



Irvlor (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Club d6+1	*	*	4	4	4	d12



STR	d10
END	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Leader	Shoot Them!
Bribery	Die Hard [1]
Merchant [2]	Peddler

FACTION THEME RULE
Equipment Stores

36

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.
Bribery	Negate 1LP loss/ Humanoid's melee: transfer gold or Magic Item, Hit and Run after. Enemy/Hero's Honor negates: DISC test.
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Merchant [2]	Not dropped/left encounter area: +2d6 gold: campaign game.
Peddler	If active, acquire one gear item/game for -1 gold.



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IRVLOR (LEADER)



Keldan (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	2 x Fists d4+1	*	*	4	4	4	d12



STR	d10
END	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Leader	Shoot Them!
Bribery	Die Hard [1]
Merchant [2]	Recruiter

FACTION THEME RULE
Bought Loyalty

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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.
Bribery	Negate 1LP loss/ Humanoid's melee: transfer gold or Magic Item, Hit and Run after. Enemy/Hero's Honor negates: DISC test.
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Merchant [2]	Not dropped/left encounter area: +2d6 gold: campaign game.
Recruiter	If active, recruit one follower/game for -1 gold.



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KELDAN (LEADER)



Irvlor



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Club d6+1	*	*	4	4	3	d8



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STR	d10
END	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Bribery	Die Hard [1]
Merchant [1]	Peddler

ABILITIES	EFFECTS
Bribery	Negate 1LP loss/ Humanoid's melee: transfer gold or Magic Item, Hit and Run after. Enemy/Hero's Honor negates: DISC test.
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Merchant [1]	Not dropped/left encounter area: +1d6 gold: campaign game.
Peddler	If active, acquire one gear item/game for -1 gold.



IRVLOR



Keldan



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	2 x Fists d4+1	*	*	4	4	3	d8



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STR	d10
END	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Bribery	Die Hard [1]
Merchant [1]	Recruiter

ABILITIES	EFFECTS
Bribery	Negate 1LP loss/ Humanoid's melee: transfer gold or Magic Item, Hit and Run after. Enemy/Hero's Honor negates: DISC test.
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Merchant [1]	Not dropped/left encounter area: +1d6 gold: campaign game.
Recruiter	If active, recruit one follower/game for -1 gold.



KELDAN



Wandering Wizard



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



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Earth Magic] d10
15 Power
Fireworks

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ABILITIES	EFFECTS
Fireworks	Special Action: Place 2" AoE within 12". No LOS in/through.
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.



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WANDERING WIZARD

SPELL (POWER)	EARTH MAGIC (ENERGY)
Loose Earth (1)	Place a 4" AoE entirely within 18" of you. The AoE is treated as Rocky terrain. This area may be placed under models but may not be placed over existing terrain features.
Rock Blast (2)	2" AoE, d8 damage. Those hit by the attack pass a STR test or are Knocked Down. Missile Spell .
Rockfoot (3)	Target makes a STR test 4. <ul style="list-style-type: none"> Crit: No effect Pass: SPD = ½ Fail: Loses this turn's movement Tarch: Loses this turn's movement and is Restrained.
Shard Spray (2)	Creates a d8 damage cone. Those hit by this attack pass a STR test or are Knocked Down.
Stonefist (2)	Target gains +2dl STR and Bonecrusher .
Stoneskin (3)	Target is AV+1 and Hardened .

WANDERING WIZARD

SPELL (POWER)	EARTH MAGIC (ENERGY)
Tremor (3)	Place a 4" AoE within 18" and LOS. All models touching the AoE must take an AGL test 5 or be Knocked Down. Models on 50 mm or larger bases must Tarch the test to be Knocked Down.
Unstable Footing (1)	Target makes an AGL test 6 or is placed in a random direction d4". It retains the facing it had before it was placed. The target's placement is adjusted by the minimum distance necessary to avoid being placed on another model or Impassable terrain feature. The target counts as having moved this turn, no matter what it does with its activation.
Wall of Stone (3)	Creates a wall in a straight line 1-6" long, 1" wide and 1.5" tall. All of the wall must be within 18" of you and more than half of its length must be in your LOS. Friends do not block LOS for the purpose of placing the wall. The line is a high wall, Solid, Very Rough terrain feature. Cannot be cast on top of models and models cannot end their move on it.

WANDERING WIZARD



Wandering Bard



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



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AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Perform [Bardsong, 3] d10	
Dodge [1]	Elusive [1]
Outperform	Protected

ABILITIES	EFFECTS
Perform [Bardsong, 3] d10	Special action, Ready, unengaged: employ a [Bardsong]. May have [3]: 2 selected and 1 random.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
Outperform	Ready, unengaged: use Perform to counter Perform within 18".
Protected	Humanoids cannot attack you unless only eligible melee/ closest ranged target in LOS.



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WANDERING BARD

BARDSONG PERFORMANCE	EFFECT
Song of Battle	Friends gain +1dl MAR and RAR.
Song of Courage	Friends gain +1dl to Morale and Fear tests, TN 2 to Rally.
Song of Dread	Enemies pass SPR test or are -2dl 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.

