SPD	MAR	MM	4	RAR	RW	DEF	AV	LP	DISC
				*	*				
6	d12	Kolekar	· d10	*	*	5	5	3	d12
		2	AGL	d10		TALENT	S & SKI	LLS	
	200 P		ABL	d8	Leader			t Ther	n!
			Hero/L	eader	Active De	fense	Parry	/ [2]	
			0		Counterat		Miss	ile Par	ry [1]
1				5%	Swordcate	cher			
			(and	-40		FACT	ION TH		ULE
39					842	Fal	kaarar	Tactic	S
				854	AS COM		1	11	
A	ABILITIES	Alt a		and the	EFFECTS	e .s			
A Leader			-	n friends 1 to Abilit	within 6":	use you	r DISC.		C2-
Leade		Shoot T	hem!, +:	1 to Abilit	within 6":		r DISC		C2-
Leadei Shoot	r	Shoot T Friends	hem! , +: within 6	1 to Abilit ": choose	within 6": ty tests.	get.			C2-
Leader Shoot Active	Them!	Shoot T Friends May ma	hem! , + within 6 ake a rea	1 to Abilit ": choose	within 6": ty tests. e ranged tai	rget. ngaged		. Inclue	des
Leader Shoot Active Counte	Them! Defense	Shoot T Friends May mo Braced,	hem! , +: within 6 ake a rea unenga	1 to Abilit ": choose action atta ged at sta	within 6": ty tests. ranged tai ack while e	get. ngaged in coml	bat sec	Inclue	des
Leader Shoot Active Counte	Them! Defense erattack catcher	Shoot T Friends May mo Braced, Deft, Ex	hem!, +: within 6 ake a rea unenga pert [Pa	1 to Abilit ": choose action atte ged at sto rry] . Ma	within 6": ty tests. ranged tai ack while e art: go first	rget. ngaged in coml rt on a '	bat sec "2" res	Includ	des 2. [R]
Leader Shoot Active Counte Sword Parry [Them! Defense erattack catcher	Shoot T Friends May mo Braced, Deft, Ex Replace	hem!, + within 6 ake a rea unenga pert [Pa DEF wit	1 to Abilit ": choose action atta ged at sta rry] . Ma h MAR te	within 6": ty tests. e ranged tai ack while e art: go first y use Expe l	get. ngaged in coml t on a ' t/turn.	bat sec '2" res Tarch:	Inclue Juence ult. DEF 1	des 2. [R] [R]
Leader Shoot Active Counte Sword Parry [Them! Defense erattack catcher 2]	Shoot T Friends May mo Braced, Deft, Ex Replace You may	hem!, +2 within 6 ake a rea unenga pert [Pa DEF wit y Parry [1 to Abilit ": choose action atta ged at sta rry] . Ma h MAR te 1] ranged	within 6": ty tests. e ranged tai ack while e art: go first y use Expe i est [2] times	get. ngaged in coml t on a ' t/turn.	bat sec '2" res Tarch:	Inclue Juence ult. DEF 1	des 2. [R] [R]

	Ĩ					dite	nant		REE	BL	
S	PD	MAR		MW		RAR	RW	DEF	AV	LP	DISC
	6	d12+1	Lo	ngswor	d d8	*	*	5s	5	3	d12
		2		DEX	d10		TAL	ENTS &	SKILLS		
		No.	-	ABL	d8	Leade	er	She	oot Th	em!	
1		1	51	Hero/I	_eader	Parry	[2]	Во	ld		
		MAN	5	1.00	(L	Defle	ct	De	ft		
~	1					Shield	l Bash	Lie	utena	nt [Fall	kaar+]
~	- 00		los -		- Cal	23		FACT	ION TH		JLE
3	9)			J.			-	Gi	ritty Ve	eterans	;

and we

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]
Bold	No Fear tests. Terrifying tests = Fear tests instead.
Deflect	A hit on you must achieve TH 15 to be a Critical Hit. [R]
Deft	You Riposte a Parry result at TH 8.
Shield Bash	Gain attack: MAR-2dl, damage d6. No (s) DEF bonus. [O]
Lieutenant [Falkaar+]	You may serve as faction freeband leader of [Falkaar, Haradel, Thormenal, Ravenblade].
Shield (s)	DEF +1 through front arc (already included).
DGS DEC20	RAVENBLADE LIEUTEN

