



Kor-Khan (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Spikedrakh d8 de Morning Star d8 sb	*	*	4	5	3	d12

ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Taunt
Veteran [2g, Menace [2]]	

FACTION THEME RULE
Flank March



39



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 [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Taunt	Replace activation, Ready, Unengaged, Enemy in LOS, 12" not activated: Opposed DISC: Enemy fail: must charge you.
Veteran [2g, Menace [2]]	May add [2g] to cost to gain [Menace [2]]: One non-Fearless/Bold engaged enemy: SPR test vs DISC Rating TN. Crit: no attack vs you, Pass: attacks vs you - [2]dl, Fail: no effect.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.

DGS NOV24

KOR-KHAN (LEADER)



Kor-Khan, Mounted (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d12	Spikedrakh d8 de Morning Star d8 sb	*	*	4	5	3	d12

ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Taunt
Cavalry	Fast
Veteran [2g, Menace [2]]	

FACTION THEME RULE
Flank March



43



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 [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Taunt	Replace activation, Ready, Unengaged, Enemy in LOS, 12" not activated: Opposed DISC: Enemy fail: must charge you.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Fast	Variable moves: +d6".
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Veteran [2g, Menace [2]]	May add [2g] to cost to gain [Menace [2]]: One non-Fearless/Bold engaged enemy: SPR test vs DISC Rating TN. Crit: no attack vs you, Pass: attacks vs you - [2]dl, Fail: no effect.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.

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KOR-KHAN, MOUNTED (LEADER)



Kor-Khan (Hero)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Spikedrakh d8 de Morning Star d8 sb	*	*	4	5	2	d10



30



ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Menace [1]

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Menace [1]	One non-Fearless/Bold engaged enemy: SPR test vs DISC Rating TN. Crit: no attack vs you, Pass: attacks vs you - [1]dl, Fail: no effect.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.



NOV24

KOR-KHAN (HERO)



Kor-Khan, Mounted (Hero)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10	Spikedrakh d8 de Morning Star d8 sb	*	*	4	5	2	d10



34



ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Menace [1]
Cavalry
Fast

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Menace [1]	One non-Fearless/Bold engaged enemy: SPR test vs DISC Rating TN. Crit: no attack vs you, Pass: attacks vs you - [1]dl, Fail: no effect.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Fast	Variable moves: +d6".
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.



NOV24

KOR-KHAN, MOUNTED (HERO)



Falconer (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d8	Spikedrakh d8 de	d12	Composite Bow d8 10"-20"-30"	4	4	3	d12



ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Cavalry	Falconer
Fast	Harasser
Hard Target [1]	Hunt d8
Hunting Raptor	Leader
Light Cavalry	Rapid Reload
Winged Companion	
FACTION THEME RULE	Flank March



Falconer (Hero)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d8	Spikedrakh d8 de	d10	Composite Bow d8 10"-20"-30"	4	4	2	d10



ABL	d8
Hero	

TALENTS & SKILLS	
Cavalry	Falconer
Fast	Harasser
Hard Target [1]	Hunt d8
Hunting Raptor	Light Cavalry
Rapid Reload	Winged Companion

ABILITIES	EFFECTS
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Falconer	Your ranged attack target within 18" is -2 DEF to that attack.
Fast	Variable moves: +d6".
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Hard Target [1]	Ranged attack v you: AGL 5, pass = double ranged modifiers. [1] time per turn.
Hunt d8	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Hunting Raptor	You can make a Hunt test within 18" with target not in LOS.
Leader	Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes Shooth Them! - friends within 6": choose ranged target.
Light Cavalry	Elusive [1]. Break off reaction: +1 DEF. Evade: +2, any distance.
Rapid Reload	Reload: normal, Slow Reload: Reload. Neither: no -1 for moving.
Winged Companion	Melee attack MAR d6 Talon d4+1 or Engaged enemy Melee DEF -2. [O]

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FALCONER (LEADER)

ABILITIES	EFFECTS
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Falconer	Your ranged attack target within 18" is -2 DEF to that attack.
Fast	Variable moves: +d6".
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Hard Target [1]	Ranged attack v you: AGL 5, pass = double ranged modifiers. [1] time per turn.
Hunt d8	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Hunting Raptor	You can make a Hunt test within 18" with target not in LOS.
Light Cavalry	Elusive [1]. Break off reaction: +1 DEF. Evade: +2, any distance.
Rapid Reload	Reload: normal, Slow Reload: Reload. Neither: no -1 for moving.
Winged Companion	Melee attack MAR d6 Talon d4+1 or Engaged enemy Melee DEF -2. [O]

DGS AUG25

FALCONER (HERO)



Firestarter



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



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Fire Magic: Firestarter] d10
15 Power
Cavalry
Fast
Spelldancer

ABILITIES	EFFECTS
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action (except spells).
Fast	Variable moves: +d6".
Spelldancer	No reaction when you cast or counterspell while engaged.
Two-ended (te)	DEF +1 or second melee attack at -2d1 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.

