🕘 High	Questor	of T	ahnar		REE	BLA	DE
SPD MAR	MW	RAR	RW	DEF	AV	LP	DISC
5 d12+1	Longsword d8	*	*	5s	6	3	d12
68	DEX d10 ABL d8		TAL	ENTS &	SKILLS hoot T	hem!	
	Hero/Leade	<u> </u>	rry [2]		hield E		
39			eadfast [1]	Ale	14.18	IEME R ard!	100

370 02							
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]						
Shield Bash	Gain attack: MAR-2dl, damage d6. No (s) DEF bonus. [O]						
Steadfast [1]	Pass 1st Morale test for losing combat.						
Veteran [2g, AV7]	May add [2g] to Cost to gain AV7.						
Shield (s)	DEF +1 through front arc (already included).						
	, 10, 0						



HIGH QUESTOR OF TAHNAR

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(1)	High Bear o	Questor f Bretan	of	G	la	r	eyn (REE	BLA	MES
SPD	MAR	MW	RA	R		I	RW	DEF	AV	LP	DISC
5	d12	2 x War Axe d8	*				*	4	7	4	d12
-			END ABL	-	10 8		Leader	TALEN	TS & S Sho	KILLS ot The	m!
10	2		Hero/I	_	-		Block		Pro	tector	
	1	1	1.3	-	P.	-	Steadfa	st [1]			
	3						_	14			Ser.
(41)		100							-		-
C		-			and		0.000	Brothe	rnood	of the	Bear
0.		24	die	20	2		1	Ċ	/	150	130803

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.
Block	Each melee attack you forgo provides Parry [1]. [O]
Protector	Enemies must attack you in melee.
Steadfast [1]	Pass 1st Morale test for losing combat.

HIGH QUESTOR OF GLAREYN

	High									
SPD	MAR	MW	RAR	RW		DEF	AV	LP	DISC	
5	d12	Battleaxe d10	*	*		4	6	4	d12	
5		END	d10		T	ALEN	rs & si	KILLS		
		ABL	d8	Lea	der		Sho	ot The	m!	
		Herc	Hero/Leader			IS	Bull	Rush		
		Ch. Ch.	in the	Wil	d Char	rge	Die	Hard [2]	
		200	STX.	Imp	act		Stea	dfast	[1]	
~	200	1800				FACTI	ON TH	EME R	ULE	
41)										
-		1 de	1398	in a co	141	F	tush T	hem!		
A	BILITIES	Jean C		EFFECT	S	F	Rush T	hem!		
A		Non-Feral faction Shoot Them!, +1	-	ithin 6"		Ś	an for	1	s	
Leade			to Ability	ithin 6" tests.	use y	Ś	an for	1	s	
Leade	r Them!	Shoot Them!, +1	to Ability choose r	ithin 6″ tests. anged to	use y urget.	vour E	DISC. I	nclude		
Leade Shoot	r Them! uous	Shoot Them!, +1 Friends within 6":	to Ability choose r ge enemy	rithin 6" tests. anged to . Must μ	r use y arget. oursue	your E	DISC. I	nclude or Bre	rak off.	
Leader Shoot Impetr	r Them! uous ush	Shoot Them!, +1 Friends within 6": DISC test or engage	to Ability choose r ge enemy STR test,	rithin 6" tests. anged to . Must µ tgt fail:	use y arget. oursue Dazea	vour E e, No d, Crit	DISC. I Delay : Knoc	nclude or Bre	rak off. vn	
Leader Shoot Impetr Bull Ru	r Them! uous ush Charge	Shoot Them!, +1 Friends within 6": DISC test or engage Charge: Opposed	to Ability choose r ge enemy STR test, 5″ Fast) to	rithin 6" tests. anged to Must p tgt fail: Charge	r use y arget. bursue Dazea or Pu	vour E e, No d, Crit ursuit.	DISC. I Delay : Knoc	nclude or Bre	rak off. vn	
Leader Shoot Impetr Bull Ru Wild C	r Them! uous ush Charge ard [2]	Shoot Them!, +1 Friends within 6": DISC test or engage Charge: Opposed May add +d4" (de	to Ability choose ro ge enemy STR test, 5" Fast) to p ignore a	ithin 6" tests. anged to Must p tgt fail: Charge n LP los.	use y arget. oursue Dazea or Pu 5 [2]/t	vour E e, No d, Crit ursuit.	DISC. I Delay : Knoc	nclude or Bre	rak off. vn	