_

		Fir	re Wizaro	d					KLL		ADES
	SPD	MAR	MW	RAR		RW		DEF	AV	LP	DISC
2	7	d6	Staff d6 te	*		*		4	2	2	d8
		-		E	ABL Hero/	d8 Caster	15 6	TAL R [Fire Power Ilguide	Magic	SKILLS] d10	
(31			de la	S.	2					

SPELL (POWER)	FIRE MAGIC (ENERGY)
Cone of Fire (2)	Creates a d8 damage cone. Flame.
Dire Flame (1)	Those within 12" of you may not use a special action to remove Flame Tokens.
Fireball (3)	Places a d8 damage 4" AoE centered on the target enemy. Missile Spell. Flame.
Flameskin (1)	Those that contact (or are already in contact with) the target must pass an immediate AGL test 5 or suffer d6 damage.
Flaming Weapon (1)	Target gains +1dl damage for one weapon of your choice. That weapon also gains Flame .
Heat Stroke (1)	Target becomes -2dl to END tests and cannot Run.

FIRE WIZARD

ABILITIES	EFFECTS
Spellguider [1]	You may spend +1 power to add +1dl to CAR when used as RAR.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]

MAGIC BASICS

CAR (dX) is Caster Rating, used to cast spells and counterspell. Unless otherwise noted, all spells are TN2, require LOS, 18" range, last one turn. Counterspell is an Opposed CAR test. Counterspell range is CAR in inches. Countering Caster must pay same power as spell's base cost (+1 if opposite type or non-Sorcery v. Sorcery). Counterspell requires LOS to target, effect or Caster.

DGS DEC20

FIRE WIZARD

SPELL (POWER)	FIRE MAGIC (ENERGY)
Illuminate (1)	This spell places a 4" AoE. Any game effects that restrict LOS or provide a non-item bonus to DEF for ranged attacks are negated in the AoE. Those attacking targets in the AoE are +1dl to ranged attack tests.
Scorch (1)	Those hit by this spell must pass an END test or lose one LP. The Target Number of the test is the target's base AV. Each level of Critical Hit success adds +3 to the TN of the END test. Missile Spell.
Wall of Fire (2)	Creates a wall in a straight line 1-6" long, 1" wide and 2" tall. All of the wall must be within 18" of you and more than half of its length must be in your LOS. Friends do not block LOS for the purpose of placing the wall. 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.

		adow Hui ader)	No.	Extreeblades					
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC	
6	d8	Longsword d8+1	*	*	4	4	3	d12	
J an			L d8 Hero/ der/Caste	r CAR [Va	TALENTS & Leader CAR [Varanic Rites:			m! 10	
39	E			15 Powe		ON TH	Ildanco EME RL Everytl	JLE	

	12.7/2	
	ABILITIES	EFFECTS
	Leader	Non-Feral faction friends within 6": use your DISC. Includes Shoot Them!, +1 to Ability tests.
2	Shoot Them!	Friends within 6": choose ranged target.
68	Spelldancer	No reaction when you cast or counterspell while engaged.
	A REAL PROPERTY AND A REAL	

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.



