



Jendal Bladesseeker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Kolekar d10	*	*	5	5	3	d12



TALENTS & SKILLS	
Leader	Shoot Them!
Active Defense	Parry [2]
Counterattack	Missile Parry [1]
Swordcatcher	

FACTION THEME RULE
Falkaaran Tactics

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.
Active Defense	May make a reaction attack while engaged.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Swordcatcher	Deft, Expert [Parry] . May use Expert on a "2" result.
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Missile Parry [1]	You may Parry [1] ranged nonspell attack/turn. No Riposte.
Deft	You Riposte a Parry result at TH 8.
Expert [Parry]	Expert allows the reroll of a Tarch once per use of [Parry].



JENDAL BLADESEEKER



Ravenblade Lieutenant



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12+1	Longsword d8	*	*	5s	5	3	d12



TALENTS & SKILLS	
Leader	Shoot Them!
Parry [2]	Bold
Deflect	Deft
Shield Bash	Lieutenant [Falkaar+]

FACTION THEME RULE
Gritty Veterans

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-2dI, 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).



RAVENBLADE LIEUTENANT



Fire Wizard



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Staff d6 te	*	*	4	2	2	d8



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Fire Magic] d10
15 Power
Spellguider [1]

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.



FIRE WIZARD

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

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.



FIRE WIZARD



Shadow Hunter (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	Longsword d8+1	*	*	4	4	3	d12



ABL	d8
Hero/ Leader/Caster	

TALENTS & SKILLS	
Leader	Shoot Them!
CAR [Varanic Rites: Hunter] d10	
15 Power	Spelldancer

FACTION THEME RULE
We've Seen Everything

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

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.
Spelldancer	No reaction when you cast or counterspell while engaged.

MAGIC BASICS

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



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SHADOW HUNTER (LEADER/CASTER)

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.



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SHADOW HUNTER



Shadow Hunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Longsword d8	*	*	4	4	2	d8



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Varanic Rites: Hunter] d10
15 Power
Spelldancer

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ABILITIES	EFFECTS
Spelldancer	No reaction when you cast or counterspell while engaged.

MAGIC BASICS

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



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SHADOW HUNTER (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.



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SHADOW HUNTER



Jhenkar (Leader Companion)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	Bite d8	*	*	5	2	2	d10



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Spirit	Bonded [Shadow Hunter Leader]
Dodge [2]	Protector
Witchsght	Demon

This Jhenkar may only be taken when the Shadow Hunter is taken as the Leader. Only one Jhenkar may be taken.



Jhenkar (Caster Companion)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Bite d8	*	*	5	2	2	d8



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Spirit	Bonded [Shadow Hunter Caster]
Dodge [2]	Protector
Witchsght	Demon

This Jhenkar may only be taken when the Shadow Hunter is taken as the Caster. Only one Jhenkar may be taken.

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.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Protector	Enemies must attack you in melee.
Witchsght	Attack Spirit enemies without penalty. See Discorporate .
Demon	Hero's Honor does not apply.



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JHENKAR (LEADER COMPANION)



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JHENKAR (CASTER COMPANION)

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.
Witchsght	Attack Spirit enemies without penalty. See Discorporate .
Demon	Hero's Honor does not apply.



Forester



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10+1	Longsword d8	d10+1	Longbow d8 12"-24"-36"	5	3	2	d10

AGL	d10
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Arboreal
Block
Rapid Reload
Scout
Sharpshooter
Hunt d8



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



FORESTER



Witchcat



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

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Arboreal	Infiltrate
Dodge [1]	Witchsight
Animal	Fast
Bonded [Forester]	



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



WITCHCAT



Knight Mariner



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Cutlass d6+1	*	*	5	3	2	d10



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	Dodge [1]
Feint [1]	Accurate Strike [1]
Sergeant [Sailor, Marine]	
Shoot Them!	Amphibious



Knight Defender



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Warhammer d8+1	*	*	5s	6	2	d10



STR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	
Hardened	
Fortress	
Mountaineer	
Veteran [2g, Tough]	

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.
Amphibious	Deep/Very Rough Watery = Rough , Watery = Easy , Conceals .



