Nemesis

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12+1	Sakhazet d8+1 let	*	*	5	3	3	d12

DEX	d10
AGL	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [2]	Active Defense
Contain	Deceptive Strike

FACTION THEME RULE
Sisterhood

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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]*
Active Defense	*May make a reaction attack while engaged.*
Contain	*Enemy Break Off: ignore enemy talents preventing reactions.*
Deceptive Strike	*Parried attack: forgo a Parry to reroll the attack die.*
Lethal (let)	*Critical damage from this weapon is TH 8.*

Shadow Dancer

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Sakhazet d8+1 let	*	*	5	3	2	d10

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Bladedancer
Deceptive Strike

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ABILITIES	EFFECTS
Parry [2]	*Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]*
Bladedancer	***Elusive[1].** Break Off = Maneuver after reactions.*
Elusive [1]	*Break Off: no attacks from [1] enemy.*
Deceptive Strike	*Parried attack: forgo a Parry to reroll the attack die.*
Lethal (let)	*Critical Damage from this weapon is TH 8.*

Suneater

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	*	*	4	2	2	d8

ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Void Magic] d10
15 Power
Cunning
Spellblocker [1]

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ABILITIES	EFFECTS
Cunning	*Evade Test is +2, distance 0 to full. Treated as being on Hold instead of losing action.*
Spellblocker [1]	*You may spend +1 Power to add +1dl to counterspell test.*

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.

SPELL (POWER)	VOID MAGIC (ENERGY)
Friction (2)	*Target is -3 SPD.*
Implode (1)	*d8 damage ranged attack. Those hit by the attack pass an END test or are -2dl DISC. **Missile Spell.***
Nullify Armor (1)	*Target is -3 AV.*
Null Shield (1)	*Target gains **Wraith [1]**, but the test to avoid the hit is taken on your CAR, not the target's SPR.*
Shroud (3)	*Target cannot trace LOS to any model or point in the encounter area with which it is not in contact.*
Stabilize (2)	*One friendly die roll's final result may be changed to 4.*
Void Door (2)	*Target friend within 6" of you is removed from the encounter area and cannot return this turn. Model gains **Ambush**.*
Voidwalk (1)	*Target gains **Float**.*

SUNEATER

SPELL (POWER)	VOID MAGIC (ENERGY)
Void Wall (3)	*Creates a wall in a straight line 1-6" long, 1" wide and 2" tall. Void Wall has no effect on LOS. Ranged attacks that trace LOS through a Void Wall are -1dl damage. Cannot be cast on top of models and models may not end their move on it. A Void Wall is **Rough** terrain. A model moving into contact with a Void Wall is placed in a random direction d6" from the spot at which it touched the wall, but retains the facing it had when it contacted the wall. Model stops at **Impassable** terrain, table edges, and friends or 1" from any enemy or engaged model. The model may continue any movement it had remaining. A model may only voluntarily contact a Void Wall once per turn. A Charge action may not include a model coming into contact with a Void Wall.*

Secret Sister

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Sakhazet d8+1 let	*	*	5	3	2	d10

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [1]	Ambush
Enhanced Disguise	Elusive [1]
Opportune Strike	Freerunner
Veteran [1g, Bladedancer]	

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ABILITIES	EFFECTS
Dodge [1]	*Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]*
Ambush	*May start undeployed. Any activation: placed Concealed, no enemy or ambushing friend within 6" (12" Scout) or in own deployment zone. Includes **Infiltrate**.*
Elusive [1]	*Break Off: no attacks from [1] enemy.*
Enhanced Disguise	*Unless you reveal or enemy with LOS passes Special Action KNW test 10: No attack, engagement, spell vs you.*
Freerunner	*Doors, Windows, Walls and Hedges are **Easy**.*
Opportune Strike	*Target: no charge, engaged by at least 1 other: melee Crit TH 5.*
Lethal (let)	*Critical Damage from this weapon is TH 8.*
Veteran [1g, Bladedancer]	*May add [1g] to gain [**Bladedancer**]: Break Off = Maneuver after reactions.*

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SECRET SISTER

Battle Sister

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Sakhazet d8+2 let	*	*	6ls	5	2	d10

STR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Veteran [1g, Fortress]
Veteran [1g, Raven Stance [1]]

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ABILITIES	EFFECTS
Parry [1]	*Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]*
Veteran [1g, Fortress]	*May add [1g] to gain [**Fortress**].*
Fortress	*Stationary: cannot be Piled On and keep shield DEF bonus for rear.*
Veteran [1g, Raven Stance [1]]	*May add [1g] to gain [**Raven Stance [1]**].*
Raven Stance [1]	*Not charging: attacks are +[1]dl DISC for combat sequence.*
Lethal (let)	*Critical Damage from this weapon is TH 8.*
Large Shield (ls)	*DEF +2 through front arc (already included).*

