



# Ashen Lightbane



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12+1	Ashen Spear d8+2 de	*	*	5	4	6	d10



66

END	d16
STR	d10
DEX	d10
ABL	d8
Creature	

TALENTS & SKILLS	
Asp Strike [1]	Lightbane
Fearsome	Die Hard [2]
Stave Off [2]	Tough [2]
Undead	

ABILITIES	EFFECTS
Asp Strike [1]	Stationary: May make [1] extra attack, all attacks [-1]d1 damage. [O]
Lightbane	Includes <b>Darkvision</b> . Within 3": <b>Darkness</b> . Within 9: <b>Gloom</b> , cancel "light"/"illuminate" effects.
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Stave Off [2]	Before attack, Opposed MAR test: enemy attacks -2d1 MAR. Standoff vs. non: +1d1 Opposed MAR. [2] times/turn.
Tough [2]	Gain [2] LP. Included.
Undead	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.

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ASHEN LIGHTBANE



# Ashen Lightbane Reference



REFERENCE	EFFECTS
Darkvision	Ignore <b>Gloom</b> and <b>Darkness</b> .
Fearless	Pass all Morale tests, not affected by <b>Fearsome</b> or <b>Terrifying</b> .
Immune [Poison, Stun]	You cannot be affected by any game effect with the <b>Poison</b> or <b>Venomous</b> keywords. You cannot become Dazed or Stunned.
Tireless	You are immune to game effects with the <b>Sleep</b> keyword.



NOV24

ASHEN LIGHTBANE REFERENCE



## Gorazon



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	2 x Claw d8	*	*	4	6	4	d10
	d10	Stinger d4 ven						



45

END	d10
ABL	d8
Creature	

TALENTS & SKILLS	
Battler	Bear Hug
Confine	Fearsome
Hardened	Mountaineer
Enhanced Venom [2]	Tough [1]

ABILITIES	EFFECTS
Battler	Takes two enemies for each -1 DEF applied from Piling On..
Bear Hug	If both attacks hit same target: target must pass a STR test or be Restrained.
Confine	Enemy in contact cannot employ Post Combat Abilities.
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Hardened	Critical Damage against you is TH 15..
Mountaineer	Rocky terrain: No penalty. +1d1 to Climb tests.
Tough [1]	Gain [1] LP. Included.
Enhanced Venom [2]	Target adds +[2] to the TN for Venomous tests.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.

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GORAZON



## Bloodfly Swarm



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
2	d6	Bite d4	*	*	4	3	4	d6



20

ABL	d6
Creature	

TALENTS & SKILLS	
Bloodsucker	
Swarm	
Fearless	
Feral	
Fly [Low, 6]	
Harassing Companion	

ABILITIES	EFFECTS
Bloodsucker	Each LP loss you cause, END test: gain 1 Temporary LP.
Swarm	Each remaining LP = 1 melee attack.
Fearless	Pass all Morale tests, not affected by <b>Fearsome</b> or <b>Terrifying</b> .
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: <b>Leader</b> , items, Fatestones, AP. Must pursue.
Fly [Low, 6]	Ignore terrain, SPD 6 while flying. Intercepted only by flyer.
Harassing Companion	One engaged enemy melee DEF -1. [0]

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BLOODFLY SWARM





## Ar-Grush



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d14	Tusks d10+2 chg, imp	d8	Heavy Quills d8 hqu 4"-8"-12"	4	5/6	8	d10
	d12	2 x Claws d8+3						



100

END	d18	TALENTS & SKILLS	
STR	d14	Die Hard [4]	Terrifying
SPR	d12	Maul [2, Claws]	Tenacious
ABL	d8	Hardened	Feral
Creature		Arboreal	Large Target

ABILITIES	EFFECTS
Die Hard [4]	Pass END test 7 to ignore an LP loss [4]/turn.
Terrifying	Morale test by enemies trying to engage you. Fail = Hold. Tarch = Panic.
Maul [2, Claws]	For each [Claw] attack that hits, may attack again, up to [2] additional attacks per Claw.
Tenacious	Your DEF may not be reduced by Piling On, or by any non-Magical ability or game effect.
Hardened	Critical Damage against you is TH 15.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Arboreal	Woods terrain: No penalty.



