



# Azalakar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Kranara d10+1 hv mi swp	*	*	4	4	5	d12

END	d14	TALENTS & SKILLS		
STR	d12	Leader	Shoot Them!	Assault
ABL	d8	Bonecrusher	Bull Rush	Die Hard [2]
Hero/Leader		Fearsome	Microgate	Enraged
		Magic Resistance [4]		Demon
		FACTION THEME RULE		
		From Beyond!		



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ABILITIES	EFFECTS
Heavy (hv)	Every dl of STR < d12: -1dl MAR.
Mighty (mi)	Parry attempts vs. attacks made with this weapon are -1.
Sweep (swp)	Stationary: Attack all L to R or R to L. After 1st: -1dl MAR/ Damage each. You: -2 DEF.

FACTION THEME RULE	EFFECTS
From Beyond!	Must substitute Demon Attack for any scenario that includes Witchgates.



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AZALAKAR



# Azalakar Reference



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.
Assault	Charging: Advantage for melee attack tests.
Bonecrusher	You cause a Critical Hit on a TH 5 melee attack.
Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .

ABILITIES	EFFECTS
Microgate	Any <=8g Demons may not deploy. Ready, Start activation: may place one in contact not within 1" of enemy.
Enraged	Lose 1LP to negate failed Morale test.
Magic Resistance [4]	A spell targeting you is -4 to the Casting test.
Demon	Hero's Honor does not apply.
Large Target	Ranged attack tests against you are +1 to hit. [M]



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AZALAKAR



# Mokruhl



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Claw d8+1	*	*	4	4	2	d8



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STR	d10
SPR	d12
ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Mindtwist Sorcery] d8
10 Power
Wraith [2]
Float
Demon

ABILITIES	EFFECTS
Wraith [2]	SPR 7 to ignore non magical attack [2] times/turn. [R]
Float	Any but Solid/Impassable terrain = Rough. Pass all Climb/Jump.
Demon	Hero's Honor does not apply.

## 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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MOKRUHL

SPELL (POWER)	MINDTWIST SORCERY (ENERGY/SPIRIT)
Blur (2)	All attacks against target are -1dl.
Choke (1)	d8 damage ranged attack. Those hit by the attack pass an END test or are -2dl DISC. <b>Missile Spell.</b>
Cloak (1)	Target friend gains a Stealth Token.
Gloom (2)	The conditions of <b>Gloom</b> exist within 12" of you, including during and after any of your movement.
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 <b>Parry</b> or <b>Dodge</b> attempt.
Leader's Voice (1)	Target gains the <b>Sergeant [follower type]</b> talent. The target gains +1dl DISC for any Fear or Morale tests it or models using its DISC are required to take.

MOKRUHL

SPELL (POWER)	MINDTWIST SORCERY (ENERGY/SPIRIT)
Misdirection (2)	Ready, unengaged target may make a 3" Free Move.
Prey of Uhlтарx (2)	Target model is -3 SPD.
Shadowmind (2)	Target unengaged enemy takes a SPR test 6 and if it fails, immediately makes all of its melee attack(s) against itself. None of the target's abilities may be applied to the attack, just its MAR, MW, DEF and AV.



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MOKRUHL





## Karbazaal



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	2 x Claws d8+1	*	*	4	5	4	d10



STR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Fearsome
Tough [2]
Fearless
Demon

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ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome. Terrifying = Fearsome.
Tough [2]	Gain 2 LP. Included.
Fearless	Pass all Morale tests, not affected by Fearsome or Terrifying.
Demon	Hero's Honor does not apply.



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KARBAZAAL



## Zarfonax



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
0	d8	Claw d8	d10	Water Blast d8 2" AoE mag 10"-20"-30"	5	4	2	d8



AGL	d12
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [1]
Marksman
Phase Shift [6]
Amphibious
Demon

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ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Marksman	Stationary: Advantage with Ranged Attack tests.
Phase Shift [6]	Place [X]" away from current position, reactions treat as Break Off. No LOS = pass SPR test.
Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.
Magical (mag)	Attacks with this weapon gain the <b>Magical</b> keyword.
Demon	Hero's Honor does not apply.