KNIGHT MARINER



KNIGHT DEFENDER



Perakkir



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10+1	Sakhazet d8+1 let	d10+1	Composite Bow d8 10"-20"-30"	5	3	2	d10



AGL	d10
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [1]
Fly [Low, SPD 10]
Harasser
Cavalry
Light Cavalry
Scout



Perakkir Scout



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10+1	Sakhazet d8+1 let	d10+1	Composite Bow d8 10"-20"-30"	4	4	2	d10



DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Harasser
Elusive [1]
Scout
Wayfinder
Dismount [Perakkir]

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Fly [Low, SPD 10]	Ignore terrain, SPD 10 while flying. Intercepted only by flyer.
Fast	Variable moves: +d6" (only when flying).
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
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.
Elusive [1]	Break Off: no attacks from [1] enemy.
Scout	Infiltrate SPD after deployment. +2 scout points.
Lethal (let)	Critical Damage from this weapon is TH 8.



PERAKKIR



PERAKKIR SCOUT



Knight Immolator



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10+1	Longsword d10 flm mag	*	*	5s	6	2	d10
	d6	Warhorse d6						



DEX	d10
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [2]	Bladeflash
Glacis [1]	Cavalry
Warhorse	Fast
Immune [Flame]	



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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).



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KNIGHT IMMOLATOR



Karadal Bladesister



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



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Accurate Strike [2]



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



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KARADAL BLADESISTER



Sheriff's Levy



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Short Sword d6	d8	Longbow d8 12"-24"-36"	4	3	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Scout
Limited

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ABILITIES	EFFECTS
Scout	Infiltrate SPD after deployment. +2 scout points.
Limited	May not have > one of this model type for every full 75 gold in the freeband's base cost.



SHERIFF'S LEVY



Sailor



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

ABL	d6
Follower	

TALENTS & SKILLS
Amphibious



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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.



SAILOR



Faeler Swordsman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Longsword d8	*	*	5s	3	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Veteran [1g, +1dl DISC]
Veteran [1g, Squire]



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ABILITIES	EFFECTS
Veteran [1g, +1dl DISC]	May add [1g] to Cost to gain [+1dl DISC].
Veteran [1g, Squire]	May add [1g] to Cost to gain [Squire].
Squire	Teammate [choose type of Knight or Bladesworn].
Teammate [Type]	Within 1" [Type]: Ignore for LOS, +1dl Morale/Fear. Fight in support contact.
Shield (s)	DEF +1 through front arc (already included).



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FAELER SWORDSMAN



Pikeman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Pike d8 imp, so2, unw	*	*	5s	5	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
None



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ABILITIES	EFFECTS
Shield (s)	DEF +1 through front arc (already included).
Impact (imp)	Charge: Advantage on damage tests.
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.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]



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PIKEMAN



Falkaaran Rules Reference



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
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.



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FALKAARAN RULES REFERENCE



Falkaaran Rules Reference



FACTION THEME RULE	EFFECTS
Falkaaran Tactics	Prior to each initiative roll, the Falkaaran player may adjust their initiative die by +/- 1dI.
Gritty Veterans	In the End Phase of a turn in which the freeband is considered 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 removed in this way do not count as dropped or run off.
We've Seen Everything	Hero 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 .



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FALKAARAN RULES REFERENCE



Falkaaran Rules Reference



REFERENCE	EFFECTS
Discorporate	<p><i>Discorporate models cannot: interact or be interacted with by non-Spirit/ Witchsight models or objects, block LOS of non-Discorporate, pick up or transfer.</i></p> <p><i>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.</i></p> <p><i>Game effects linking two models, like Bonded and Teammate, may not be employed when one of the models is Discorporate and one is not.</i></p> <p><i>Spirit models do not gain their DEF and AV benefit against models that are Discorporate.</i></p>

REFERENCE	EFFECTS
Flame	<p><i>If you are hit by this attack, gain a Flame Token.</i></p>
Flame Tokens	<p><i>End of activation: pass END test for each Flame Token or lose an LP for each failed test. Energy.</i></p> <p><i>Remove all Flame Tokens when:</i></p> <ul style="list-style-type: none"><i>You move into, in or through a Watery terrain feature.</i><i>You or a friend in contact use a special action to remove it.</i><i>You start or end your activation Prone.</i><i>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).</i>



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FALKAARAN RULES REFERENCE