SPELL (POWER)	FIRE MAGIC: FIRESTARTER (ENERGY)
Burn (1)	Target gains a Flame Token.
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.
Fire Cage (3)	Before the target moves (not including facing changes or being Placed), voluntarily or involuntarily, it must pass a STR test 7. If it fails, it does not move, and suffers d8 damage. Flame.
Fireball (3)	Places a d8 damage 4" AoE centered on the target enemy. Missile Spell. Flame.
Firebolt (1)	d8 damage ranged attack. Missile Spell. Flame.

SPELL (POWER)	FIRE MAGIC: FIRESTARTER (ENERGY)
Flameburst (2)	Place a 4" AoE centered on you. All targets under the AoE, except you, pass an AGL 5 or take d8 damage. Flame.
Flare (2)	Target model cannot trace LOS to any model or point in the encounter area.
Wildfire (3)	Any models in the encounter area in contact with a Woods or otherwise combustible terrain feature (building containing wooden construction, wheat field, etc) gain a Flame Token.



Warlock



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Shadowspear d8 su	*	*	4	2	2	d8

STR	d4
ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Shadow Magic] d10
15 Power
Fear Craver



31

ABILITIES	EFFECTS
Fear Craver	Enemy fails a Morale or Fear test, not Panicked: gain +2 power.
Summoner (su)	You are +1 to casting rolls for Summoning spells.

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

WARLOCK

SPELL (POWER)	SHADOW MAGIC (SPIRIT)
Choke (1)	d8 damage ranged attack. Those hit by the attack pass an END test or are -2d1 DISC. Missile Spell.
Curse (1)	Target is -2d1 MAR or RAR, your choice.
Intimidate (2)	Target may not be Charged.
Nightmare (1)	Target becomes Reluctant .
Prey of Uhltarx (2)	Target 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.

DEC20

WARLOCK

SPELL (POWER)	SHADOW MAGIC (SPIRIT)
Soul Rip (3)	Target takes a SPR test 4. <ul style="list-style-type: none"> Passes the test with a TH 2: No effect. Pass: Target is placed 6" away using the rules for Scatter. Fail: Target is placed 6" away using the rules for Scatter and it loses 1 LP. Target stops at Impassable terrain, table edges, and friends or 1" from any enemy or engaged model. May be cast on an engaged target, and its movement does not trigger a reaction attack.
Summon Zakerlash (3)	A Zakerlash Creature model is placed within 6" of you and at least 6" from any enemy. The Zakerlash vanishes at the end of the turn. Spell is Target Number 4 to cast.
Twisted Image (1)	Target becomes Fearsome .

WARLOCK



Warlock, Mounted



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d6	Shadowspear d8 su	*	*	4	2	2	d8

STR	d4
ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Shadow Magic] d10
15 Power
Fear Craver
Cavalry
Fast



35



ABILITIES	EFFECTS
Fear Craver	Enemy fails a Morale or Fear test, not Panicked: gain +2 power.
Summoner (su)	You are +1 to casting rolls for Summoning spells.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action (except spells).
Fast	Variable moves: +d6".

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

WARLOCK, MOUNTED

SPELL (POWER)	SHADOW MAGIC (SPIRIT)
Choke (1)	d8 damage ranged attack. Those hit by the attack pass an END test or are -2d1 DISC. Missile Spell.
Curse (1)	Target is -2d1 MAR or RAR, your choice.
Intimidate (2)	Target may not be Charged.
Nightmare (1)	Target becomes Reluctant .
Prey of Uhltrax (2)	Target 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.

DEC20

WARLOCK, MOUNTED

SPELL (POWER)	SHADOW MAGIC (SPIRIT)
Soul Rip (3)	Target takes a SPR test 4. <ul style="list-style-type: none"> Passes the test with a TH 2: No effect. Pass: Target is placed 6" away using the rules for Scatter. Fail: Target is placed 6" away using the rules for Scatter and it loses 1 LP. Target stops at Impassable terrain, table edges, and friends or 1" from any enemy or engaged model. May be cast on an engaged target, and its movement does not trigger a reaction attack.
Summon Zakerlash (3)	A Zakerlash Creature model is placed within 6" of you and at least 6" from any enemy. The Zakerlash vanishes at the end of the turn. Spell is Target Number 4 to cast.
Twisted Image (1)	Target becomes Fearsome .