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HIGH QUESTOR OF BAREK

(3	High	Questo	r of	Vid	unar		REE	BLA	DES
8	SPD	MAR	MW		RAR	RW	DEF	AV	LP	DISC
19	5	d12	Greatsword o	d10+1	*	*	4	7	3	d12
	3000		Iber		-/	3			R	£ - 3
			i not	STR	d10		TALENT	rs & sk	ILLS	
			2 2 3	ABL	d8	Leader		Shoo	ot Thei	m!
			O THE REAL	Hero/	Leader	Lion's F	Roar	Parr	y [1]	
			1.18.1	TICTO	Leader	Steadfa	ast [1]	Bold		
							100	See.	1.4	North Party
		Sec.		in the			FACTI		EME RU	JLE
6	39							Fight	On!	
1	0				a see	and and	Cal Noire	5		1840
	3		34	100	1000	the second	in	-	Lasta	100

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.
Lion's Roar	If Ready, enemies within 6" of you are-1dl to all Morale tests.
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Steadfast [1]	Pass 1st Morale test for losing combat.
Bold	No Fear tests. Terrifying tests = Fear tests instead.

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HIGH QUESTOR OF VIDUNAR

				Re .	_	Her Br	6	-		1
SPD	MAR		MW		RAR	RW	DEF	AV	LP	DISC
6	d12+1	Lon	ngswor	d d8	*	*	5s	5	3	d12
	8		DEX	d10		TAL	ENTS &	SKILLS		
	(V)	-	ABL	d8	Leade	er	Sho	oot Th	em!	
	1	51	Hero/	Leader	Parry	[2]	Bol	d		
	MA			CEL.	Defle	ct	Def	ft		
	100	7			Shield	d Bash	Lie	utenai	nt (Ha	radel+]
~	Cast The			10			FACT		IEME R	ULE
89)	and the second second	Contractor				-	~			
	-	15/27		2 des	Carl Carl	here y	G		eteran	s
A	BILITIES		-			EFFECTS	G		eteran	s
				, ,	friends w o Ability	vithin 6": u	al.			
Leader		Sho	ot The	m! , +1 t	o Ability	vithin 6": u	se your			
Leader Shoot 1	۲hem!	Sho Frie	oot The ends wi	m! , +1 t thin 6":	o Ability choose r	vithin 6": u tests.	se your net.	DISC.	Include	es
Leader Shoot T Parry [2	۲hem!	Sho Frie Rep	oot The ends wi place D	e m! , +1 t ithin 6": EF with	o Ability choose r MAR test	vithin 6″: u tests. ranged targ	se your let. íturn. T	DISC.	Include	es
Al Leader Shoot T Parry [2 Bold Deflect	Them! 2]	Sho Frie Rep No I	oot The ends wi blace Di Fear te	e m! , +1 t thin 6": EF with ests. Ter	o Ability choose r MAR test rifying te	vithin 6": u tests. ranged targ t [2] times/	se your let. 'turn. T tests ins	DISC. arch: I	Includ DEF 1 [es
Leader Shoot T Parry [2 Bold	Them! 2]	Sho Frie Rep No I A hi	oot The ends wi blace Di Fear te it on yc	m! , +1 t ithin 6": EF with ests. Ter ou must	o Ability choose r MAR test rifying te	vithin 6": u tests. ranged tar <u>c</u> t [2] times/ ests = Fear TH 15 to be	se your let. 'turn. T tests ins	DISC. arch: I	Includ DEF 1 [es
Leader Shoot 1 Parry [2 Bold Deflect	Them! 2]	Sho Frie Rep No I A hi You	oot The ends wi place D Fear te it on yc Ripost	m! , +1 t thin 6": EF with ests. Ter ou must te a Parr	o Ability choose r MAR test rifying te achieve y result	vithin 6": u tests. ranged tar <u>c</u> t [2] times/ ests = Fear TH 15 to be	se your let. 'turn. T tests ins 2 a Criti	DISC. arch: I stead. cal Hit	Includ DEF 1 [. [R]	es [R]
Leader Shoot T Parry [: Bold Deflect Deft	Fhem! 2] : Bash nant	Sho Frie. Rep No l A hi You Gain You	nds wi nds wi place D Fear te it on yc Ripost n attac	e m! , +1 t ithin 6": EF with ests. Ter ou must te a Pari ck: MAR-	o Ability choose r MAR test rifying te achieve y result 2dl, Dan faction fi	vithin 6": u tests. ranged targ t [2] times/ ests = Fear TH 15 to be at TH 8.	se your let. (turn. T tests ins e a Critic lo (s) DI	DISC. arch: I stead. cal Hit EF bon	Includ DEF 1 [. [R] us. [0]	es [R]