SHADOW HUNTER (LEADER/CASTER)

SPELL (POWER)	VARANIC RITES: HUNTER (SPIRIT)
Ailea's Light (3)	All melee attacks against target are at -2dl.
Ailea's Revelation (3)	Removes Stealth and Camouflage Tokens and cancels the effects of Disguise from all models within 18". Divination .
Glareyn's Guard (2)	Target gains the Active Defense, Contain and Protector talents.
Modo's Call (2)	Target gains Taunt . Target is +1dl DISC for the DISC test associated with the Taunt action.
Modo's Mending (1)	Target recovers 1 LP that it has lost. 9" range.
Tahnar's Blessing (1)	Target adds +2dl to MAR or RAR, your choice.
Valar's Vision (1)	Target gains Witchsight and is immune to the effects of Gloom and Darkness .

SHADOW HUNTER

SPELL (POWER)	VARANIC RITES: HUNTER (SPIRIT)				
Valia's Journey (3)	Target friend gains the Spirit talent and is considered Discorporate while the spell lasts.				
Vidunar's Hammer (1)	d8 damage ranged attack. Those hit by the attack pass a SPR test or are Knocked Down. Missile Spell.				



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Longsword d8	*	*	4	4	2	d8
S			A.S.L.	1.2.2	TAL FAITS	0.000	10	2
		a filler	BL d8		TALENTS)
Hero/Caster CAR [Varanic Rites: Hunter] d10 15 Power								
	1			Spelldance	er			
	ABILITIES	No reacti	ion when y	EFFECT you cast or cour		vhile e	ngage	d.
	Ø¢.	2 in	X			12	5	C.
				C BASICS				
noted, Oppos pay sa	, all spell sed CAR 1 me pow	ter Rating, used s are TN2, requir test. Counterspe er as spell's base equires LOS to ta	e LOS, 18" Il range is cost (+1 if	' range, last one CAR in inches. opposite type	e turn. Co Counterii	ounter ng Cas	spell is ter mu	an Ist

SPELL (POWER)	VARANIC RITES: HUNTER (SPIRIT)
Ailea's Light (3)	All melee attacks against target are at -2dl.
Ailea's Revelation (3)	Removes Stealth and Camouflage Tokens and cancels the effects of Disguise from all models within 18". Divination .
Glareyn's Guard (2)	Target gains the Active Defense, Contain and Protector talents.
Modo's Call (2)	Target gains Taunt . Target is +1dl DISC for the DISC test associated with the Taunt action.
Modo's Mending (1)	Target recovers 1 LP that it has lost. 9" range.
Tahnar's Blessing (1)	Target adds +2dl to MAR or RAR, your choice.
Valar's Vision (1)	Target gains Witchsight and is immune to the effects of Gloom and Darkness .

6

SHADOW HUNTER

SPELL (POWER)	VARANIC RITES: HUNTER (SPIRIT)
Valia's Journey (3)	Target friend gains the Spirit talent and is considered Discorporate while the spell lasts.
Vidunar's Hammer (1)	d8 damage ranged attack. Those hit by the attack pass a SPR test or are Knocked Down. Missile Spell.



		Jher (Lead			pani	io	n)	i i i i i i i i i i i i i i i i i i i		REE	BLA	DES
	SPD	MAR		MW		R	RAR	RW	DEI	AV	LP	DISC
	7	d12		Bite d8	3		*	*	5	2	2	d10
AND I	C		AGL d12 ABL d8 Hero				TALENTS & SKILLS Spirit Bonded [Sha Hunter Lead					w
	1				5		-	ge [2] chsght		otecto: emon	r	
	34							be taken wh Only one Jher				er is

1	ABILITIES	EFFECTS
	Spirit	Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate .
	Bonded [Shadow Hunter Leader]	Bonded within 6": Both +1 to DEF, Bonded model uses the [Shadow Hunter]'s DISC for all purposes, Bonded talents shared.
10	Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
-	Protector	Enemies must attack you in melee.
- Kal	Witchsight	Attack Spirit enemies without penalty. See Discorporate .
1 de	Demon	Hero's Honor does not apply.