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BATTLE SISTER

Izchaki Chaser

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10	Barbed Javelin d6+1	d10	Barbed Javelin d6+1 thr 4"-8"-12"	5	3	2	d8

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Cavalry	Awareness
Dodge [2]	Hunt d8
Infiltrate	Pathfinder
Sidestep	Fast

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ABILITIES	EFFECTS
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Awareness	Response talents and melee attacks: through any facing.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.
Infiltrate	Free Move up to your SPD after all sides have deployed.
Pathfinder	*Amphibious, Arboreal, Mountaineer.*
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Fast	Variable moves: +d6".
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.

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IZCHAKI CHASER

Nightwhisper

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	d10	Roondar d6+1 sb 8"-16"-24"	5	3	2	d8

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Running Shot	Dodge [1]
Darkvision	Elusive [1]
Freerunner	Harasser
Leaper	Scout

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ABILITIES	EFFECTS
Running Shot	Ranged attack while move > SPD.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Darkvision	Ignore **Gloom** and **Darkness**.
Elusive [1]	Break Off: no attacks from [1] enemy.
Freerunner	Doors, Windows, Walls and Hedges are **Easy**.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Leaper	No test to climb/jump/jump gap up to 3". Can do this and Run.
Scout	*Infiltrate* SPD after deployment. +2 scout points.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.

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NIGHTWHISPER

Manslayer Sniper

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	d10	Roondar d6+1 sb 8"-16"-24"	5	2	2	d8

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Sergeant [Manhunter]	
Shoot Them!	Dodge [1]
Far Shot [1]	Sniper [1]
Marksman	Scout
Camouflage d8	Hunt d8

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ABILITIES	EFFECTS
Sergeant [Manhunter]	*[Manhunter] in 6" use your DISC for DISC tests. Includes **Shoot Them!***
Shoot Them!	*Friends within 6": choose ranged target.*
Dodge [1]	*Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]*
Far Shot [1]	*If Stationary, +2" is added to each of your range bands.*
Sniper [1]	*Stationary: -1 range modifier removed from your ranged attack.*
Marksman	*Stationary: Advantage with Ranged Attack tests.*
Scout	***Infiltrate** SPD after deployment. +2 scout points.*
Camouflage d8	*Special action: Camouflage test: gain Camo token. Trained.*
Hunt d8	*Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.*
Shieldbreaker (sb)	*Ignore +1 of any shield- or weapon ability-based DEF modifier.*

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MANSLAYER SNIPER

Manslayer Assassin

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Long Knife d6 ven	d10	Roondar d6+1 sb, ven 8"-16"-24"	5	2	2	d10

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Accurate Strike [1]
Rapid Reload
Scout

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ABILITIES	EFFECTS
Dodge [2]	*Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]*
Accurate Strike [1]	*TH 3 melee attack: target is AV4.*
Rapid Reload	*Reload: normal, Slow Reload: Reload. Neither: no -1 for moving.*
Scout	***Infiltrate** SPD after deployment. +2 scout points.*
Shieldbreaker (sb)	*Ignore +1 of any shield- or weapon ability-based DEF modifier.*
Venomous (ven)	*Target hit takes END test: fail: Poison [END] token.*

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MANSLAYER ASSASSIN

Sky Sister

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Sakhazet d8+1 let	d10	Roondar d6+1 sb 8"-16"-24"	5	3	2	d10

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [1]	**Harasser**
Stable Shot [d10]	**Marksman**
Fly [Low, SPD 10]	**Scout**
Cavalry	**Light Cavalry**

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ABILITIES	EFFECTS
Dodge [1]	*Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]*
Harasser	*Break Off, Evade, Rear Facing: may make Ranged Attack.*
Stable Shot [d10]	*No Sprint/Charge: Stable Shot test: Count as Stationary when Shooting.*
Marksman	*Stationary: Advantage with Ranged Attack tests.*
Fly [Low, SPD 10]	*Ignore terrain, SPD 10 while flying. Intercepted only by flyer.*
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 reaction: +1 DEF. Evade: +2, any distance.*
Lethal (let)	*Critical damage from this weapon is TH 8.*
Shieldbreaker (sb)	*Ignore +1 of any shield- or weapon ability-based DEF modifier.*

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SKY SISTER

Void Agent

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Long Knife d6	*	*	5	3	2	d10

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [2]	**Prowl**
Backstep	**Accurate Strike [3]**
Wild Magic [d6, Missed Opportunity, Nullify Armor, Void Blade]	

