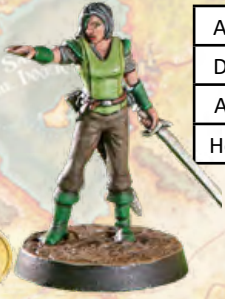




Black Rose



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12+1	Longsword d8+1	*	*	5	4	3	d12



AGL	d10
DEX	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [2]	Elusive [1]
Sidestep	Counterattack
Thievery d8	

FACTION THEME RULE

Scoundrels & Villains

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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.
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]
Thievery d8	Special action: Thievery test to transfer item involuntarily.



BLACK ROSE



Duelist



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Longsword d8	*	*	5	3	2	d10
	d10	Parry Dagger d4 sw						



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	
Bladedancer	
Sidestep	
Swordsman [Parry Dagger]	

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ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Bladedancer	Elusive [1]. Break Off = Maneuver after reactions.
Elusive [1]	Break Off: no attacks from [1] enemy.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Swordsman [Parry Dagger]	May forgo attack with [Parry Dagger] and either: 1) raise Melee DEF +1, or 2) attack with [Parry Dagger]: hit raises another melee attack by +1d1 instead of doing damage. [O]
Swift (sw)	You are +1 to Parry tests with this weapon.



DUELIST



Enchantress



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Dagger d4	*	*	5	2	2	d8



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AGL	d12
ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Moons Magic] d10
15 Power
Dodge [1]

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]

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 v. Sorcery). Counterspell requires LOS to target, effect or Caster.



DEC20

ENCHANTRESS

SPELL (POWER)	MOONS MAGIC (SPIRIT)
Discorporate (3)	Target friend gains Spirit talent. Considered Discorporate while spell lasts.
Enchant (3)	The target takes a SPR test 5. If it fails, the Casting player determines the only type of movement action the target may take from: Charge, Hold, Maneuver, Sprint, Break off. Affected targets may not make any reactions.
Hex (1)	Target is -2d1 MAR or RAR (your choice).
Koromen's Gift (1)	Target recovers 1 LP that it has lost. 9" range.
Moonsblight (1)	Target is -1d1 to its melee damage rolls.
Moonshadow (1)	Target is +2 to ranged DEF.

ENCHANTRESS

SPELL (POWER)	MOONS MAGIC (SPIRIT)
Moonsmark (2)	Friends may make their ranged attacks against the target enemy as if it were the nearest enemy and they had an unobstructed LOS to it. The target cannot benefit from Concealment for the purposes of ranged attacks.
Summon Spirit Warrior (3)	A Spirit Warrior is placed within 6" of you and at least 6" from any enemy. Spirit Warrior vanishes at end of turn. Spell is Target Number 4 to cast.
Vision of Koromai (2)	You may add one to any one friendly die once.



DEC20

ENCHANTRESS



Spirit Warrior (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	Longspear d8 so	*	*	5s	4	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Spirit
Summoned



Mercenary Crossbowman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Broadsword d8	d12	Crossbow d8 re 10"-20"-30"	4	3	2	d8



ABL	d8
Hero	

TALENTS & SKILLS
Precise Shot [2]
Rapid Reload
Sergeant [Outlaw]
Shoot Them!
Climb d10

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ABILITIES	EFFECTS
Spirit	Not slowed by terrain. +1 DEF/AV vs non- Magical attacks. Attacks= Magical . May Discorporate .
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.
Standoff (so)	Counterattack . May fight in support contact.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]
Shield (s)	DEF +1 through front arc (already included).



DEC20

SPIRIT WARRIOR



DEC20

MERCENARY CROSSBOWMAN

ABILITIES	EFFECTS
Precise Shot [2]	Stationary, Ranged attack: Engaged penalty reduced by 2.
Rapid Reload	Reload=normal, Slow Reload=Reload. Neither: no -1 for moving.
Sergeant [Outlaw]	Outlaws in 6" use your DISC for DISC tests. Includes Shoot Them!
Shoot Them!	Friends within 6": choose ranged target.
Climb d10	May use this rating instead of its ABL when making a Climb test.
Reload (re)	May not shoot if moved > 1/2 SPD.