JHENKAR (LEADER COMPANION)

		Jher (Cast			pani	or	1)	(BLA	DES
2	SPD	MAR		MW		R	AR	RW	DEF	AV	LP	DISC
1	7	d10		Bite d8	3		*	*	5	2	2	d8
	C		- Lan	AGL ABL He	d12 d8		Spiri				Shado aster]	w
						Dodge [2] Protector Witchsght Demon						
	31	A Card						be taken wher nly one Jhenka				r is

ABILITIES	EFFECTS
Spirit	Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate .
Bonded [Shadow Hunter Caster]	Bonded within 6": Both +1 to DEF, Bonded model uses the [Shadow Hunter]'s DISC for all purposes, Bonded talents shared.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Protector	Enemies must attack you in melee.
Witchsight	Attack Spirit enemies without penalty. See Discorporate.
Demon	Hero's Honor does not apply.



JHENKAR (CASTER COMPANION)

	Forester				ARX .				KL.	EBL	ADES	3
<u>a</u> 83	SPD	MAR	MW	R	AR		RW	DEF	AV	LP	DISC	1 ha
	7	d10+1	Longsword d8	d1	0+1		ngbow d8 '-24"-36"	5	3	2	d10	0
			- AND	AGL	d	10		TALEN	TS & SH	KILLS		S
		oun S.		DEX	d	10	Arborea	l				
Li.		24		ABL	c	18	Block					
J.C.S.	- B			ŀ	lero		Rapid Re	load				1
1				E.	S	-	Scout					-
10 A.												-1

Hunt d8

Sharpshooter

ABILITIES	EFFECTS
Arboreal	Woods terrain: No penalty.
Block	Each melee attack you forgo provides Parry [1]. [O]
Rapid Reload	Reload: normal, Slow Reload: Reload. Neither: no -1 for moving.
Scout	Infiltrate SPD after deployment. +2 scout points.
Sharpshooter	Ranged attack: Ignore the +1 DEF of a target's concealment.
Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.



35

FORESTER

 *** ** DGS

DEC20

		Wito	chcat				REE	BL	NDEX MELLE	
	SPD	MAR	MW		RAR	RW	DEF	AV	LP	DISC
	8	d8	2 x Claws o	d8	*	*	5	2	2	d8
1	5		nel		140		TALEN	TC O CL	(1116	2
		WY LOW		AGL ABL	d10 d8	Arborea		TS & SH	iltrate	
		- COR			ero	Dodge	Wi	Witchsight		
				1-1-1		Animal		Fas	st	
	J.		AAMA	her yes		Bonded	[Fores	ter]		
(26		15		~		ind	ESE.	2	1

ABILITIES	EFFECTS
Arboreal	Woods terrain: No penalty.
Infiltrate	Free Move up to your SPD after all sides have deployed.
Dodge [1]	Replace DEF with AGL test [1] times/turn. Tarch: DEF 1. [R]
Witchsight	Attack Spirit enemies without penalty. See Discorporate.
Animal	May not pick up, use, receive or transfer items. [M]
Fast	Variable moves: +d6".
Bonded [Forester]	Bonded within 6": Both +1 to DEF, Bonded model uses the [Forester]'s DISC for all purposes, Bonded talents shared.

WITCHCAT

		Kni	ght N	Mari	ner			REE	BL(ADES
100	SPD	MAR	M	W	RAR	RW	DEF	AV	LP	DISC
	7	d10	Cutlass	s d6+1	*	* 5		3	2	d10
-	17	4	125	Harde	K. S.	200 2	So.		- F	5
in		and the Real	4 D	AGL	d12	T/	LENTS	& SKIL	LS	
250	1		R.	ABL	d8	Parry [1]		Dodge	e [1]	
the		A CONTRACTOR	and the second s	Hei	ro	Feint [1]		Accura	ate Stri	ike [1]
1000				S	and the	Sergeant [Sa	ilor, M	arine]		
1	X		5			Shoot Them	!	Amph	ibious	
1	29		3		- 4	100		and the	3	

	1077 (8	
	ABILITIES	EFFECTS
-	Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
	Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
	Feint [1]	Pass Opposed MAR test: [1] enemy cannot Parry or Dodge you.
	Accurate Strike [1]	TH 3 melee attack: target is AV4.
	Sergeant [Sailor, Marine]	Sailor, Marine in 6" use your DISC for DISC tests. Includes Shoot Them!
	Shoot Them!	Friends within 6": choose ranged target.
He .	Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.

