



## Bladededaughter



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



|             |     |
|-------------|-----|
| AGL         | d12 |
| ABL         | d8  |
| Hero/Leader |     |

| TALENTS & SKILLS   |                  |
|--------------------|------------------|
| Adapt the Plan     | Awareness        |
| Dodge [2]          | Leader           |
| Opening Strike [2] | Opportune Strike |
| Sidestep           |                  |

### FACTION THEME RULE

Ambush Mastery



## Nemesis



| 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 |         |
|------------------|---------|
| Active Defense   | Contain |
| Deceptive Strike | Leader  |
| Parry [2]        |         |

### FACTION THEME RULE

Sisterhood

| ABILITIES          | EFFECTS                                                                                                                                         |
|--------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| Adapt the Plan     | Your Special Action: Ready, unengaged friend within 6" makes a 3" Free Move or (with <b>Ambush</b> ) is removed from the encounter area.        |
| Awareness          | Response talents and melee attacks: through any facing.                                                                                         |
| Dodge [2]          | Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]                                                                                     |
| Leader             | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| Lethal (let)       | Critical damage from this weapon is TH 8.                                                                                                       |
| Opening Strike [2] | On a turn in which you become engaged, your melee attack and damage TH are -2.                                                                  |
| Opportune Strike   | Target: no charge, engaged by at least 1 other: melee Crit TH 5.                                                                                |
| Sidestep           | Melee attack misses you: may move 1" after concurrent attacks.                                                                                  |

DGS NOV25

BLADEDAUGHTER

| ABILITIES        | EFFECTS                                                                                                                                         |
|------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| 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.                                                                                         |
| Leader           | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| Lethal (let)     | Critical damage from this weapon is TH 8.                                                                                                       |
| Parry [2]        | Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]                                                                                      |

DGS DEC20

NEMESIS



# Suneater



| 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]**

31

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

## 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

SUNEATER

## SPELL (POWER)

## VOID MAGIC (ENERGY)

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

SUNEATER

## SPELL (POWER)

## VOID MAGIC (ENERGY)

|                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Void Wall (3)</b> | <i>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 <b>Rough</b> 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 <b>Impassable</b> 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.</i> |
|----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|



NOV25

SUNEATER



## Battle Sister



| 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]] |



## Bladedughter Aspirant



| 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]          |
| Opening Strike [2] |
| Opportune Strike   |
| Sidestep           |

| 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]d1 DISC for combat sequence.         |
| Lethal (let)                   | Critical Damage from this weapon is TH 8.                          |
| Large Shield (ls)              | DEF +2 through front arc (already included).                       |



DEC20

BATTLE SISTER

| ABILITIES          | EFFECTS                                                                        |
|--------------------|--------------------------------------------------------------------------------|
| Dodge [1]          | Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]                     |
| Lethal (let)       | Critical damage from this weapon is TH 8.                                      |
| Opening Strike [2] | On a turn in which you become engaged, your melee attack and damage TH are -2. |
| Opportune Strike   | Target: no charge, engaged by at least 1 other: melee Crit TH 5.               |
| Sidestep           | Melee attack misses you: may move 1" after concurrent attacks.                 |



NOV25

BLADEDUGHTER ASPIRANT



## Izchaki Chaser



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



35



|      |     |
|------|-----|
| AGL  | d12 |
| ABL  | d8  |
| Hero |     |

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

| 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   | <b>Amphibious, Arboreal, Mountaineer.</b>                      |
| 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.             |



DEC20

IZCHAKI CHASER



## Nightwhisper



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



30



|      |     |
|------|-----|
| AGL  | d12 |
| ABL  | d8  |
| Hero |     |

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

| 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 <b>Gloom</b> and <b>Darkness</b> .                      |
| Elusive [1]        | Break Off: no attacks from [1] enemy.                          |
| Freerunner         | Doors, Windows, Walls and Hedges are <b>Easy</b> .             |
| 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              | <b>Infiltrate</b> SPD after deployment. +2 scout points.       |
| Shieldbreaker (sb) | Ignore +1 of any shield- or weapon ability-based DEF modifier. |



DEC20

NIGHTWHISPER



## Manslayer Assassin



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



|      |     |
|------|-----|
| AGL  | d12 |
| ABL  | d8  |
| Hero |     |

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



## Manslayer Sniper



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



|      |     |
|------|-----|
| AGL  | d10 |
| ABL  | d8  |
| Hero |     |

| TALENTS & SKILLS     |            |
|----------------------|------------|
| Camouflage d8        | Dodge [1]  |
| Far Shot [1]         | Hunt d8    |
| Marksman             | Scout      |
| Sergeant [Manhunter] | Sniper [1] |

| 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               | <b>Infiltrate</b> 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.            |