3	High	Questor o	of Va	alia	(REE	BLA	DES
SPD	MAR	MW	RAR	R	W	DEF	AV	LP	DISC
5	d12	Longsword d8+1	*		*	5s	6	3	d12
		Mar Ant	STR	d10		TAL	ENTS 8	SKILLS	
	Sin Sea)		SPR	d10	Lea	der	SI	noot Th	nem!
	1 100		ABL	d8	Par	ry [2]	н	eroic A	ttack
and the second second	-7	ATA I	Hero/L	eader			1		
			1º		-				Cor
-		Calm				FACTI	ON TH	EME RU	JLE
39)				27		Va	lia's B	lessing	
pe	and the second	A second	81.94	1600	2223		2 -	1.8	1575

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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] Heroic Attack You may become -2 DEF to gain melee attack Crit Hit TH 5 agains target on larger base. [0]	EFFECTS
Parry [2] Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R] Heroic Attack You may become -2 DEF to gain melee attack Crit Hit TH 5 agains target on larger base. [0]	Non-Feral faction friends within 6": use your DISC. Includes Shoot Them!, +1 to Ability tests.
Heroic Attack You may become -2 DEF to gain melee attack Crit Hit TH 5 agains target on larger base. [O]	Friends within 6": choose ranged target.
target on larger base. [0]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Child (a) DEF of the second from the second a final of a different	You may become -2 DEF to gain melee attack Crit Hit TH 5 against target on larger base. [O]
Shield (s) DEF +1 through front arc (already included).	DEF +1 through front arc (already included).
Shield (s)	

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HIGH QUESTOR OF VALIA

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	High	Quest	tor of	f Vas	ilar (A	REE	BLA	DEX
SPD	MAR	MM	V	RAR	RW	DE	F AV	LP	DISC
9	d12+1	Lance d10 Longswo		*	*	55	5 7	3	d12
	d6	Warhor	se d6						
	North St.	DEX	d10			ENTS	& SKILLS		
	27	SPR	d10	Leader			Shoot 1		
	BUT	ABL	d8	Parry [•		Bladefl		
	1	Hero	/Leader	Steadfa Warho			Cavalry Fast		
0	Alt	Fares	and	Gert			1.00.00	and 1	-
(52)	C-22	Distant /		FACTIO		ULE	Aile	a's Just	ice

Non-Feral faction friends within 6": use your DISC. Includes
Shoot Them!, +1 to Ability tests.
Friends within 6": choose ranged target.
Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Dodges , Parries against your melee attacks suffer a -1 penalty.
Pass 1st Morale test for losing combat.
No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Charge, Warhorse: gain Overwhelm. Variable Moves: +d6".
Charging: Gain Assault, Mighty, Impact, Support Contact with other Shock. No Parry/Dodge. Not Charging: -1dl damage.
DEF +1 through front arc (already included).

Knight of Vasilar (Questing Knight) **EFREEBLADES** MW RAR DEF AV LP DISC SPD MAR RW Lance d10 shk <u>or</u> d10+1 Longsword d8 9 5s d10 * 7 2 * Warhorse d6 d6 TALENTS & SKILLS DEX d10 Bladeflash Parry [1] ABL d8 Steadfast [1] Cavalry Hero Fast Warhorse 43

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Bladeflash	Dodges, Parries against your melee attacks suffer a -1 penalty.
Steadfast [1]	Pass 1st Morale test for losing combat.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Warhorse	Attack from Warhorse during Charge has Overwhelm.
Fast	Variable moves: +d6″.
Shock (shk)	Charging: Gain Assault, Mighty, Impact, Support Contact with other Shock. No Parry/Dodge. Not Charging: -1dl damage.
Shield (s)	DEF +1 through front arc (already included).