DGS DEC20

KNIGHT MARINER

1

	Knig	ht Def	ende	er	(BLA	ADEC
SPD	MAR	MW		RAR	RW	DEF	AV	LP	DISC
5	d10	Warhamme	er d8+1	*	*	5s	6	2	d10
5			STR	d10		TALENT	'S & SK	ILLS	
	wen Ser)		ABL	d8	Parry [1]				
	1	Stall 1	He	ro	Hardene	d			
	SAL		(12.2)		Fortress				
1				PS	Mountai	neer			
~			- mary		Veteran	2g, To	ugh]		
29					100 mil	ins	1	1	1

-	
ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Hardened	Critical Damage against you is TH 15.
Fortress	Stationary: cannot be piled on, keep shield DEF bonus for rear.
Mountaineer	Rocky terrain: No penalty. +1dl to Climb tests.
Shield (s)	DEF +1 through front arc (already included).
Veteran [2g, Tough]	May add [2g] to Cost to gain [Tough[+1]].



KNIGHT DEFENDER

							1		
SPD	MAR	MW	RAR	RW	10	DEF	AV	LP	DISC
5	d10+1	Sakhazet d8+1 let	d10+1	Composite Bov 10"-20"-30'		5	3	2	d10
		1 cm		AGL	d10		TALE	NTS & S	SKILLS
				DEX	d10		Dodge		
	G	1	1	ABL	d8		Fly [Lo		D 10]
	3	1113		Не	ro	N.	Haras		
	A.	NO.	ale.		-		Cavalr Light (v
38			Contraction .						,
							Scout	-	
	ABILITIES			EFFE	CTS				
A Dodge	-	Replace	e DEF with	EFFEC h AGL test [1] tim		n. Ta	Scout	F 1. [F	R]
Dodge	-	·			ne/tur		Scout	-	-
Dodge	e [1]	0] Ignore	terrain, Si	h AGL test [1] tim	ne/turi g. Int	ercep	Scout	-	-
Dodge Fly [Lo	e [1] ow, SPD 1	0] Ignore Variabl	terrain, Si le moves:	h AGL test [1] tim PD 10 while flying	ne/turi g. Inti flying	ercep 1).	Scout rch: DE ted on	ly by f	lyer.
Dodge Fly [Lo Fast	e [1] ow, SPD 1 ser	0] Ignore Variabl Break (terrain, Si le moves: Off, Evade,	h AGL test [1] tim PD 10 while flyin +d6" (only when	ne/turi g. Int flying ay ma	ercep 1). ke Ra	Scout rch: DE ted on	ly by fr Attack.	lyer.
Dodge Fly [Lo Fast Haras Cavalı	e [1] ow, SPD 1 ser	0] Ignore Variabl Break (No Pro	terrain, Si le moves: Off, Evade, ne/Climb/	h AGL test [1] tim PD 10 while flyin +d6" (only when , Rear Facing: mo	ne/turi g. Int flying ay ma t Jump	ercep 1). ke Ra 5. Ho	Scout rch: DE ted on nged A Id to sp	ly by f Attack. Decial	lyer. action
Dodge Fly [Lo Fast Haras Cavalı	e [1] ow, SPD 1 ser ry Cavalry	0] Ignore Variabl Break (No Pro Elusive	terrain, SI le moves: Dff, Evade, ne/Climb/ [+1]. Brea	h AGL test [1] tim PD 10 while flyin +d6" (only when , Rear Facing: ma 'Knock Down. +1	ne/turn g. Int flying ay ma L Jump -1 DEF	ercep 1). ke Ra 5. Ho	Scout rch: DE ted on nged A Id to sp	ly by f Attack. Decial	lyer. action
Dodge Fly [Lo Fast Haras Cavalı Light (e [1] ow, SPD 1 ser ry Cavalry e [1]	0] Ignore Variabl Break (No Pro Elusive Break (terrain, Si le moves: Off, Evade, ne/Climb/ [+1]. Brea Off: no att	h AGL test [1] tim PD 10 while flyin +d6" (only when , Rear Facing: me /Knock Down. +1 ak off reaction: +	ne/turn g. Intr flying ay ma 1 Jump -1 DEF emy.	ercep 1). ke Ra 5. Ho 5. Eva	Scout rch: DE ted on Inged A Id to sp de: +2,	ly by f Attack. Decial	lyer. action