Black Thorn



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	Longsword d8	*	*	5	3	3	d12
	d10	Parry Dagger d4 sw						

AGL	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Bladedancer
Sidestep	Swordsman [Parry Dagger]

FACTION THEME RULE
Scoundrels & Villains

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Poacher



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Short Sword d6	d10	Longbow d8 12"-24"-36"	5	3	2	d8

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Arboreal	Scout
Marksman	Camouflage d8
Hunt d10	Stealth d8

33



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.
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Bladedancer	Elusive [1] . Break Off = Maneuver after reactions.
Elusive [1]	Break Off: no attacks from [1] enemy.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Swordsman [Parry Dagger]	May forgo attack with [Parry Dagger] and either: 1) raise Melee DEF +1, or 2) attack with [Parry Dagger]: hit raises another melee attack by +1d1 instead of doing damage. [O]
Swift (sw)	You are +1 to Parry tests with this weapon.

DGS DEC20

BLACK THORN

ABILITIES	EFFECTS
Arboreal	Woods = Easy.
Scout	Infiltrate SPD after deployment. +2 scout points.
Marksman	Stationary: Advantage with Ranged Attack tests.
Camouflage d8	Special action: Camouflage test: gain Camo token. Trained.
Hunt d10	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.
Stealth d8	Special action: Stealth test: gain Stealth token. -4 if not concealed. Trained.

DGS DEC20

POACHER



Illusionist



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Staff d6 te	*	*	4	2	2	d8



31

ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Illusion Magic] d10
15 Power
Intensify Spell [1]
Quick

ABILITIES	EFFECTS
Intensify Spell [1]	Spend 2 Power to apply -1dl to any test taken as part of spell effect.
Quick	Ignores the first penalty to DEF from Piling On.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]

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 v. Sorcery). Counterspell requires LOS to target, effect or Caster.



DEC20

ILLUSIONIST

SPELL (POWER)	ILLUSION MAGIC (ENERGY)
Cloak (1)	Target friend gains a Stealth Token.
Confusion (2)	Target cannot Run, make a special action, make a reaction or make a ranged attack unless it passes a KNW test 7.
Dazzle (2)	Target suffers a -2dl RAR and -2dl MAR.
Illusionary Blades (1)	Melee attacks by the target cannot be Parried or Dodged unless the enemy attempting to Parry or Dodge passes a KNW test 7 for each Parry or Dodge attempt.
Illusionary Terrain (1)	You place a 4" AoE in LOS. You designate the AoE as a Woods, Solid, Rocky, Watery or Icy terrain feature. Friends or enemies who attempt to enter the AoE or draw LOS through it treat it as that terrain type unless they pass a KNW test 7. The KNW test is Target Number 9 if the AoE is in contact with an existing feature possessing the same terrain type keyword. This terrain feature cannot be used to deploy previously undeployed models. The AoE may not be placed on a model.

ILLUSIONIST

SPELL (POWER)	ILLUSION MAGIC (ENERGY)
Leader's Voice (1)	Target gains the Sergeant [model type] talent. The target gains +1dl DISC for any Fear or Morale tests it or models using its DISC are required to take.
Mask (1)	Unengaged target gains the Disguise talent.
Phantoms (2)	Two target enemies are treated as being engaged by an enemy for the purposes of Piling On. Alternatively, one target enemy is treated as being engaged by two enemies for the purposes of Piling On.
Uncertainty (3)	Target enemy makes an immediate KNW test 7 and if it fails, cannot make a ranged attack against or engage you or your friends. This effect is cancelled if the target is attacked or engaged by you or a friend.