## Ar-Grush Reference



ABILITIES	EFFECTS
Large Target	Ranged attack tests against you are +1 to hit. [M]
Charge only (chg)	This weapon: only during Charge action.
Impact (imp)	Charge: Advantage on damage tests.
Heavy Quills (hqu)	Ranged attack: rear only, can while engaged. +1 AV rear.





## Golath Druid



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Heavy Staff d8+1 te	*	*	4	4	8	d8



74

END	d12	TALENTS & SKILLS	
STR	d10	CAR [Golath Druid Treespeaking] d10	
SPR	d10	15 Power	Die Hard [3]
KNW	d6	Fearsome	Hardened
ABL	d8	Large Caster	Large Target
Creature/ Caster		Arboreal	Tree Bond
		Mountaineer	Spelldancer

SPELL (POWER)	GOLATH DRUID TREESPEAKING (SPIRIT)
<b>Awaken the Woods (3)</b>	All enemies in contact with a target <b>Woods</b> terrain feature pass an AGL test 7 or suffer a d6 damage hit.
Fortify (1)	Target is +2d1 MAR or RAR, your choice.
Guarded (1)	If target is Stationary, it is +2 to melee DEF and gains <b>Battler</b> .
Mend (1)	Target recovers 1 LP that it has lost. 9" Range.
Nature's Grace (2)	All Conditions and Tokens of your choice applying to the target are removed.
Sudden Growth (2)	Place a 4" AoE entirely within 18" of you. The AoE is treated as <b>Woods</b> terrain. This area may be placed under models but may not be placed over existing terrain features.
<b>Vines (3)</b>	Target makes a STR test 4. Crit: No effect, Pass: SPD = ½, Fail: Loses this turn's movement, Tarch: Loses this turn's movement and is Restrained.

NOV22

GOLATH DRUID

ABILITIES	EFFECTS
<b>Die Hard [3]</b>	Pass END test 7 to ignore an LP loss [3]/turn.
<b>Fearsome</b>	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
<b>Hardened</b>	Critical Damage against you is TH 15.
<b>Large Caster</b>	Casting while engaged: No penalty unless <b>Large Target</b> engaged.
<b>Large Target</b>	Ranged attack tests against you are +1 to hit. [M]
<b>Arboreal</b>	<b>Woods</b> terrain: No penalty.
<b>Tree Bond</b>	Caster in contact with <b>Woods</b> Terrain may cast for -1 Power.
<b>Mountaineer</b>	<b>Rocky</b> terrain: No penalty. +1d1 to Climb tests.
<b>Spelldancer</b>	No reaction when you cast or counterspell while engaged.
<b>Two-ended (te)</b>	DEF +1 or second melee attack at -2d1 MAR. [O]

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GOLATH DRUID

SPELL (POWER)	GOLATH DRUID TREESPEAKING (SPIRIT)
<b>Tree Gate (2)</b>	Target friend entirely within a <b>Woods</b> terrain feature or object may be placed into any other <b>Woods</b> 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.
<b>Wall of Thorns (3)</b>	Creates a line 1-6" long, ½" wide and 1" tall. 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.	

DGS NOV22

GOLATH DRUID





## Golat



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d14	Golat Club d12+2, swp, mi	*	*	4	5	10	d10



76

STR	d16
END	d12
SPR	d10
KNW	d4
ABL	d8
Creature	

TALENTS & SKILLS	
Die Hard [5]	Terrifying
Bull Rush	Counterspell d8
Hardened	Mountaineer
Large Target	

ABILITIES	EFFECTS
Die Hard [5]	Pass END test 7 to ignore an LP loss [5]/turn.
Terrifying	Enemies engaging you: Morale test. Fail: Hold, Tarch: Panic. <b>Fearless.</b>
Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
Counterspell d8	1 CAR d8 counterspell/turn. Each power > 2: -1dl. No Reaction trigger.
Hardened	Critical Damage against you is TH 15.
Mountaineer	<b>Rocky</b> terrain: No penalty. +1dl to Climb tests.
Fearless	Pass all Morale tests, not affected by <b>Fearsome</b> or <b>Terrifying</b> .
Large Target	Ranged attack tests against you are +1 to hit. [M]
Sweep (swp)	Stationary: Attack all L to R or R to L. After 1st: -1dl MAR/Damage each. You: -2 DEF.
Mighty (mi)	Parry attempts vs attacks made with this weapon are -1.