Perakkir Scout **PREEBLADES** MAR MW RAR RW DEF AV LP DISC SPD Sakhazet Composite Bow d8 d10+1 2 6 d10+1 4 4 d10 d8+1 let 10"-20"-30" TALENTS & SKILLS DEX d10 Parry [1] ABL d8 Harasser Hero Elusive [1] A Scout Wayfinder 33 Dismount [Perakkir]

-076 -000	
ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] times/turn. Tarch: DEF 1 [R]
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Elusive [1]	Break Off: no attacks from [1] enemy.
Scout	Infiltrate SPD after deployment. +2 scout points.
Wayfinder	Arboreal and Alpine.
Dismount [Perakkir]	Dismounted version of the Perakkir.
Lethal (let)	Critical Damage from this weapon is TH 8.

and the

*** DGS DEC20

PERAKKIR SCOUT

		Kni	ght Immolato	r	(REE	BLA	MES	R
<u>a</u> 8	SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC	the
		d10+1	Longsword d10 flm mag	*	*	E.	c	2	d10	
2	9	d6	Warhorse d6			5s	6	2	d10	
	B		A OFFICE	555.500	-	9-12 a		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	and the second s	Seats

Low Low	AND I
×	
45	

m	mag	*	*	5s	6	2	d10	
6				55	0	2	010	0
à	DEX	d10		TAL	ENTS &	SKILLS		
2	SPR	d10	Pari	y [2]		Bladefl	ash	
	-		Glad	cis [1]	- 1	Cavalry	,	
	ABL	d8		horse		Fast		1
	He	ero	Imn	une [Flame]		-
					1	The second se		•

ABILITIES	EFFECTS
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Bladeflash	Dodges, Parries against your melee attacks suffer a -1 penalty.
Glacis [1]	No TH 3 on ranged attack against you: damage -[1]dl.
Immune [Flame]	Cannot be affected by any game effect with the Flame keyword.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Warhorse, Fast	Charge, Warhorse: gain Overwhelm. Variable Moves: +d6".
Flame (flm)	A model hit by this attack gains a Flame Token.
Magical (mag)	Attacks with this weapon gain the Magical keyword.
Shield (s)	DEF +1 through front arc (already included).
and the second	i martin

DGS NOV23

100

KNIGHT IMMOLATOR



AGL

ABL

Longsword d8+1

d10

6

X

28



	ABILITIES	EFFECTS
R	Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
	Accurate Strike [2]	TH 3 melee attack: target is AV3.





