



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



39

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.



MAR24

SKYRIDER





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]



31

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.



MAR24

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". - 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 .



MAR24

STORMSPEAKER



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]	



35

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-1dI. No: Charge Damage Bonus, split attack.



AUG24

HAILSTORM



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]	



30

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. [0]
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 -1dI MAR.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



MAR24

SQUALL



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



Whirlwind



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Kaiba d8 wr1	*	*	5	3	2	d10



AGL	d10
ABL	d8
Hero	

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

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".
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.

DGS NOV25

THUNDERBOLT

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]

DGS MAR24

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]



10

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.



MAR24

CLOUDCHASER



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]



12

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-1dI. No: Charge Damage Bonus, split attack.



MAR24

MISTRAL



Wargull



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Fysala d4	*	*	4	2	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Flurry
Fly [Low, SPD 5]



ABILITIES	EFFECTS
Flurry	You count as 2 combatants for Pile On purposes.
Fly [Low, SPD 5]	Ignore terrain, SPD 5 while flying. Intercepted only by flyer.



NOV25

WARGULL



Azura Rules Reference



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.

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".



NOV25

AZURA RULES REFERENCE