DGS FEB22

GOLAT



## Shalkarak



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Fangs d8+1 ven	*	*	4	3	2	d10



21

ABL	d8
Creature	

TALENTS & SKILLS	
Fearsome	
Crush	
Feral	
Slither	

ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Crush	Each extra turn attacking same enemy: Critical Hit and Damage TH: -4 for each turn >1.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Slither	<b>Amphibious</b> and <b>Arboreal</b> .
Amphibious	<b>Deep/Very Rough Watery</b> = <b>Rough</b> , <b>Watery</b> = <b>Easy</b> , <b>Conceals</b> .
Arboreal	<b>Woods</b> terrain: No penalty.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.

DGS DEC20

SHALKARAK



## Vekul



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	2 x Claws d10	*	*	6	3	7	d10



AGL	d16
ABL	d8
Creature	

TALENTS & SKILLS	
Dodge [4]	Fearsome
Active Defense	Bear Hug
Deflect	Furious
Feral	Alpine

65



## Young Grush



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Tusks d10 chg, imp	d6	Quills d6 qu 4"-8"-12"	4	4	6	d10
	d10	2 x Claws d8+1						



END	d10
SPR	d12
ABL	d8
Creature	

TALENTS & SKILLS	
Die Hard [2]	Fearsome
Tenacious	Feral
Arboreal	

56

ABILITIES	EFFECTS
Dodge [4]	Replace DEF with AGL test [4] times/turn. Tarch: DEF 1. [R]
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = Fearsome.
Active Defense	May make a reaction attack while engaged.
Bear Hug	If both attacks hit same target: target STR test or <b>Restrained</b> .
Deflect	A hit on you must achieve TH 15 to be a Critical Hit. [R]
Furious	For each LP lost and not regained: +1dl to melee dam
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Alpine	<b>Frostfoot</b> and <b>Mountaineer</b> . Cannot gain an Ice Token.
Frostfoot	<b>Icy</b> Terrain: No penalty.
Mountaineer	<b>Rocky</b> terrain: No penalty. +1dl to Climb tests.

DGS DEC20

VEKUL

ABILITIES	EFFECTS
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> = Fearsome.
Tenacious	Your DEF may not be reduced by Piling On, or by any non-Magical ability or game effect.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Arboreal	<b>Woods</b> terrain: No penalty.
Charge only (chg)	This weapon: only during Charge action.
Impact (imp)	Charge: Advantage on damage tests.
Quills (qu)	Ranged attack: rear only, can while engaged.

DGS DEC20

YOUNG GRUSH





# War Spider



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Bite d8 ven Web d0 ovr pin qs	*	*	5	4	4	d10



END	d10
AGL	d10
ABL	d8
Creature	

TALENTS & SKILLS	
Die Hard [1]	Fearsome
Dodge [1]	Battler
Infiltrate	Feral
Spiderclimb	



# War Spider Reference



ABILITIES	EFFECTS
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.
Overwhelm (ovr)	Parry may not be employed in response to this attack.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Quick Strike (qs)	Counterattack. Unless target > DISC, +1d1 DISC for sequence.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = Fearsome.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Battler	Takes two enemies for each -1 DEF applied from Piling On.
Infiltrate	Free Move up to your SPD after all sides have deployed.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Spiderclimb	All non-Watery terrain is <b>Easy</b> . Always pass Climb and Jump tests with full SPD.



DEC20

WAR SPIDER

REFERENCE	EFFECTS
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.