NOV23

MANSLEYER ASSASSIN

| ABILITIES            | EFFECTS                                                                     |
|----------------------|-----------------------------------------------------------------------------|
| Camouflage d8        | Special action: Camouflage test: gain Camo token. Trained.                  |
| 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.                    |
| Hunt d8              | Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.              |
| Marksman             | Stationary: Advantage with Ranged Attack tests.                             |
| Scout                | <b>Infiltrate</b> SPD after deployment. +2 scout points.                    |
| Sergeant [Manhunter] | [Manhunter] in 6" use your DISC for DISC tests. Includes <b>Shoot Them!</b> |
| Shoot Them!          | Friends within 6": choose ranged target.                                    |
| Shieldbreaker (sb)   | Ignore +1 of any shield- or weapon ability-based DEF modifier.              |
| Sniper [1]           | Stationary: -1 range modifier removed from your ranged attack.              |



NOV23

MANSLEYER SNIPER



## Secret Sister



| 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] |             |



29

| 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 <b>Infiltrate</b> . |
| 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 <b>Easy</b> .                                                                                                                 |
| 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.                                                                                          |



NOV23

SECRET SISTER



## Shadow Dancer



| 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 |  |



30

| ABILITIES        | EFFECTS                                                    |
|------------------|------------------------------------------------------------|
| Parry [2]        | Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R] |
| Bladedancer      | <b>Elusive[1]</b> . 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.                  |



DEC20

SHADOW DANCER



## Sky Sister



| 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 |



## Void Agent



| 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] |                     |

| 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.         |

DGS NOV23

SKY SISTER

| 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:<br><u>Missed Opportunity</u> : Target friend activation: enemies can't react.<br><u>Nullify Armor</u> : Target is -3 AV.<br><u>Void Blade</u> : Target +1dl damage for 1 weapon. Hit enemy: loses all <b>Magical</b> effects and Energy Tokens. |

DGS MAY22

MAY22

VOID AGENT



## Manhunter



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



11



|          |    |
|----------|----|
| ABL      | d6 |
| Follower |    |

### TALENTS & SKILLS

**Infiltrate**

**Camouflage d6**

**Hunt d6**



## Rebel Maiden



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



12



|          |    |
|----------|----|
| ABL      | d6 |
| Follower |    |

### TALENTS & SKILLS

**Backstep**

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

| ABILITIES                | EFFECTS                                                                           |
|--------------------------|-----------------------------------------------------------------------------------|
| <b>Backstep</b>          | <i>Ready, engaged: after combat, move up to 3" directly away not engaged. PCA</i> |
| <b>Entangle (ent)</b>    | <i>Hit = AGL 5, Crit = AGL 7: Fail -2 DEF, Fail 4+ Restrained.</i>                |
| <b>Quick Strike (qs)</b> | <i>Counterattack. Unless target &gt; DISC, +1d1 DISC for sequence.</i>            |
| <b>Counterattack</b>     | <i>Braced, unengaged at start: go first in combat sequence. [R]</i>               |



DEC20

MANHUNTER



DEC20

REBEL MAIDEN



## Throatseeker



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



9



ABL d6

Follower

### TALENTS & SKILLS

Ambush

Freerunner



## Untamed



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



9



ABL d6

Follower

### TALENTS & SKILLS

Flurry

### 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**.

### ABILITIES

### EFFECTS

#### Flurry

You count as 2 combatants for Pile On purposes.



FEB22

THROATSEEKER



DEC20

UNTAMED



## Eclipse Rules Reference



| MODEL TYPE             | FREEBAND ASSEMBLY RULES                                                                                          |
|------------------------|------------------------------------------------------------------------------------------------------------------|
| <b>Eclipse Faction</b> | <i>A freeband may contain up to 2 Manslayers, regardless of type.<br/>May not contain any Traazorite models.</i> |

| FACTION THEME RULE    | EFFECTS                                                                                                                                                  |
|-----------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Ambush Mastery</b> | <i>Faction models that employ <b>Ambush</b> reduce the distance they must be away from other models and Objectives by 3".</i>                            |
| <b>Sisterhood</b>     | <i>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.</i> |



NOV25

ECLIPSE RULES REFERENCE



## Eclipse Rules Reference



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

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

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



NOV23

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## Eclipse Rules Reference



| REFERENCE                 | EFFECTS                                                                                                                                                                                                                                                                       |
|---------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Poison [END] Token</b> | <p><i>Suffer -1d1 END (stacks, may cause lost LP).</i></p> <p><i>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.</i></p> |

| REFERENCE                            | EFFECTS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
|--------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Stealth and Camouflage Tokens</b> | <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 <b>Scout</b> 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 <b>Fly</b>, 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> |



NOV23

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