DEC20

ILLUSIONIST



Headhunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Falchion d8+1	*	*	4	4	4	d10



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STR	d10
END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Amphibious
Furious
Tough [1]
Bloodstruck

ABILITIES	EFFECTS
Amphibious	<i>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</i>
Furious	<i>For each LP lost and not regained: +1dl to Melee damage.</i>
Tough [1]	<i>Gain 1 LP. Included.</i>
Bloodstruck	<i>Melee: Drop living model: +2dl to Morale/Fear tests for game.</i>



DEC20

HEADHUNTER



Sea Blade



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Cutlass d6+1	*	*	5	3	2	d10



32

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	Dodge [1]
Feint [1]	Elusive [1]
Accurate Strike [1]	Leaper
Thievery d8	Amphibious

ABILITIES	EFFECTS
Parry [1]	<i>Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]</i>
Dodge [1]	<i>Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]</i>
Feint [1]	<i>Pass Opposed MAR test: enemy cannot Parry or Dodge you.</i>
Elusive [1]	<i>Break Off: no attacks from [1] enemy.</i>
Accurate Strike [1]	<i>TH 3 melee attack: target is AV4.</i>
Leaper	<i>No test to climb/jump/jump gap up to 3". Can do this and Run.</i>
Thievery d8	<i>Special action: Thievery test to transfer item involuntarily.</i>
Amphibious	<i>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</i>



DEC20

SEA BLADE



Bounty Hunter



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



33

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [2]	Subdue
Stealth d8	Wayfinder
Hunt d10	Scout
Teammate [Huskarl]	



Huskarl



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	War Mattock d10	*	*	4	6	3	d10



30

END	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [2]	
Punish	
Teammate [Bounty Hunter]	
Alpine	

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Subdue	Special Action: engaged enemy END Test. Crit: No Effect, Pass: Dazed, Fail: Stunned, Tarch: Knocked Down.
Teammate [Huskarl]	Within 1" [Huskarl]: Ignore for LOS, +1d1 Morale/Fear. Fight in support contact.
Wayfinder	Arboreal and Alpine.
Scout	Infiltrate SPD after deployment. +2 scout points.
Hunt	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.
Stealth	Special action: Stealth test: gain Stealth token. -4 if not concealed. May start with Stealth token. Trained.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.

ABILITIES	EFFECTS
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Punish	Living enemy hit by your attack: END test and is Dazed if it fails.
Teammate [Bounty Hunter]	Within 1" [Bounty Hunter]: Ignore for LOS, +1d1 Morale/Fear. Fight in support contact.
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.
Frostfoot	Icy Terrain: No penalty.
Mountaineer	Rocky terrain: No penalty. +1d1 to Climb tests.



Bodyguard



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Greatsword d10	*	*	5	3	2	d10



30

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Deflect
Active Defense
Contain
Protector

ABILITIES	EFFECTS
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Deflect	A hit on you must achieve TH 15 to be a Critical Hit. [R]
Active Defense	May make a reaction attack while engaged.
Contain	Enemy Break Off: ignore enemy talents preventing reactions
Protector	Enemies must attack you in melee.



DEC20

BODYGUARD



Highwayman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Staff d6+1 te	*	*	5	4	2	d10



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AGL	d10
STR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Power Attack [2]
Thievery d8

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Power Attack [2]	You may become -2 melee DEF for +2d1 to melee damage. [O]
Thievery d8	Special action: Thievery test to transfer item involuntarily.
Two-ended (te)	DEF +1 or second melee attack at -2d1 MAR. [O]



DEC20

HIGHWAYMAN



Bard of the Arlian



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Dagger d4	*	*	5	2	2	d8



33

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Perform [Bardsong, 6] d10
Outperform
Dodge [1]
Elusive [1]
Protected

ABILITIES	EFFECTS
Perform [Bardsong, 6] d10	Special action, Ready, unengaged: employ a [Bardsong]. May have [6]: 5 selected and 1 random.
Outperform	Ready, unengaged: use Perform to counter Perform within 18".
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
Protected	Humanoids cannot attack you unless only eligible melee/closest ranged target in LOS.



DEC20

BARD OF THE ARLIAN

BARDSONG PERFORMANCE	EFFECT
Song of Battle	Friends gain +1dI MAR and RAR.
Song of Courage	Friends gain +1dI to Morale and Fear tests, TN 2 to Rally.
Song of Dread	Enemies pass SPR test or are -2dI to Fear and Morale tests.
Song of Guard	Friends gain +1 DEF and Battler .
Song of Haste	Friends gain March .
Song of Rage	Friends gain Power Attack [+1].
Song of Resilience	Friends gain Die Hard [+1]. TN 4.
Song of Resistance	Friends remove Conditions and Tokens they choose. TN 4.
Song of Seduction	One target enemy passes a SPR test 6 or must Hold and may not attack you, cast spells, counterspell, shoot, take actions, change facing, or react.