DEC20

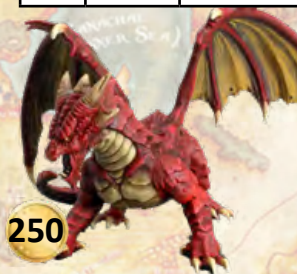
WAR SPIDER



# Thrakansor, Dragon of Fire



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d20	Bite d10+2	*	*	6	7	14	d16
	d16	2 x Claw d8+2						
	d14	Tail d8+2 swp (rear arc only)						



END	d16
AGL	d14
STR	d16
SPR	d14
ABL	d8
Creature	

TALENTS & SKILLS	
Fly [High, SPD 10]	Terrifying
Maul [2, Claw]	Die Hard [4]
Dragon Breath [Fire]	Hardened
Tenacious	Trample
Magic Resistance [4]	Feral, Demon
Immune [Flame]	Large Target



## Thrakansor Reference



ABILITIES	EFFECTS
Tenacious	Your DEF may not be reduced by Piling On, any non-Magical ability or game effect.
Trample	Break off action: After reactions may move through all smaller enemies. They pass AGL test 5 or d8 Damage.
Magic Resistance [4]	A spell targeting you is -[4] to the Casting test.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Demon	Hero's Honor does not apply.

ABILITIES	EFFECTS
Fly [High, SPD 10]	Ignore terrain, SPD 10 while flying. Intercepted only by flyer.
Terrifying	Enemies engaging you: Morale test. Fail: Hold, Tarch: Panic. Fearless.
Fearless	Pass all Morale tests, not affected by Fearsome or Terrifying.
Maul [2, Claws]	For each [Claw] attack that hits, may attack again, up to [2] additional attacks per Claw.
Die Hard [4]	Pass END test 7 to ignore an LP loss [4]/turn.
Dragon Breath [Fire]	Replace Bite attack: d8 damage cone Flame attack. Can be engaged. OR gain a Surge Token.
Flame	A target hit by this attack gains a Flame Token.
Hardened	Critical Damage against you is TH 15.

ABILITIES	EFFECTS
Immune [Flame]	You cannot be affected by any game effect with the Flame keyword.
Large Target	Ranged attack tests against you are +1 to hit. [M]
Sweep (swp)	Stationary: Attack all L to R or R to L. After 1st: -1d1 MAR/ Damage each. You: -2 DEF.





## Thrakansor Reference



REFERENCE	EFFECTS
<b>Flame Tokens</b>	<p>End of activation: pass END test for each Flame Token or lose an LP for each failed test. <b>Energy.</b> Remove all Flame Tokens when:</p> <ul style="list-style-type: none"> <li>You move into, in or through a <b>Watery</b> terrain feature.</li> <li>You or a friend in contact use a special action to remove it.</li> <li>You start or end your activation Prone.</li> <li>You are affected by an Ice Magic spell or any game effect with the <b>Ice</b> or <b>Icy</b> keywords. Ice and Flame Tokens cancel each other (if you have any of one type and gain any of the other type, all are removed/canceled).</li> </ul>
<b>Surge Tokens</b>	<p>When you make an attack with a weapon eligible to gain Surge Tokens, you remove all your Surge tokens and increase the damage of the attack by +1dl for each Surge token removed, to a maximum of +3dl. If the attack uses a template, decrease the AGL rating of any models under the template by -1dl for each Surge token removed, to a maximum of -3dl. <b>Energy.</b> Surge Tokens are removed when they are employed.</p>

Thrakansor played by a live player is designed to be a serious challenge for freebands of a combined 1000 freeband value or more. In a scenario where experienced players are cooperating against Thrakansor, it should be set lower. Groups could consider trying to outdo each other in defeating Thrakansor with ever lower FVs...

It is recommended that Thrakansor be played by a live player. If he is an NPC, dragons use the normal NPC rules with the following exceptions:

- Dragons will always act to attempt to attack the most models possible.
- They will Trample in a direction and manner that affects the most enemy models and end that move in a manner that will allow it to make melee attacks against as many enemy models as possible.
- If its Dragon Breath would affect more than one model, it will employ it. If it can only affect one model with its breath weapon and could also melee attack that model, it will bite that model instead. If it can neither affect models with Dragon Breath nor bite one, it will gain a Surge Token.



## Ventarx



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



36

AGL	d10
SPR	d10
ABL	d8
Creature	

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



# Mokruhl



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



40

STR	d10
SPR	d12
ABL	d8
Creature/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.