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ZARFONAX



## Elivai



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Claw d8	*	*	5	3	2	d8



AGL	d10
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Perform [Siren Song, 4] d10	Outperform
Enhanced Disguise	Cunning
Voice on the Wind	Dodge [1]
Demon	

SIREN SONG	EFFECT
Song of Enchantment	Target enemy passes SPR test 6. If failed, target may not react. You choose its movement from: Charge, Hold, Maneuver, Run, Break Off.
Song of Forgetfulness	Choose 1 Optional or Response talent, the target may not employ that talent. Stacked talents are reduced by [1] level, if [0] then may not be employed.
Song of Horrific Visage	Target friend gains <b>Fearsome</b> , or <b>Terrifying</b> if it has <b>Fearsome</b> .
Song of Panic	Target enemy: SPR 5 test. Fail: Morale test with a penalty equal to the number by which it failed the SPR test.
Song of Slogging	Enemies gain <b>Slow</b> .
Song of Weakening	Enemies suffer -1 to the next Melee test they take this turn.
Song of the Weary	Enemies are -1dl for tests using an Attribute you choose. ELIVAI

ABILITIES	EFFECTS
Perform [Siren Song, 4] d10	Special action, Ready, unengaged: employ a [Siren Song]. May have [4]: 3 selected and 1 random.
Outperform	Ready, unengaged: use <b>Perform</b> to counter <b>Perform</b> within 18".
Enhanced Disguise	Unless you reveal or enemy with LOS passes special action KNW test 10: No attack, engagement, spell vs you.
Cunning	Evade test is +2, distance 0 to full. Treated as being on Hold instead of losing action.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Voice on the Wind	Do not lose <b>Disguise</b> due to special action talents.
Demon	Hero's Honor does not apply.



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ELIVAI

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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ELIVAI





## Ventarx



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	2 x Claws d8	*	*	5	3	2	d8



AGL	d10
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
<b>Fly [Low, SPD 10]</b>	
<b>Hit and Run</b>	
<b>Nimble [2]</b>	
<b>Scout</b>	
<b>Demon</b>	



## Zakerlash



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Fist d10	*	*	4	6	3	d4



ABL	d8
Hero	

TALENTS & SKILLS	
<b>Bonecrusher</b>	<b>Fearsome</b>
<b>Fearless</b>	<b>Tough [1]</b>
<b>Mountaineer</b>	<b>Tireless</b>
<b>Demon</b>	

ABILITIES	EFFECTS
<b>Fly [Low, SPD 10]</b>	Ignore terrain, SPD 10 while flying. Intercepted only by flyer.
<b>Hit and Run</b>	After melee, AGL test: up to SPD away. -1 for >1 engaged. PCA.
<b>Nimble [2]</b>	You gain +2 DEF if you moved voluntarily this turn.
<b>Scout</b>	<b>Infiltrate</b> SPD after deployment. +2 scout points.
<b>Demon</b>	Hero's Honor does not apply.
<b>Fast</b>	Variable moves: +d6" (only when flying).



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VENTARX



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ZAKERLASH

ABILITIES	EFFECTS
<b>Bonecrusher</b>	You cause a Critical Hit on a TH 5 melee attack.
<b>Fearsome</b>	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
<b>Fearless</b>	Pass all Morale tests, not affected by <b>Fearsome</b> or <b>Terrifying</b> .
<b>Tough [1]</b>	Gain 1 LP. Included.
<b>Mountaineer</b>	<b>Rocky</b> terrain: No penalty. +1d1 to Climb tests.
<b>Tireless</b>	You are immune to game effects with the <b>Sleep</b> keyword.
<b>Demon</b>	Hero's Honor does not apply.



## Gadarl



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	any	d8	any	5	3	2	d10



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AGL	d10
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Weapon Morph
Disguise
Dodge [1]
Demon



## Skethar



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



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AGL	d10
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Chameleon
Stealth d8
Demon

ABILITIES	EFFECTS
Weapon Morph	May employ any non-Magical friendly or previously engaged enemy weapon.
Disguise	Unless you reveal or enemy with LOS passes Special Action KNW test 7: No attack, engagement, spell v you.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Demon	Hero's Honor does not apply.



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GADARL



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SKETHAR

ABILITIES	EFFECTS
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Chameleon	Not move > SPD: +2 DEF to ranged attacks.
Stealth d8	Special action: Stealth test: gain Stealth token. -4 if not concealed. Trained.
Demon	Hero's Honor does not apply.





## Alpha Plakhra



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10	Bite d8	*	*	6	3	2	d10



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AGL	d14
ABL	d8
Hero	

TALENTS & SKILLS	
Alpha [Plakhra]	Dodge [1]
Fearsome	Bonecrusher
Pack Attack	Warbeast
Fast	Demon



## Plakhra



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d8	Bite d8	*	*	5	3	1	d6



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AGL	d12
ABL	d6
Follower	

TALENTS & SKILLS	
Dodge [1]	
Fearsome	Bonecrusher
Pack Attack	Warbeast
Fast	Demon

ABILITIES	EFFECTS
Alpha [Plakhra]	[Plakhra] within 6" may use your DISC for all DISC tests.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Bonecrusher	You cause a Critical Hit on a TH 5 melee attack.
Pack Attack	Gain +1d1 MAR per other <b>Pack Attack</b> friend engaging target.
Warbeast	<b>Feral</b> , with exceptions.
Fast	Variable moves: +d6".
Demon	Hero's Honor does not apply.