BARD OF THE ARLIAN

PERFORM
Perform permits you to employ one of the Performances of the Performance Type for which you are eligible. The range of effect of a Performance is 9" and there is no LOS requirement. You must be Ready and unengaged to employ Perform. Perform is TN 2 unless otherwise indicated by the specific Performance. The TN is +2 if part of a Maneuver Action. The TN is +2 for every consecutive turn that specific Performance has been used. Any measurements made to employ one-time effects are made from your location at the point the test is taken. Employing Perform is a special action. Any existing Performance ends immediately when you become engaged or Panic. The effect of any Performance is measured from your current location. A Performance lasts from the moment it succeeds until the end of the turn unless you lose Ready status or become engaged. The +2 TN for consecutive uses does not apply if your Perform test was failed last turn.



DEC20

BARD OF THE ARLIAN



Freebooter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10+1	Boarding Pike d8 pin	*	*	5	2	3	d10



AGL	d12
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Deflect
Dodge [2]
Agile Charge
Tough [1]
Amphibious

29

ABILITIES	EFFECTS
Deflect	A hit on you must achieve TH 15 to be a Critical Hit. [R]
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Agile Charge	Charge: LOS, front arc, straight line not needed until last 3".
Tough [1]	Gain 1 LP. Included.
Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.
Pin (pin)	Tgt hit is Dazed. TH5: Stunned, Crit: Restrained.



DEC20

FREEBOOTER



Roughrider



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d8	Saber d8	d12	Bolas d4 thr ent 6"-12"-18"	5	3	2	d8



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Deft Rider	Harasser
Dodge [1]	Scout
Cavalry	Light Cavalry
Fast	Hunt d8

33

ABILITIES	EFFECTS
Deft Rider	Ignore Cavalry special action restriction.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Scout	Infiltrate SPD after deployment. +2 scout points.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Light Cavalry	Elusive [+1]. Break off: +1 DEF. Evade: +2, any distance.
Fast	Variable moves: +d6".
Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



DEC20

ROUGHRIDER



Faeler Swordsman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Longsword d8	*	*	5s	3	1	d6

ABL	d6
Follower	

TALENTS & SKILLS
Veteran [1g, +1d1 DISC]
Veteran [1g, Squire]

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ABILITIES	EFFECTS
Veteran [1g, +1d1 DISC]	May add [1g] to Cost to gain [+1d1 DISC].
Veteran [1g, Squire]	May add [1g] to Cost to gain [Squire].
Squire	Teammate [choose type of Knight or Bladesworn].
Teammate [Type]	Within 1" [Type]: Ignore for LOS, +1d1 Morale/Fear. Fight in support contact.
Shield (s)	DEF +1 through front arc (already included).



DEC20

FAELER SWORDSMAN



Outlaw



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Short Sword d6	d6	Crossbow d8 re 10"-20"-30"	4	3	1	d6

ABL	d6
Follower	

TALENTS & SKILLS
None

11



ABILITIES	EFFECTS
Reload (re)	May not shoot if moved > 1/2 SPD.



DEC20

OUTLAW



Rustler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Broadsword d8 Whip d4 ent qs	*	*	4	3	1	d6



12

ABL	d6
Follower	

TALENTS & SKILLS
None

ABILITIES	EFFECTS
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Quick Strike (qs)	Counterattack. Unless target > DISC, +1d1 DISC for sequence.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]



DEC20

RUSTLER



Thief



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



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ABL	d6
Follower	

TALENTS & SKILLS
Thievery d6
Find d8
Elusive [1]
Infiltrate

ABILITIES	EFFECTS
Thievery d6	Special action: Thievery test to transfer item involuntarily.
Find d8	May use this rating instead of its ABL when making a Find test.
Elusive [1]	Break Off: no attacks from [1] enemy.
Infiltrate	Free Move up to your SPD after all sides have deployed.



DEC20

THIEF



Thug



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Great Club d10	*	*	4	4	1	d4



12

END	d8
ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.