WANDERING BARD

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.



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WANDERING BARD



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

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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.



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FREEBOOTER



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
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.



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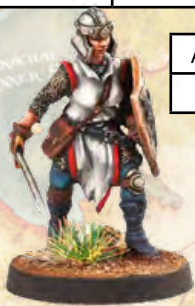
MERCENARY CROSSBOWMAN



Ravenblade Soldier



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



ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Deflect
Shield Bash
Veteran [2g, Sergeant [Faaler Swordsman]]

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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]
Shield Bash	Gain attack: MAR-2dI, Damage d6. No (s) DEF bonus. [O]
Veteran [2g, Sergeant [Faaler Swordsman]]	May add [2g] to cost to gain [Sergeant [Faaler Swordsman]].
Sergeant [Faaler Swordsman]	[Faaler Swordsman] in 6" use your DISC for DISC tests. Includes Shoot Them!
Shoot Them!	Friends within 6": choose ranged target.
Shield (s)	DEF +1 through front arc (already included).



RAVENBLADE SOLDIER



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

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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.



ROUGH RIDER



Tyrsan



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10+1	Sakhazet d8+1 let	d10+1	Hatchet d6+1, thr 2"-4"-6"	5	3	2	d8



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AGL	d12
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Champion [Irvlor, Keldan]	
Dodge [2]	Freerunner
Raven Stance [1]	Stealth d8
Thievery d8	

ABILITIES	EFFECTS
Champion [Irvlor, Keldan]	While [Irvlor, Keldan] engaged: Break off = Maneuver, gain Elusive [1].
Dodge [2]	Replace DEF with AGL test [2] time/turn. Tarch: DEF 1. [R]
Freerunner	Doors, Windows, Walls and Hedges are Easy .
Raven Stance [1]	Not charging: attacks are +1d1 DISC for combat sequence.
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.
Thievery d8	Special action: Thievery test to transfer item involuntarily.
Lethal (let)	Critical Damage from this weapon is TH 8.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



TYRSAN





Faer 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).



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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

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



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OUTLAW



Militia Spearman



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



ABL	d6
Follower	

TALENTS & SKILLS
None

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ABILITIES	EFFECTS
Standoff (so)	Counterattack. May fight in support contact.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Shield (s)	DEF +1 through front arc (already included).



Merchant



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



AGL	d8
KNW	d8
ABL	d6
Follower	

TALENTS & SKILLS	
Merchant [2]	Dodge [1]
Elusive [1]	Scrounge
Bribery	Find d8

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ABILITIES	EFFECTS
Merchant [2]	Not dropped/left encounter area: +2d6 gold: campaign game.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
Scrounge	You may reroll a Find test to locate or acquire an item.
Bribery	Negate 1LP loss/ Humanoid's melee: transfer gold or Magic Item, Hit and Run after. Enemy/Hero's Honor negates: DISC test.
Find d8	May use this rating instead of its ABL when making a Find test.



The Collective Rules Reference



MODEL TYPE	FREEBAND ASSEMBLY RULES
Leader	<i>A freeband must include one and only one Leader. This may be the result of the Alternate Leader rule, see the Living Rulebook.</i>
Caster	<i>A freeband may include one (and no more than one) Caster. The ability to take an Ally Caster does NOT alter this restriction.</i>
Hero	<i>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.</i>
Follower	<i>Your freeband may also include any number of Followers as long as the total model count does not exceed 18.</i>

MODEL TYPE	FREEBAND ASSEMBLY RULES
Allies	<i>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.</i>
The Collective Faction	<i>Either Keldan or Irvlor must be selected as the Leader. A freeband may include 0-1 of the following: Keldan, Irvlor, Tyrsan, Wandering Bard, and Merchant.</i>



The Collective Rules Reference



FACTION THEME RULE	EFFECTS
Equipment Stores	<i>In a freeband led by Irvlor, the cost of Fine Crafted Weapon or Improved Armor is reduced to 2g, for any friendly faction Hero. This rule does not stack with the Peddler rule.</i>
Bought Loyalty	<i>In a freeband led by Keldan, you may pay 1g extra when hiring an Allied model to upgrade them to Ally [Trusted]. You may recruit one Ally for each non-Ally model of the same type.</i>

REFERENCE	EFFECTS
Battler	<i>Takes two enemies for each -1 DEF applied from Piling On.</i>
Bonecrusher	<i>Causes a Critical Hit on successful melee attack on TH 5.</i>
Die Hard [X]	<i>Pass END test 7 to ignore an LP loss [X]/turn.</i>

REFERENCE	EFFECTS
March	<i>When you conduct a Maneuver action, treat it as SPD+1".</i>
Power Attack [X]	<i>You may become -X melee DEF for +Xd1 to melee damage. [O]</i>
Stealth and Camouflage Tokens	<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. Stealth Token lost: within 3" of an enemy (6" with Scout), exceeds SPD not Concealed, employs Fly, makes an attack or casts a spell. 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>