If that weapon is utilized for a ranged attack, this spell ends after that attack is resolved.
Skydancer (3)	Target gains Bladedancer and Elusive [+1].
Thin Air (1)	Target may not Run and gains Slow . No effect on models with Fly or Mountaineer .
Thunder's Mark (3)	Attacks vs the target gain +1dl to hit and Electrical.
Wind Wall (2)	Creates a wall in a straight line 1-6" long, ½" wide and 1" tall. All non-spell ranged attacks whose LOE cross this line suffer Disadvantage. Those contacting the wall must pass a STR test or treat it as Rough.



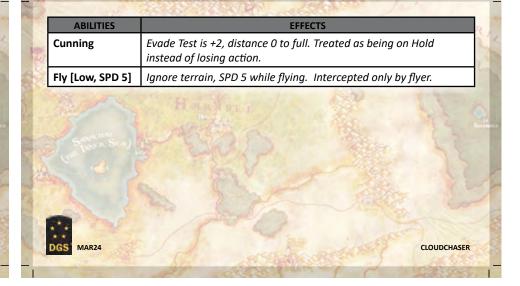
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STORMSPEAKER



ADILITIES	EFFECIS					
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]					
Raven Stance [2]	Not charging: attacks are +[2]dl DISC for combat sequence.					
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.					
Fly [Low, SPD 5]	Ignore terrain, SPD 5 while flying. Intercepted only by flyer.					
Whirlwind (wrl)	Attack all at -1dl MAR/Damage. You: -2 DEF, not Piled On. [O]					







Thunderbolt



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC	
		Arantish d8 imp pin	*	*	_	_	2	410	
10	d6	Beak d6	Ť	**		5	5	2	d10

Hero



d12	TALENTS & SKILLS				
d8	Assault	Bounding Charge			
ro	Hit and Run	Enhanced Leaper [2]			
	Cavalry	Fouling Strike [1]			
	Fast	Light Construction			

ABILITIES	EFFECTS			
Assault	Charging: Advantage for melee attack tests.			
Bounding Charge	Ignore models of same/smaller base size & lower AGL on Charge path.			
Hit and Run	After melee, AGL test: up to SPD away1 for >1 engaged. PCA.			
Enhanced Leaper [2]	Includes Leaper , but all measurements are increased by [2] inches.			
Leaper	No test to climb/jump/jump gap up to 3". Can do this and Run.			
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.			
Fouling Strike [1] Opposed MAR test: 1 enemy MW suffers Penalty Die [d4] to Comb tests. [1] time/turn. [0]				
Fast	Variable moves: +d6" (only when flying).			
Light Construction	AV-1 for Crit Damage and talent prerequisites.			
Pin (pin)	Tgt hit is Dazed . TH5: Stunned , Crit: Restrained .			
Impact (imp)	(imp) Charge: Advantage on Damage tests.			
DGS AUG24	THUNDERBOLT			



Hailstorm



3	SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
	7	*	*	d10	2 x Zishoti d6 clo 6"-12"-18"	5	3	2	d8

d12

d8

AGL

ABL

Hero

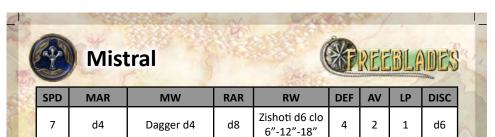


TALENTS & SKILLS	
Dodge [1]	
Elusive [1]	
Harasser	
Hunt d8	
Fly [Low, SPD 6]	

	ABILITIES	EFFECTS					
28	Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]					
2	Elusive [1]	Break Off: no attacks from [1] enemy.					
1	Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.					
	Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.					
	Fly [Low, SPD 5]	Ignore terrain, SPD 6 while flying. Intercepted only by flyer.					
1	Close In (clo)	Add melee attack w/MAR=RAR-1dl. No: Charge Damage Bonus, split attack.					



HAILSTORM



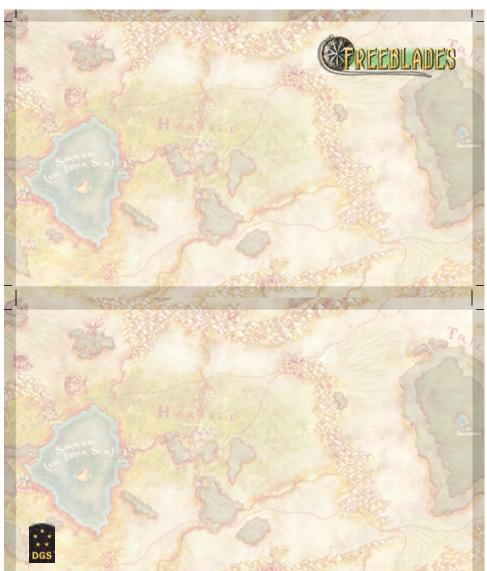


ABL	d6			
Follower				

TALENTS & SKILLS
Limited
Fly [Low, SPD 5]

ABILITIES	EFFECTS
Limited	May not have > one of this model type for every full 75 gold in the freeband's base cost.
Fly [Low, SPD 5]	Ignore terrain, SPD 5 while flying. Intercepted only by flyer.
Close In (clo)	Add melee attack w/MAR=RAR-1dl. No: Charge Damage Bonus, split attack.









20 20	MODEL TYPE	FREEBAND ASSEMBLY RULES
	Leader	A freeband must include one and only one Leader. This may be the result of the Alternate Leader rule, see the Living Rulebook.
	Caster	A freeband may include one (and no more than one) Caster. The ability to take an Ally Caster does NOT alter this restriction.
THE PARTY OF THE P	Hero	May include up to 4 if 250 gold or less base cost. No more than 2 of any non-unique type. Freebands over 250 gold in base cost are permitted additional Heroes, for each full increment of 50 gold. 251-300 +1 Hero, 301-350 +2 Heroes, 351-400 +3 Heroes, Etc. Additional Heroes may not be Leaders or Casters. A freeband in which the Leader and Caster is the same model may have up to five additional Heroes.
	Follower	Your freeband may also include any number of Followers as long as the total model count does not exceed 18.

	MODEL TYPE	FREEBAND ASSEMBLY RULES
	Allies	One Ally may be included for every two of the same type model (Hero
Ş,		or Follower). No more than one of any given Ally. See the Allies section
Š		of the Living Rulebook for additional restrictions and Allies available for
٤		this faction.

	FACTION THEME RULE	EFFECTS
	Skyborne	During deployment choose 1 model with Fly ; that model may
į		be kept off the encounter area. At the start of its activation, it
Ĵ		may be placed anywhere on the encounter area not in contact
Á		with an enemy. It then scatters 2d6" in a random direction,
7		maintaining its facing and deviating the minimum amount to
		avoid Impassable terrain or ending within 1" of an enemy.







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	REFERENCE	EFFECTS
STATE OF THE STATE	Arc (arc)	Models directly between: AGL test 5 or suffer effects, no block LOS/Conceal.
	Bladedancer	Elusive [1]. Break Off = Maneuver after reactions.
	Electrical (elec)	Enemy not Animal/Feral/Warbeast/Demon : Combat, Damage tests at +[target AV-4, min 0]
	Elusive [X]	Break Off: no attacks from [X] enemy.
	Slow	You are -1 SPD for purposes of Running. Variable move: +d4-1".