DEC20

THUG



Forsworn



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10+1	Longsword d8+1	*	*	5s	5	2	d10



36

DEX	d10
STR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Shield Bash
Cavalry
Thievery d8

ABILITIES	EFFECTS
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Shield Bash	Gain attack: MAR-2d, damage d6. No (s) DEF bonus. [O]
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Thievery d8	Special action: Thievery test to transfer item involuntarily.
Shield (s)	DEF +1 through front arc (already included).



AUG23

FORSWORN



Bandits 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.

MODEL TYPE	FREEBAND ASSEMBLY RULES
Black Rose Faction	Must be led by the Black Rose. May take any Bandit Hero or Follower except for the Illusionist. May not have more than one of any type of Hero, except for the Highwayman and Roughrider.
Black Thorn Faction	Must be led by the Black Thorn. May take any Bandit Hero or Follower, except for the Enchantress and Duelist. May not have more than one of any type of Hero, except for the Highwayman and Roughrider.



FEB22

BANDITS RULES REFERENCE



Bandits Rules Reference



FACTION THEME RULE	EFFECTS
Scoundrels & Villains	Faction Heroes, with the exception of the Duelist, do not need to obey the Hero's Honor rule.

REFERENCE	EFFECTS
Alpine	Frostfoot and Mountaineer . Cannot gain an Ice Token.
Arboreal	Woods terrain: No penalty.
Battler	Takes two enemies for each -1 DEF applied from Piling On.
Beguile	Cast spirit spell v. target, CAR dX. Target: SPR test 5. Fail: Hold, No spells, counterspell, move, ranged attacks, actions/reactions, change facing. Demon , Witchsight : no Beguile.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Die Hard [+1]	Pass END test 7 to ignore an LP loss [1]/turn.
Disguise	Unless enemy with LOS passes Special Action KNW test 7: No attack, engagement spell v you.



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BANDITS RULES REFERENCE



Bandits Rules Reference



REFERENCE	EFFECTS
Elusive [1]	<i>Break Off: no attacks from [1] enemy.</i>
Frostfoot	<i>Icy Terrain: No penalty.</i>
March	<i>When you conduct a Maneuver action, treat it as SPD+1".</i>
Mountaineer	<i>Rocky terrain: No penalty. +1dl to Climb tests.</i>
Power Attack [+1]	<i>You may become -2 melee DEF for +2dl to melee damage. [O]</i>
Sergeant [Type]	<i>[Type] in 6" use your DISC for DISC tests. Includes Shoot Them!</i>
Shoot Them!	<i>Friends within 6": choose ranged target.</i>

REFERENCE	EFFECTS
Spirit	<i>Not slowed by terrain. +1AV/DEF vs non-Magical attacks. Attacks=Magical. May Discorporate.</i>
Teammate [Type]	<i>Within 1" [Type]: Ignore for LOS, +1dl Morale/Fear. Fight in support contact.</i>



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Bandits Rules Reference



REFERENCE	EFFECTS
Stealth and Camouflage Tokens	<p><i>Stealth and Camouflage Tokens: A model possessing one is not considered to be in the LOS of any enemy model beyond 3" (or 6" from a model with the Scout talent) and does not block LOS. Can only have one.</i></p> <p><i>Stealth Token lost: within 3" of an enemy (6" with Scout), exceeds SPD not concealed, employs Fly, makes an attack or casts a spell.</i></p> <p><i>Camouflage Token lost: move in any way, ranged attack/spell: fail a Camouflage test 2 (+1 TN for each enemy in LOS within 6")</i></p>

REFERENCE	EFFECTS
Discorporate	<p><i>Discorporate models cannot: interact or be interacted with by non-Spirit/ Witchsight models or objects, block LOS of non-Discorporate, pick up or transfer.</i></p> <p><i>Discorporate models may: be moved through by non-discorporate models (and vice versa) so long as the bases do not overlap at the end of the move, retain items and may drop them.</i></p> <p><i>Game effects linking two models, like Bonded and Teammate, may not be employed when one of the models is Discorporate and one is not.</i></p> <p><i>Spirit models do not gain their DEF and AV benefit against models that are Discorporate.</i></p>



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