DEC20

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 Uhltrax (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.

REFERENCE	EFFECTS
Gloom	LOS through gloom: 18". Gloom = Concealment, -1dl RAR.
Sergeant [Type]	[Type] in 6" use your DISC for DISC tests. Includes <b>Shoot Them!</b>
Shoot Them!	Friends within 6": choose ranged target.



NOV22

MOKRUHL





## Alpha Plakhra



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



AGL	d14
ABL	d8
Creature	

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

33

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 Pack Attack friend engaging target.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Fast	Variable moves: +d6".
Demon	Hero's Honor does not apply.



ALPHA PLAKHRA



## Plakhra



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



AGL	d12
ABL	d8
Creature	

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

25

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 Pack Attack friend engaging target.
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Fast	Variable moves: +d6".
Demon	Hero's Honor does not apply.



PLAKHRA



## 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



41

AGL	d12
SPR	d12
ABL	d8
Creature	

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



28

AGL	d10
SPR	d10
ABL	d6
Creature	

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.



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.



# Black Knight



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d14+1*	Night's Edge d10+1 mi	*	*	5	7	5+X	d16



115

ABL	d12
Hero	

TALENTS & SKILLS	
Parry [3]	Active Defense
Battler	Contain
Deflect	Fearless
Hardened	Lion's Roar

ABILITIES	EFFECTS
Parry [3]	Replace DEF with MAR test [3] times/turn. Tarch: DEF 1 [R]
Active Defense	May make a reaction attack while engaged.
Battler	Takes two enemies for each -1 DEF applied from Piling On.
Contain	Enemy Break Off: ignore enemy talents preventing reactions.
Deflect	A hit on you must achieve TH 15 to be a Critical Hit. [R]
Fearless	Pass all Morale tests, not affected by Fearsome or Terrifying.
Hardened	Critical Damage against you is TH 15.
Lion's Roar	If Ready, enemies within 6" of you are -1d1 to all Morale tests.
Mighty (mi)	Parry attempts vs. attacks made with this weapon are -1.



BLACK KNIGHT

# Black Knight Reference



ABILITIES	EFFECTS
Night's Edge Artifact Weapon also provides: <b>Awareness, Multi-Strike [+2]</b>	
Awareness	Response talents and melee attacks: through any facing.
Multi-Strike [+2]	Gain +[2] attacks with one melee weapon.
Dark Shroud Artifact Armor also provides: <b>Wraith [3], Magic Resistance [4], Mistveil</b>	
Wraith [3]	SPR 7 to ignore non magical attack [3] times/turn. [R]
Magic Resistance [4]	A spell targeting you is -4 to the Casting test.
Mistveil	Ranged attacks may not be made against this model from beyond 9".

## Black Knight Special Rules:

1. Gains an extra LP for each freeband player (X refers to the number of non-Black Knight players).
2. \* The Black Knight will always be +1d1 MAR over the freeband model with the highest MAR.
3. The Black Knight may be limited in how it moves and attacks. See scenario special rules.

See complete rules for this model in the Black Knight Scenario in the Freeblades Living Rulebook.



BLACK KNIGHT

# Sorcerer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8+1	Staff d6+1 te	*	*	5	4	4	d10



ABL	d12
Hero/Caster	

TALENTS & SKILLS	
CAR [Moonsfire Sorcery] d14+1*	25 Power
Spell Mastery [X]	Dodge [2]
Fate Siphon [Minions]	Elusive [1]
Spell Riposte	Fearless
Fear Craver	Witchsight
Sergeant [Minions]	

SPELL (POWER)	MOONSFIRE SORCERY (ENERGY/SPIRIT)
Cone of Fire (2)	Creates a d8 damage cone. <b>Flame.</b>
Discorporate (3)	Target friend gains <b>Spirit</b> talent. Considered <b>Discorporate</b> while spell lasts.
Enchant (3)	The target takes a SPR test 5. If it fails, the Casting player determines the only type of movement action the target may take from: Charge, Hold, Maneuver, Sprint, Break off. Affected targets may not make any reactions.
Fireball (3)	Places a d8 damage 4" AoE centered on the target enemy model. Models hit by this attack gain a Flame Token. <b>Missile Spell.</b>
Flameskin (1)	Any model that contacts or is already in contact with the target model must pass an immediate AGL test 5 or is hit for d6 damage.

