



Skyrider



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



AGL	d12
ABL	d8
Hero/Leader	

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 away. -1 for >1 engaged. PCA.
Fly [Low, SPD 8]	Ignore terrain, SPD 8 while flying. Intercepted only by flyer.



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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
Hero	

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



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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. [O]
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.



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SQUALL



Stormspeaker



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



STR	d6
ABL	d8
Hero/Caster	

TALENTS & SKILLS

CAR [Air Magic] d10

15 Power

Updraft

Fly [Low, SPD 5]



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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.



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STORMSPEAKER

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". <ul style="list-style-type: none"> 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



Whirlwind



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Kaiba d8 wrl	*	*	5	3	2	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Raven Stance [2]
Sidestep
Fly [Low, SPD 5]



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ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Raven Stance [2]	Not charging: attacks are +[2]d1 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 -1d1 MAR/Damage. You: -2 DEF, not Piled On. [O]



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WHIRLWIND



Cloudchaser



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	*	*	4	2	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Cunning
Fly [Low, SPD 5]



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ABILITIES	EFFECTS
Cunning	Evade Test is +2, distance 0 to full. Treated as being on Hold instead of losing action.
Fly [Low, SPD 5]	Ignore terrain, SPD 5 while flying. Intercepted only by flyer.



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CLOUDCHASER



Thunderbolt



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



AGL	d12
ABL	d8
Hero	

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



Hailstorm



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



AGL	d12
ABL	d8
Hero	

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

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 away. -1 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 Combat 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)	Charge: Advantage on Damage tests.

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THUNDERBOLT

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
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.
Close In (clo)	Add melee attack w/MAR=RAR-1dl. No: Charge Damage Bonus, split attack.

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HAILSTORM



Mistral



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d4	Dagger d4	d8	Zishoti d6 clo 6"-12"-18"	4	2	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Limited
Fly [Low, SPD 5]



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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.



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MISTRAL





Azura Rules Reference



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.
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 or Follower). No more than one of any given Ally. See the Allies section of the Living Rulebook for additional restrictions and Allies available for this faction.

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



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AZURA RULES REFERENCE



Azura Rules Reference



REFERENCE	EFFECTS
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".



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AZURA RULES REFERENCE