WARLOCK, MOUNTED



Zakerlash (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Fist d10	*	*	4	6	2	d4



ABL	d6
Follower	

TALENTS & SKILLS
Fearsome
Bonecrusher
Summoned
Tireless
Mountaineer
Demon

ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .
Bonecrusher	You cause a Critical Hit on a TH 5 melee attack.
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.
Tireless	You are immune to game effects with the Sleep keyword.
Mountaineer	Rocky terrain: No penalty. +1dl to Climb tests.
Demon	Hero's Honor does not apply.



DEC20

ZAKERLASH



Fear Bringer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Morning Star d8 sb	d8	Skullbomb d0 2" AoE dr thr 4"-8"-12"	5	5	2	d8



30



AGL	d10
KNW	d10
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [1]
Face Your Fear [2]
Fearsome
Menace [1]

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Face Your Fear [2]	Enemy Fear test within 6" of you is TN+[2].
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .
Menace [1]	One non-Fearless/Bold engaged enemy: SPR test vs DISC Rating TN. Crit: no attack vs you, Pass: attacks vs you - [1]dl, Fail: no effect. [O]
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.
Dread (dr)	Enemies hit must make an immediate Fear test.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



NOV24

FEAR BRINGER



Marauder



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d8	Morning Star d8 sb	d10	Composite Bow d8 10"-20"-30"	4	4	2	d8

ABL	d8
Hero	

TALENTS & SKILLS	
Cavalry	Light Cavalry
Harasser	Scout
Fast	Veteran [1g, Deft Rider]
Veteran [1g, Fleeting Target]	



29



ABILITIES	EFFECTS
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.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Scout	Infiltrate SPD after deployment. +2 scout points.
Fast	Variable moves: +d6".
Veteran [1g, Deft Rider]	May add [1g] to cost to gain [Deft Rider]: Ignore Cavalry Special Action restriction.
Veteran [1g, Fleeting Target]	May add [1g] to cost to gain [Fleeting Target]: Enemies must pass Targeting test to shoot you, Shoot Them! n/a.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.



NOV24

MARAUDER



Marauder (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	Morning Star d8 sb	d10	Composite Bow d8 10"-20"-30"	5	4	2	d8

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Harasser	
Scout	
Hard Target [2]	
Elusive [1]	
Veteran [2g, Camouflage d8]	



28



ABILITIES	EFFECTS
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Scout	Infiltrate SPD after deployment. +2 scout points.
Hard Target [2]	Ranged attack v you: AGL 5, pass = double ranged modifiers. [2] times per turn.
Elusive [1]	Break Off: no attacks from [1] enemy.
Veteran [2g, Camouflage d8]	May add [2g] to cost to gain [Camouflage d8]: Special action: Camouflage test: gain Camo token. Trained.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.



NOV24

MARAUDER, DISMOUNTED



Impaler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d10	Impaler d8+1 imp	*	*	6s	4	2	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Assault	Hit and Run
Nimble [1]	Cavalry
Veteran [1g, Hard Target [1]]	Fast



Impaler (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Impaler d8+1 imp	*	*	6s	4	2	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Assault	
Backstep	
Dodge [1]	
Veteran [1g, Hard Target [1]]	

ABILITIES	EFFECTS
Assault	Charging: Advantage for melee attack tests.
Hit and Run	After melee, AGL test: up to SPD away. -1 for >1 engaged. PCA.
Nimble [1]	You gain +1 DEF if you moved voluntarily this turn.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Veteran [1g, Hard Target [1]]	May add [1g] to cost to gain [Hard Target]: Ranged attack vs you: AGL 5, pass = double ranged modifiers. [1] time per turn.
Fast	Variable moves: +d6".
Impact (imp)	Charge: Advantage on Damage tests.



NOV24

IMPALER



NOV24

IMPALER, DISMOUNTED

ABILITIES	EFFECTS
Assault	Charging: Advantage for melee attack tests.
Backstep	Ready, engaged: after combat, move up to 3" directly, away not engaged. PCA
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Veteran [1g, Hard Target [1]]	May add [1g] to cost to gain [Hard Target]: Ranged attack vs you: AGL 5, pass = double ranged modifiers. [1] time per turn.
Impact (imp)	Charge: Advantage on Damage tests.



Gadarl



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	any	d8	any	5	3	2	d10



AGL	d10
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Weapon Morph	
Disguise	
Dodge [1]	
Demon	

27

ABILITIES	EFFECTS
Weapon Morph	May employ any non-Magical friendly or previously engaged enemy weapon.
Disguise	Unless you reveal or enemy with LOS passes Special Action KNW test 7: No attack, engagement, spell v you.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Demon	Hero's Honor does not apply.