SORCERER

ABILITIES	EFFECTS
Spell Mastery [+X]	You may cast +X spells per turn.
Fate Siphon [Minions]	You may be assigned any Fatestones earned by Minions instead.
Spell Riposte	On a counterspell Critical Success, may cast a spell. [R]
Fear Craver	Not Panicked: Enemy fails a Morale or Fear test: gain +2 Power.
Sergeant [Minions]	Minions in 6" use your DISC for DISC tests. Includes <b>Shoot Them!</b>
Shoot Them!	Friends within 6": choose ranged target.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
Fearless	Pass all Morale tests, not affected by <b>Fearsome</b> or <b>Terrifying</b> .
Witchsight	Attack Spirit enemies without penalty. See Discorporate.

SPELL (POWER)	MOONSFIRE SORCERY (ENERGY/SPIRIT)
Hex (1)	Target is -2d1 MAR or RAR (your choice).
Koromen's Gift (1)	Target recovers 1 LP that it has lost. 9" range.
Moonshadow (1)	Target is +2 to ranged DEF.
Wall of Fire (2)	Creates a wall in a straight line 1-6" long, 1" wide and 2" tall. Wall of Fire conceals those seen through it. It cannot be cast on top of models. Those passing through the wall gain a Flame Token and must pass an AGL test 5 or suffer d6 damage.



# Sorcerer Reference



## Sorcerer Special Rules:

1. For each additional freeband player over 2, the Sorcerer receives 5 more power.
2. \* The Sorcerer will always be +2dI CAR over the freeband Caster with the highest CAR.
3. For Spell Mastery [+X], X is the number of players.
4. See complete rules for this model in the Sorcerer Scenario in the Freeblades Living Rulebook.

ABILITIES	EFFECTS
Two-ended (te)	DEF +1 or second melee attack at -2dI MAR. [O]
Tough [1]	Gain 1 LP. Included.

## 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

SORCERER REFERENCE

# Sorcerer Reference



REFERENCE	EFFECTS
Flame	If you are hit by this attack, gain a Flame Token.
Flame Tokens	End of activation: pass END test for each Flame Token or lose an LP for each failed test. <b>Energy</b> . Remove all Flame Tokens when: <ul style="list-style-type: none"> <li>• You move into, in or through a <b>Watery</b> terrain feature.</li> <li>• You or a friend in contact use a special action to remove it.</li> <li>• You start or end your activation Prone.</li> <li>• You are affected by an Ice Magic spell or any game effect with the <b>Ice</b> or <b>Icy</b> keywords. Ice and Flame Tokens cancel each other (if you have any of one type and gain any of the other type, all are removed/canceled).</li> </ul>

REFERENCE	EFFECTS
Spirit	Not slowed by terrain. +1AV/DEF vs non-Magical attacks. Attacks=Magical. May Discorporate.
Discorporate	Discorporate models cannot: interact or be interacted with by non- <b>Spirit/ Witchesight</b> models or objects, block LOS of non-Discorporate, pick up or transfer items.  Discorporate models may: be moved through by non-discorporate models (and vice versa) so long as the bases do not overlap at the end of the move, retain items and may drop them.  Game effects linking two models, like <b>Bonded</b> and <b>Teammate</b> , may not be employed when one of the models is Discorporate and one is not.  <b>Spirit</b> models do not gain their DEF and AV benefit against models that are Discorporate.

DEC20

SORCERER REFERENCE

## Enemies Rules Reference



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

REFERENCE	EFFECTS
<b>Stealth and Camouflage Tokens</b>	<p>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.</p> <p>Stealth Token lost: within 3" of an enemy (6" with <b>Scout</b>), exceeds SPD not Concealed, employs <b>Fly</b>, makes an attack or casts a spell.</p> <p>Camouflage Token lost: move in any way, ranged attack/spell: fail a Camouflage test 2 (+1 TN for each enemy in LOS within 6")</p>



FEB22

ENEMIES RULES REFERENCE