Sa	ailo	r	No. 1	¢	FR		BLA	DES
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Cutlass d6+1	d6	Grappler d6 pul scl thr 2"-4"-6"	4	2	1	d6
	and a second	ABI	L de	5	ALENTS	s & SKII	LLS	
	A.	Fc Fc	ollower	Amphibio	us			
	24	and the	15		Agend			(m
8			4	3				
0				and most				1

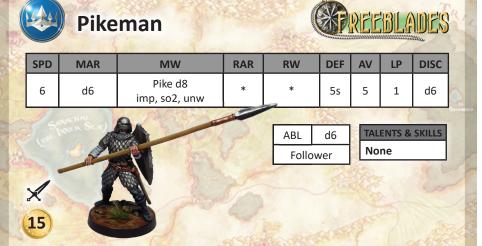
ABILITIES	EFFECTS
Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.
Pull (pul)	Hit unengaged enemy <= base size: Opposed STR to move target d4" directly toward.
Scale (scl)	+2dl to Climb tests, but no ranged attack.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



	Faele	er Swords	man			REE	BL4	DES
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Longsword d8	*	*	5s	3	1	d6
* 11		ABL Follo	d6 ower	Veteran Veteran		di Dise	_	
	Carrier Carrier	a starting the	26		and a	1		
Vetera	ABILITIES	DISCI May add [1]	al to Cost	EFFECT:		1		
	n [1g, +1dl [to gain [+1	dl DISC].		
	n [1g, +1dl I n [1g, Squire		g] to Cost	to gain [+1 to gain [Sq	dl DISC uire].		orn].	
Vetera Squire	n [1g, +1dl I n [1g, Squire	e] May add [1	g] to Cost [choose ty Type]: Igno	to gain [+1 to gain [Sq vpe of Knigl	dl DISC <u>.</u> uire]. nt or Blo	adesw	_	Fight

*** ** DGS

DEC20



3.0.7/		
ABILITIES	EFFECTS	2
Shield (s)	DEF +1 through front arc (already included).	ì
Impact (imp)	Charge: Advantage on damage tests.	2
Unwieldy (unw)	Not in open: lose weapon abilities. First pile on: DEF -2.	
Standoff 2 (so2)	Standoff. Cancel enemy Standoff. Deeper support contact.	~
Standoff (so)	Includes Counterattack. May fight in support contact.	5
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]	



PIKEMAN

FAELER SWORDSMAN

Falkaaran Rules Reference

	- Males Meletenee	
P.	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.
Che che	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

 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.





EXPREEBLADES

Falkaaran Rules Reference

FACTION THEME RULEEFFECTSFalkaaran TacticsPrior to each initiative roll, the Falkaaran player may adjust
their initiative die by +/- 1dl.Gritty VeteransIn the End Phase of a turn in which the freeband is consid-
ered broken and no other game end conditions have been
met, remove all models belonging to that freeband that
are not faction heroes from the encounter area, continue
play for one more turn and then take the normal actions
associated with that freeband being broken. Models re-
moved in this way do not count as dropped or run off.We've Seen EverythingHero models pass Morale, Fear and Terrifying tests on TN3.

REFERENCE	EFFECTS
Active Defense	May make a reaction attack while engaged.
Contain	Enemy Break Off: ignore enemy talents preventing reactions.
Overwhelm (ovr)	Parry may not be employed in response to this attack.
Protector	Enemies must attack you in melee.
Spirit	Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate .
Taunt	Ready, Unengaged, Enemy in LOS, 12" not activated/delayed: Opposed DISC: Enemy fail: must charge you, may countercharge.
Witchsight	Attack Spirit enemies without penalty. See Discorporate .



FALKAARAN RULES REFERENCE

PREEBLADES

Falkaaran Rules Reference

REFERENCE	EFFECTS
Discorporate	Discorporate models cannot: interact or be interacted with by non- Spirit/ Witchsight models or objects, block LOS of non-Discorporate, pick up or transfer.
	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 Bonded and Teammate , may no be employed when one of the models is Discorporate and one is not.
	Spirit models do not gain their DEF and AV benefit against models tha are Discorporate.

EREEBLADES

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. Energy. Remove all Flame Tokens when: You move into, in or through a Watery terrain feature. You or a friend in contact use a special action to remove it. You start or end your activation Prone. You are affected by an Ice Magic spell or any game effect with the Ice or Icy 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).