KNIGHT OF VASILAR

	3) Fi	st c	of Vi	du	na	r			REE	BL.	ADES	5
13	SPD	MAR		MW		RA	R	RW	DEF	AV	LP	DISC	12
	5	5 d8 🔬 War Mattock d10			d10	*		*	4	6	2	d8	0
125	and a	1	Q.	1.000	Here any	U.E.	1	100 00 0	R.		2	5	3
		dia la	1 to	DEX	d6			TALE	NTS & SI	KILLS			
	1.3	Stan		ABL	d8	2	CA	R [Varanic Rites] d10				
S CON			Hero/		15	Power							
		R		,	J.	ſ	Ar	mored Casting [-2]				
		19	2				Ch	osen Warrior					

SPELL (POWER)	VARANIC RITES (SPIRIT MAGIC)					
Ailea's Light (3)	All melee attacks against target are at -2dl.					
Barek's Rage (2)	Target has the Frenzy talent.					
Glareyn's Guard (2)	Target gains Active Defense, Contain and Protector talents.					
Jeyna's Call (1)	The Rally test TN of all friends is 2 for the remainder of the turn.					
Modo's Mending (1)	Target recovers 1 LP that it has lost. 9" Range.					
Sylvia's Second Chance (2)	The player may reroll any one friendly die once. Then the spell ends.					
Tahnar's Aerie (2)	Target friend, not in contact with an enemy, is placed at the owner's home table edge. The target is treated as having just completed a successful rally action in the Movement Phase.					

FIST OF VIDUNAR

	SPELL (POWER)	VARANIC RITES (SPIRIT MAGIC)
	Tahnar's Blessing (1)	Target adds +2dl to MAR or RAR, your choice.
	Vidunar's Hammer (1)	5 5 7 7
8		test or are Knocked Down. Missile spell.



ABILITIES	EFFECTS
Armored Casting [-2]	Suffer -2 to casting and counterspell tests. [M]
Chosen Warrior	Each +1 power negates -1 from engaged/ Armored Casting. Adds to spell base cost.

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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FIST OF VIDUNAR

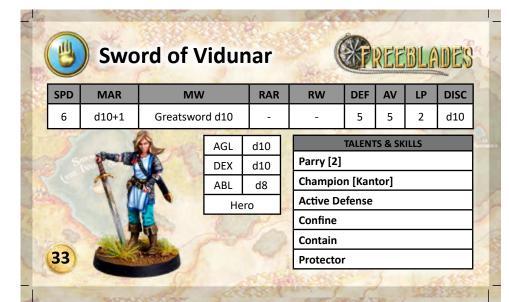
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Mace d8	*	*	4	2	2	d8
	-		BL d8		TALENTS	& SKII	15	1.5
			ero/Caster	CAR [Vara		_	_)
15 Power								
	1AN			Battle Hyn	nn			
	The second							
1)	and the state							
				antino				1.15
		24	diana	2 9 Min -	10	1	1 Cash	13155
	0000	No. 2 The second	the no	Sala	S. C.	2001		
	ABILITIES			EFFECT	ГS			
	ABILITIES Hymn			Hold, no reac		unters	spell: -	+1dl
			ınengaged, friends with	Hold, no reac		unters	spell: -	+1dl
				Hold, no reac		unters	spell: -	+1dl
				Hold, no reac nin 9″.		unters	spell: -	+1dl
Battle	Hymn		friends with MAGIC	Hold, no reac hin 9". BASICS	t/cast/co	5	2	12
Battle	Hymn X) is Caster all spells a	DISC to j r Rating, used to are TN2, require	friends with MAGIC o cast spells LOS, 18" ra	Hold, no reac nin 9". BASICS s and counters ange, last one	t/cast/co spell. Un turn. Co	less ot unters	herwis	se an
Sattle AR (d: oted, oppose	Hymn X) is Caster all spells a ed CAR tes	DISC to j r Rating, used to are TN2, require st. Counterspell	MAGIC O cast spells LOS, 18" ra range is CA	Hold, no reac nin 9". BASICS s and counters ange, last one AR in inches. C	t/cast/co pell. Un turn. Co Counterir	less ot unters ng Cast	ter mu	se an st
AR (di oted, oppose ay sar	Hymn X) is Caster all spells a ed CAR tes me power	DISC to j r Rating, used to are TN2, require	friends with MAGIC o cast spells LOS, 18" ra range is CA cost (+1 if o	Hold, no reac nin 9". BASICS s and counters ange, last one AR in inches. C pposite type c	t/cast/co pell. Un turn. Co Counterir	less ot unters ng Cast	ter mu	se an st