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ALPHA PLAKHRA

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Bonecrusher	You cause a Critical Hit on a TH 5 melee attack.
Pack Attack	Gain +1d1 MAR per other <b>Pack Attack</b> friend engaging target.
Warbeast	<b>Feral</b> , with exceptions.
Fast	Variable moves: +d6".
Demon	Hero's Honor does not apply.



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PLAKHRA



# Karyad



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Claw d8	*	*	5	3	3	d12



AGL	d10
ABL	d8
Hero/ Leader/Caster	

TALENTS & SKILLS	
Leader	Shoot Them!
CAR [Darkgrove Sorcery] d10	
15 Power	Vinespawn
Dodge [1]	Regenerate
Arboreal	Demon
FACTION THEME RULE	
From Beyond!	

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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.
Vinespawn	You may employ the Microgate talent, but the only Demons you may use when employing it are Vinelings.
Microgate	Any <=8g Demons may not deploy. Start activation: may place one in contact not within 1" of enemy.
Regenerate	Event Phase: END 5: regain 1 lost LP. Energy token = no.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.

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KARYAD

SPELL (POWER)	DARKGROVE SORCERY (ENERGY/SPIRIT)
Awaken the Woods (3)	All enemies in contact with a target <b>Woods</b> terrain feature pass an AGL test 7 or suffer a d6 damage hit.
Choke (1)	d8 damage ranged attack. Those hit by this attack pass an END test or are -2dl DISC. <b>Missile Spell.</b>
Curse (1)	Target is -2dl MAR or RAR, your choice.
Darkness (1)	Place a 4" AoE entirely within 18" of you. The conditions of <b>Darkness</b> exist in and through the AoE.
Destiny's Arrival (2)	You may convert any Fatestone on the encounter area possessed by a friend into a Destiny Stone.
Encase (3)	Before the target moves (not including facing changes or being Placed), voluntarily or involuntarily, it must pass a STR test 7. If it fails, it does not move, suffers d8 damage and becomes Dazed.
Gloom (2)	The conditions of <b>Gloom</b> exist within 12" of you, including during and after any of your movement.

KARYAD

SPELL (POWER)	DARKGROVE SORCERY (ENERGY/SPIRIT)
Tree Gate (2)	Target friend entirely within a <b>Woods</b> terrain feature or object may be placed into any other Woods feature on the encounter area. The target may not be placed within 12" of an enemy. This does not count as movement for the target, and the target retains its original facing. The location in which it is placed need not be in your LOS.
Wall of Thorns (3)	Creates a line 1-6" long, 1/2" wide and 1" tall. Wall must be entirely within 18" and > than half of its length must be in LOS of the Caster (friends do not block LOS for this). Cannot be cast on models. The line is a <b>Rough</b> terrain feature. Conceals targets seen through it. A model moving into or through the wall passes an AGL 5 or suffers d4 damage.

## 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.

KARYAD





## Saryad



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Claw d8	d10	Thorny Vines d6 ent thr 3"-6"-9"	5	3	2	d10



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AGL	d12
SPR	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Disguise	Dodge [2]
Voice on the Wind	Arboreal
Sergeant [Dryad]	Demon
Wild Magic [d12, Beguile]	



## Dryad



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Claw d8	d8	Thorny Vines d6 ent thr 3"-6"-9"	5	3	1	d6



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AGL	d10
SPR	d10
ABL	d6
Follower	

TALENTS & SKILLS	
Disguise	Dodge [1]
Voice on the Wind	Arboreal
Wild Magic [d10, Beguile]	Demon

ABILITIES	EFFECTS
Disguise	Unless you reveal or enemy with LOS passes Special Action KNW test 7: No attack, engagement, spell v you.
Voice on the Wind	Do not lose <b>Disguise</b> due to special action talents.
Sergeant [Dryad]	[Dryads] in 6" use your DISC for DISC tests. Includes <b>Shoot Them!</b>
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Wild Magic [d12, Beguile]	Cast [Beguile], CAR [d12]. Counter: 1 Spirit power. Beguile: Non <b>Demon/Witchsight</b> Target: SPR test 5. Fail: Hold, no actions/ reactions, move, ranged.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
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.