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ABILITIES	EFFECTS
Dodge [2]	*Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]*
Prowl	*Start Maneuver: Placed within 6" free action, no enemy within 3" (6" Scout).*
Backstep	*Ready, engaged: after combat, move up to 3" directly away not engaged. PCA*
Accurate Strike [3]	*TH 3 melee attack: target is AV2.*
Wild Magic [d6, spells]	*Cast [spell], CAR [d6]. Counter: 1 Energy power. Spell choices:* *Missed Opportunity: Target friend activation: enemies can't react.* *Nullify Armor: Target is -3 AV.* *Void Blade: Target +1dl damage for 1 weapon. Hit enemy: loses all **Magical** effects and Energy Tokens.*

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VOID AGENT

Rebel Maiden

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	*	*	4	2	1	d8
	d6	Whip d4 ent qs						

ABL	d6
Follower	

TALENTS & SKILLS
Backstep

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ABILITIES	EFFECTS
Backstep	*Ready, engaged: after combat, move up to 3" directly away not engaged. PCA*
Entangle (ent)	*Hit = AGL 5, Crit = AGL 7: Fail -2 DEF, Fail 4+ Restrained.*
Quick Strike (qs)	***Counterattack**. Unless target > DISC, +1dl DISC for sequence.*
Counterattack	*Braced, unengaged at start: go first in combat sequence. [R]*

Throatseeker

FREEBLADES

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

ABL	d6
Follower	

TALENTS & SKILLS
Ambush
Freerunner

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ABILITIES	EFFECTS
Ambush	*May start undeployed. Any activation: placed Concealed, no enemy or ambushing friend within 6" (12" Scout) or in own deployment zone. Includes **Infiltrate**.*
Infiltrate	*Free Move up to your SPD after all sides have deployed.*
Freerunner	*Doors, Windows, Walls and Hedges are **Easy**.*

Untamed

FREEBLADES

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

ABL	d6
Follower	

TALENTS & SKILLS

Flurry

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ABILITIES	EFFECTS
Flurry	*You count as 2 combatants for Pile On purposes.*

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UNTAMED

Manhunter

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d4	Long Knife d6	d6	Bow d6 8"-16"-24"	4	2	1	d6

ABL	d6
Follower	

TALENTS & SKILLS

Infiltrate

Camouflage d6

Hunt d6

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ABILITIES	EFFECTS
Infiltrate	*Free Move up to your SPD after all sides have deployed.*
Camouflage d6	*Special action: Camouflage test: gain Camo token. Trained.*
Hunt d6	*Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.*

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MANHUNTER

Eclipse Rules Reference FREEBLADES

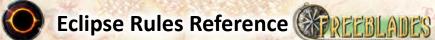| MODEL TYPE	FREEBAND ASSEMBLY RULES
Leader	*A freeband must include one and only one Leader. This may be the result of the Alternate Leader rule, see the Living Rulebook.*
Caster	*A freeband may include one (and no more than one) Caster. The ability to take an Ally Caster does NOT alter this restriction.*
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
Eclipse Faction	*A freeband may contain up to 2 Manslayers, regardless of type. May not contain any Traazorite models.*
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
Sisterhood	*The owning player may choose one melee combat per turn and in that combat, may exchange the combat sequence order between any two faction models.*

Eclipse Rules Reference FREEBLADES

All Eclipse faction models have the **Hate [Traazorites]** talent.
Traazorite models that are engaged with Eclipse models gain the **Enraged** talent.

REFERENCE	EFFECTS
Ambush	*May start undeployed. Any activation: placed Concealed, no enemy or ambushing friend within 6" (12" Scout) or in own deployment zone. Includes **Infiltrate**.*
Amphibious	***Deep/Very Rough Watery = Rough, Watery = Easy**, Conceals.*
Enraged	*Lose 1LP to negate failed Morale test.*
Hate [Traazorites]	*Fearless while engaged with [Traazorites].*

REFERENCE	EFFECTS
Arboreal	***Woods** terrain: No penalty.*
Elusive [X]	*Break Off: no attacks from [X] enemy.*
Float	*Any but **Solid/Impassable** terrain = **Rough**. Pass all Climb/Jump.*
Infiltrate	*Free Move up to your SPD after all sides have deployed.*
Mountaineer	***Rocky** terrain: No penalty. +1dl to Climb tests.*
Restrained	*No: move/attack/action/reaction/[R] DEF -3, may not Pile On.*
Wraith [X]	*SPR 7 to ignore non-magical attack [X] times/turn. [R]*

Eclipse Rules Reference — FREEBLADES

REFERENCE	EFFECTS
Poison [END] Token	*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.*

REFERENCE	EFFECTS
Stealth and Camouflage Tokens	*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")*