SPELL (POWER)	VARANIC RITES: KANTOR (SPIRIT MAGIC)
Barek's Charge (1)	Gives a friend Bull Rush who is +2dl STR when it employs this talent.
Jeyna's Fleetness (3)	Target gains Agile Charge . This spell cannot be cast on a target with the Cavalry or Fly talents.
Modo's Mending (1)	Target recovers 1LP that it has lost. 9" Range.
Sword of Sylvia (3)	Target has Advantage on melee Damage tests.
Sylvia's Second Chance (2)	You may reroll any one friendly die once. Then the spell ends.
Tahnar's Blessing (1)	Target adds +2dl MAR or RAR, your choice.
Valia's Understanding (2)	Target is +3dl to KNW tests.

KANTOR

Valia's Vision (1) Target gains Witchsight and is immune to the effects of Gloom and Darkness.
Vidunar's Smiting (2) Target gains +1dl damage for one weapon of your choice. Targets hit by an attack with this weapon pass a STR 5 or an Stunned. Stunned. Undead and Spirit targets are Restrained instead.

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ABILITIES	EFFECTS					
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]					
Champion [Kantor]	While [Kantor] engaged: Break off = Maneuver, gain Elusive [1					
Active Defense	May make a reaction attack while engaged.					
Confine	Enemy in contact cannot employ Post Combat Abilities.					
Contain	Enemy Break Off: ignore enemy talents preventing reactions.					
Protector	Enemies must attack you in melee.					



SWORD OF VIDUNAR

Questing Knight of Glareyn 山 AV RAR LP DISC SPD MAR MW RW DEF * * 5 d10 2 x War Axe d8 4 7 3 d10 **TALENTS & SKILLS** END d10 Block ABL d8 Protector Hero 32

ABILITIES	EFFECTS
Block	Each melee attack you forgo provides Parry [1]. [O]
Protector	Enemies must attack you in melee.





		sting k idunar		nt			REE	BLA	ADEX
SPD	MAR	MM	I	RAR	RW	DEF	AV	LP	DISC
5	d10	Greatsword	d d10+1 *		*	4	7	2	d10
			TALL.	/	2	0.0		-	2-
Same a		C.	STR	d10		TALENT	'S & SK	ILLS	
		-	ABL	d8	Parry [1]				
			Her	o	Bold				
			H	- 10	Steadfast	: [1]			
/	X	m It.		C/2		14	14	· · · ·	10
			- Into						
30	-	These	2						
		a la della			Innor				

ABILITIES	EFFECTS	R.
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]	
Shield Bash	Gain attack: MAR-2dl, damage d6. No (s) DEF bonus. [O]	2
Shield (s)	DEF +1 through front arc (already included).	



ABILITIES	EFFECTS				
Parry [1] Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]					
Bold No Fear tests. Terrifying tests = Fear tests instead.					
Steadfast [1]	Pass 1st Morale test for losing combat.				





20	3.76 (3)					
	ABILITIES	EFFECTS				
-	Lucky You start each encounter with one Fatestone.					
Dodge [2] Replace DEF with AGL test [2] times/turn. Tarch: DEF 1.						
	Raven Stance [1]	Not charging: attacks are +[1]dl DISC for combat sequence.				
	Find d10	May use this rating instead of ABL when making a Find test.				
	Shield (s) DEF +1 through front arc (already included).					



	٢	of Ba	-	EXPREEBLADES								
	SPD	MAR	N	/W		RAR		RW	DEF	AV	LP	DISC
	5	d10	Battle	leaxe d10		*		*	4	6	3	d10
			at .	END	d	10		TALENTS & SKILLS				
		and St		ABL	d	8		Die Hard	[2]			
5		163		Hero			Wild Charge					
				Acht				Bull Rush				
		P.	Also .					Impact				
1	22	1.	and a				1	Impetuo	JS			
4	32)	Carrier and					1	-	48	1	61	1

Questing Knight

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3.70							
ABILITIES	TIES EFFECTS						
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.						
Wild Charge	May add +d4" (d6" Fast) to Charge or Pursuit. Must pursue.						
Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.						
Impact	Charge: Advantage on Damage tests.						
Impetuous	DISC test or engage enemy. Must pursue, No Delay or Break off.						