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SARYAD

ABILITIES	EFFECTS
Disguise	Unless you reveal or enemy with LOS passes Special Action KNW test 7: No attack, engagement, spell v you.
Voice on the Wind	Do not lose <b>Disguise</b> due to special action talents.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Wild Magic [d10, Beguile]	Cast [Beguile], CAR [d10]. Counter: 1 Spirit power. Beguile: Non <b>Demon/Witchsight</b> Target: SPR test 5. Fail: Hold, no actions/ reactions, move, ranged.
Arboreal	<b>Woods</b> terrain: No penalty.
Demon	Hero's Honor does not apply.
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.

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DRYAD



## Vineling



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Thorn d4	d6	Thorny Vines d6 ent thr 3"-6"-9"	4	2	1	d4

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ABL	d6
Follower	

TALENTS & SKILLS
Elusive [1]
Harasser
Arboreal
Warbeast
Demon



## Borgat



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Bite d6 ven	*	*	4	2	1	d6

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ABL	d6
Follower	

TALENTS & SKILLS
Infiltrate
Demon

ABILITIES	EFFECTS
Elusive [1]	Break Off: no attacks from [1] enemy.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Arboreal	<b>Woods</b> terrain: No penalty.
Warbeast	<b>Feral</b> , with exceptions.
Demon	Hero's Honor does not apply.
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.

REFERENCE	EFFECTS
Infiltrate	Free Move up to your SPD after all sides have deployed.
Demon	Hero's Honor does not apply.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.
Poison [END] Token	Suffer -1d1 END (stacks, may cause lost LP). All Poison [END] Tokens lost: A game effect that heals an LP or the model taking a special action END test 4. This test TN is +1 for each Poison [END] Token possessed by the model after the first.



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VINELING



DEC20

BORGAT





# Skrot



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



ABL	d6
Follower	

TALENTS & SKILLS
Expendable
Animal
Demon

Skrots count as ½ follower for freeband limits.  
Cannot have more Skrots than twice the number  
of Heroes in the freeband.

ABILITIES	EFFECTS
Expendable	No Morale test due to you being dropped. ½ LP for Break.
Animal	May not pick up, use, receive or transfer items. [M]
Demon	Hero's Honor does not apply.



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SKROT



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# Demon Rules Reference



MODEL TYPE	FREEBAND ASSEMBLY RULES
<b>Leader</b>	A freeband must include one and only one Leader. This may be the result of the Alternate Leader rule, see the Living Rulebook.
<b>Caster</b>	A freeband may include one (and no more than one) Caster. The ability to take an Ally Caster does NOT alter this restriction.
<b>Hero</b>	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.
<b>Follower</b>	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
<b>Demon Faction</b>	May not take <b>Humanoid</b> allies. Skrots count as ½ follower for freeband total model count limits. Cannot have more skrots than twice the number of Heroes in the freeband. May not make use of the Alternate Leaders rule.
REFERENCE	EFFECTS
<b>From Beyond!</b>	Must substitute Demon Attack for any scenario that includes Witchgates.
<b>Demons and Magic Items</b>	Many of the Magic Items created in Faelon for humanoid users do not function properly when employed by denizens of Karelion. However, the Venkhai can make use of their power and lust after them. Their minions are rewarded for returning these items to their masters. See the campaign rules in the Living Rulebook for the Demon Rewards Table. <b>Demon</b> models may not employ Magic Items.



# Demon Rules Reference



REFERENCE	EFFECTS
<b>Darkness</b>	LOS through darkness: 6". Darkness = concealment, -2dl RAR.
<b>Fearsome</b>	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
<b>Gloom</b>	LOS through gloom: 18". Gloom = concealment, -1dl RAR.
<b>Sergeant [Type]</b>	[Type] in 6" use your DISC for DISC tests. Includes <b>Shoot Them!</b>
<b>Shoot Them!</b>	Friends within 6": choose ranged target.
<b>Slow</b>	You are -1 SPD for purposes of Running. Variable move: +d4-1".
<b>Terrifying</b>	Morale test by enemies trying to engage you. Fail = Hold. Tarch = Panic.

REFERENCE	EFFECTS
<b>Poison [END] Token</b>	Suffer -1dl END (stacks, may cause lost LP). All Poison [END] Tokens lost: A game effect that heals an LP or the model taking a special action END test 4. This test TN is +1 for each Poison [END] Token possessed by the model after the first.
<b>Stealth and Camouflage Tokens</b>	Stealth and Camouflage Tokens: Not considered in LOS of any enemy model beyond 3" (or 6" from a model with the <b>Scout</b> 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 <b>Fly</b> , makes an attack or casts a spell. Camouflage Token lost: any move, ranged attack/spell: fail a Camouflage test 2 (+1 TN for each enemy in LOS within 6")