DEC20

GADARL



Pain Bringer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Barbed Whip d4+1 ent qs	*	*	5an	5	4	d10



ABL	d8
Hero	

TALENTS & SKILLS	
Menace [2]	Accurate Strike [1]
Active Defense	Lash Attack
Strong-arm	Tough [2]

30

ABILITIES	EFFECTS
Menace [2]	One non-Fearless/Bold engaged enemy: SPR test vs DISC Rating TN. Crit: no attack vs you, Pass: attacks vs you - [2]dl, Fail: no effect. [O]
Accurate Strike [1]	TH 3 melee attack: target is AV4.
Active Defense	May make a reaction attack while engaged.
Lash Attack	Stationary: may make 1 additional attack with whip weapon.
Strong-arm	Friendly Follower fails Morale within 6": may reroll using own DISC. Tarch: lose 1 LP.
Tough [2]	Gain 2 LP. Included.
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Quick Strike (qs)	Counterattack. Unless target > DISC, +1dl DISC for sequence.
Anghara (an)	Melee DEF +1 through front arc (already included).



NOV24

PAIN BRINGER



Bludgeoneer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Flail d10 sb	*	*	4	3	1	d4



ABL	d6
Follower	

TALENTS & SKILLS
None



11

ABILITIES	EFFECTS
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.



DEC20

BLUDGEONEER



Krang



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Spikedrakh d8 de	*	*	5an	3	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Flurry
Wild Charge



13

ABILITIES	EFFECTS
Flurry	You count as 2 models for Pile On purposes.
Wild Charge	May add +d4" (d6" Fast) to Charge or Pursuit. Must pursue.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Anghara (an)	Melee DEF +1 through front arc (already included).



DEC20

KRANG



Raider



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d6	Javelin d6	d6	Javelin d6 thr 4"-8"-12"	5s	3	1	d6



ABL	d6
Follower	

TALENTS & SKILLS	
Cavalry	Light Cavalry
Harasser	Elusive [1]
Fast	Veteran [1g, Deft Rider]

18

ABILITIES	EFFECTS
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.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Elusive [1]	Break Off: no attacks from [1] enemy.
Veteran [1g, Deft Rider]	May add [1g] to cost to gain [Deft Rider]: Ignore Cavalry Special Action restriction.
Fast	Variable moves: +d6".
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



NOV24

RAIDER



Raider (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Javelin d6	d6	Javelin d6 thr 4"-8"-12"	5s	3	1	d6



ABL	d6
Follower	

TALENTS & SKILLS	
Harasser	
Elusive [1]	

14

ABILITIES	EFFECTS
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Elusive [1]	Break Off: no attacks from [1] enemy.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



DEC20

RAIDER, DISMOUNTED



Lifetaker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Dagger d4	d6	Bow d6 8"-16"-24"	4	3	1	d6



12



ABL	d6
Follower	

TALENTS & SKILLS
Ambush
Infiltrate

ABILITIES	EFFECTS
Ambush	<i>May start undeployed. Any activation: placed concealed, no enemy or ambushing friends within 6" (12" Scout) or in own deployment zone. Includes Infiltrate.</i>
Infiltrate	<i>Free Move up to your SPD after all sides have deployed.</i>



FEB22

LIFETAKER



Deserter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Cudgel d6+1	*	*	4	2	1	d4



9



ABL	d6
Follower	

TALENTS & SKILLS
Fighting Spirit [1]
Fodder

ABILITIES	EFFECTS
Fighting Spirit [1]	<i>You: dropped: after all concurrent attacks, pass SPR test 3: <u>not</u> dropped with 1 LP. [1] time/encounter.</i>
Fodder	<i>You drop: no non-Fodder Morale test. Your LP loss: no impact on combat winner unless only Fodder on your side. ½ LP for break.</i>



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Grular Rules Reference



REFERENCE	FREEBAND ASSEMBLY RULES
Grular Faction	May have a third Marauder and/or Impaler if 251+ gold base cost.

FACTION THEME RULE	EFFECTS
Flank March	May keep one Cavalry model off table at deployment. In the Movement Phase of any turn, the model may arrive from any table edge as a Flanking model.

REFERENCE	EFFECTS
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .
Reluctant	Must take a DISC test when activated. If failed, may only move ½ SPD and may not contact an enemy model. If it Tarches this test it Panics. May not make reactions. [M]



AUG25

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Grular Rules Reference



REFERENCE	EFFECTS
Flame	If you are hit by this attack, gain a Flame Token.
Flame Tokens	<p>End of activation: pass END test for each Flame Token or lose an LP for each failed test. Energy.</p> <p>Remove all Flame Tokens when:</p> <ul style="list-style-type: none">• 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).

REFERENCE	EFFECTS
Stealth and Camouflage Tokens	<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 Scout talent) and does not block LOS. Can only have one.</p> <p>Stealth Token lost: within 3" of an enemy (6" with Scout), exceeds SPD not concealed, employs Fly, 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>



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