QUESTING KNIGHT OF BAREK

	Swo	ord of Valia				REE	BL	ADES	
SPD	MAR	MW	RAF		RW	DEF	AV	LP	DISC
5	d10	Longsword d8+1	d d8+1 *		*	5s	6	2	d10
J's	warnes (A	-	STR	d10			'S & SKI	LLS
	2 14		9	PR	d10		y [2]		
-	- Jun	1 APA	ļ	ABL	d8	Here	oic Att	ack	
		DIA	P	H	ero				20

3	Stal	ker	-		. (×	REE	BLA	DES	
SPD	MAR	MV	v	RAR	RW	DEF	AV	LP	DISC	
7	d10	Longswo	ord d8	d12 Longbow d8 12"-24"-36"		5	3	2	d8	
1		-	- And	2. 2	1	200	-	2	to 1	
2	E	E T	AGL	d10	TA	LENTS	& SKILL	.S		
100		ter a	ABL	d8	Dodge [1]		Quarry			
		E	He	ero	Sharpshooter	Scout				
			5	(- by	Subdue Shoot Them!			!		
	214				Arboreal		Hunt	d8		
34					-	ins	eser.	2	201	

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ABILITIES	EFFECTS				
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]				
Quarry	After Deployment: designate 1 enemy. Attacks by you v. this enemy are +2dl. Bonded.				
Sharpshooter Ranged attack: Ignore the +1 DEF of a target's concealment.					
Scout Infiltrate SPD after deployment. +2 scout points.					
Subdue Special Action: engaged enemy END Test. Crit: No Effect, Pass: Dazed, Fail: Stunned, Tarch: Knocked Down.					
Shoot Them!	Friends within 6": choose ranged target.				
Arboreal	Woods terrain: No penalty.				
Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove Token.				
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370 0					
ABILITIES	EFFECTS				
Parry [2] Replace DEF with MAR test [2] times/turn. Tarch: DEF					
Heroic Attack	You may become -2 DEF to gain melee attack Crit Hit TH 5 against target on larger base. [O]				
Shield (s) DEF +1 through front arc (already included).					
Philippine and an					

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AUG23 SWORD OF VALIA OGS 1

		Apprentice Knight Of Tahnar							
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC	
5	d10	Longsword d8	*	*	5s	6	2	d8	
	-		_ d8 Hero		TALENTS & SKILLS Parry [1] Shield Bash				
26 Shield Bash Options: Sergeant [DEX d10						uster]	<u>OR</u>		

	13.76 63					
	ABILITIES	EFFECTS				
Parry [1] Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [F						
Shield Bash Gain attack: MAR-2dl, Damage d6. No (s) DEF bonus. [O]						
X	Shield (s) DEF +1 through front arc (already included).					
Sergeant [Muster] Muster in 6" use your DISC for DISC tests. Includes Sho						
	Shoot Them!	Friends within 6": choose ranged target.				
2	DEX d10	MAR d10+1				



		prentic Viduna	EREEBLADE								
SPD	MAR	M	N	RAR	RW	DEF	AV	LP	DISC		
5	d10	Greatswo	rd d10+1	*	*	4	6	2	d8		
182	ė	C.	Charles .	201	-	303			- Les		
	Same A	and and a	STR	d10	TALENTS & SKILLS						
	~		ABL	d8	Parry [1]						
	0		Her	0	Sergeant [Muster]						
						Shoot Them!					
20	and a	N.	de		Options	Sergea Stead	-	-	<u>OR</u>		
26					Server.	AN R	17	6	-A		

EFFECTS					
Parry [1] Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]					
Sergeant [Muster] Muster in 6" use your DISC for DISC tests. Includes Shoot Them					
Friends within 6": choose ranged target.					
Pass 1st Morale test for losing combat.					



()		orentice Knight Barek			it (REE	BLA	DES
SPD	MAR	I	IW	RAR	RW	DEF	AV	LP	DISC
5	d10	Battle	axe d10	*	*	4	6	2	d8
	-	R	ABL Hero	d8 o	TA Die Hard [1] Bull Rush	LENTS	& SKILL Impet Impac	uous	
		N O			Options: Serg	eant [I Hard [·	Nuste		
26	6				Road	ins	effer	2	No.

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	ABILITIES	EFFECTS
	Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
E.	Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
X	Impact	Charge: Advantage on Damage tests.
	Impetuous	DISC test or engage enemy. Must pursue, No Delay or Break off.
No.	Sergeant [Muster]	Muster in 6" use your DISC for DISC tests. Includes Shoot Them!
N.K	Shoot Them!	Friends within 6": choose ranged target.



APPRENTICE KNIGHT OF BAREK

Baeler Swordsma			nan	- A		REE	BLA	DES
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Longsword d8	*	*	5s	3	1	d6
J.		ABL d Follower	1	Veteran		di Dise		
11)				Veteran	[1g, 5q	uirej	1	53

EFFECTS	'n.
May add [1g] to Cost to gain [+1dl DISC].	2
May add [1g] to Cost to gain [Squire].	6
Teammate [choose type of Knight or Bladesworn].	
Within 1" [Type]: Ignore for LOS, +1dl Morale/Fear. Fight in support contact.	
DEF +1 through front arc (already included).	
	May add [1g] to Cost to gain [+1dl DISC]. May add [1g] to Cost to gain [Squire]. Teammate [choose type of Knight or Bladesworn]. Within 1" [Type]: Ignore for LOS, +1dl Morale/Fear. Fight in support contact.



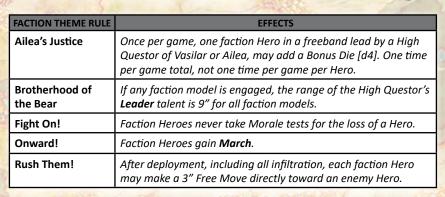
FAELER SWORDSMAN



		1878 A. 19 V	Ye	110	-	1		
	Mus	ter Thresh	er	- (REE	BL	ADES
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	/ d8	Thresher d6+1 sb	*	*	4	2	1	d4
		A .	1		-		0 CKU	16
2	Br		AB	L d6 ollower	None	ALENTS	0 & SKI	LLS
194	YE.		F	bliower		S.C.		87
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	-	and the second	N.S.S.	STR	and -		1922	6925
	ABILITIES	19975 198-34	6 m	EFFECTS			20	110
	lbreaker (sb) Ignore +1 of any s	hield- or		bilitv-b	ased D	EF mo	difier.
-			-	-		1	1	-
2	Est of						8	
A.		HARTON					1	1
		inserter.			2			
						an.		38
						Sec.		
-	200	The share						
***	EC20						MUSTER	THRESHER

	Milit	tia Spo	earma	n	(REE	BLA	NDER MER
SPD	MAR	м	w	RAR	RW	DEF	AV	LP	DISC
6	d6	Longspe	ar d8 so	*	*	5s	4	1	d6
			ABL d Follower	6 r	None	TALENT:	S & SKI	LLS	4
m.			53	1					N.S.
12			and a	0					





PREEBLADES

	EFFECTS
	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.
Valia's Blessing	All faction models gain Magic Resistance [1].

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	ABILITIES	EFFECTS
	Standoff (so)	Counterattack. May fight in support contact.
2	Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
X	Shield (s)	DEF +1 through front arc (already included).



Haradelan Rules Reference

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2	MODEL TYPE	FREEBAND ASSEMBLY RULES
No.	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.
A AC	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.

EFREEBLADES

	13.7	
	MODEL TYPE	FREEBAND ASSEMBLY RULES
ALC: CH	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.
2	Haradelan Faction	Up to one Stalker may be recruited, but not as an alternate leader.





Haradelan Rules Reference

REFERENCE	EFFECTS
Active Defense	May make a reaction attack while engaged.
Agile Charge	Charge: LOS, Arc, straight line not needed until last 3".
Assault	Charging: Advantage for melee attack tests.
Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
Contain	Enemy Break Off: ignore enemy talents preventing reactions.
Frenzy	No: Break Off, Evade, Dodge, Parry : Gain +1 Melee attack, Bold, -2 Melee DEF.
Impact (imp)	Charge: Advantage on Damage tests.

REFERENCE	EFFECTS
Magic Resistance [X]	A spell targeting you is -[X] to the Casting test.
March	When you conduct a Maneuver action, treat it as SPD+1".
Mighty	Parry attempts vs attacks made with this weapon are -1.
Overwhelm (ovr)	Parry may not be employed in response to this attack.
Protector	Enemies must attack you in melee.
Witchsight	Attack Spirit enemies without penalty. See Discorporate.



HARADELAN RULES REFERENCE

EFREEBLADES