🕘 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

3.76 08	
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).



HIGH QUESTOR OF TAHNAR

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	High Bear o	Questo f Bretan	r of	G	la	r	eyn		REE	BLA	DES
SPD	MAR	MW	RA	AR		I	RW	DEF	AV	LP	DISC
5	d12	2 x War Axe d8	8 *	×			*	4	7	4	d12
-		New F	END ABL	-	10 8		Leader		TS & S Sho	KILLS ot The	em!
	2	K. K.	Hero/I		-		Block		Pro	tector	
	1	1	13		Nr.		Steadf	ast [1]			
	3	-					_	No		1	100
41	CHAR	100								IEME R	
C					-		war	Brothe	rhood	of the	Bear
0		24	die	20	2	1	12.00	Ċ		1000	135555

ABILITIES	EFFECTS
Leader	<i>Non-Feral faction friends within 6": use your DISC. Includes Shoot Them!, +1 to Ability tests.</i>
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 Questor of Barek								1000es	
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC	
5	d12	Battleaxe d10	*	*	4	6	4	d12	
5		END	d10		TALEN	ITS & SI	KILLS		
		ABL	d8	Lead	er	Sho	ot The	m!	
		Hero	/Leader	Impe	tuous	Bull	Rush		
		Con Con		Wild	Charge	Die	Hard [2]	
				Impa	ct	Stea	adfast	[1]	
~	200	1900		1	FACT	ION TH		ULE	
41)									
		1 de	14 M	No.		Rush T	hem!		
A	BILITIES	Steart C		EFFECTS	a f	Rush T	hem!		
A Leader		Non-Feral faction Shoot Them!, +1 t		vithin 6":		er)	1	s	
Leade			o Ability	vithin 6": tests.	use your	er)	1	s	
Leade	r Them!	Shoot Them!, +1	to Ability choose re	vithin 6": tests. anged tai	use your get.	DISC. I	nclude		
Leade Shoot	r Them! uous	Shoot Them!, +1 t Friends within 6":	to Ability choose ro ge enemy	vithin 6": tests. anged tai . Must pi	use your get. Irsue, No	DISC. I Delay	nclude or Bre	rak off.	
Leader Shoot Impetr	r Them! uous ush	Shoot Them!, +1 t Friends within 6": DISC test or engage	to Ability choose ro ge enemy STR test,	rithin 6": tests. anged tai . Must pi tgt fail: D	use your get. ursue, No azed, Cri	DISC. I Delay t: Knoo	nclude or Bre	rak off. vn	
Leader Shoot Impetu Bull Ru	r Them! uous ush iharge	Shoot Them!, +1 t Friends within 6": DISC test or engag Charge: Opposed	o Ability choose ro ge enemy STR test, "Fast) to	vithin 6": tests. anged tai . Must pi tgt fail: E o Charge d	ise your get. irsue, No azed, Cri ar Pursuit	DISC. I Delay t: Knoo	nclude or Bre	rak off. vn	
Leader Shoot Impetr Bull Ru Wild C	r Them! uous ush Charge ard [2]	Shoot Them!, +1 t Friends within 6": DISC test or engag Charge: Opposed May add +d4" (de	to Ability choose ro ge enemy STR test, " Fast) to ignore a	vithin 6": tests. anged tai . Must po tgt fail: D o Charge o n LP loss	use your get. ursue, No azed, Cri or Pursuiu [2]/turn.	DISC. I Delay t: Knoo	nclude or Bre	rak off. vn	

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HIGH QUESTOR OF BAREK

	High	Questo	r of	Vid	unar		REE	BLA	DES
SPD	MAR	MW		RAR	RW	DEF	AV	LP	DISC
5	d12	Greatsword	d10+1	*	*	4	7	3	d12
- and	100	Here		1	3	1. C.		- N	S - 3
		i not	STR	d10		TALENT	rs & sk	ILLS	
		2 2 3	ABL	d8	Leader		Shoo	ot Thei	m!
		OFFICE	Hero/I	Leader	Lion's R	oar	Parr	y [1]	
			Tieroji	Ledder	Steadfa	st [1]	Bold		
						100	Sec.	1.4	6.75
	Sec.		the second			FACTI	ON THI	EME RU	JLE
39							Fight (On!	
				a see	an aver		(1840
0.		300	100	5007	the same	in	-	Lating	2000

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 test	
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

J					12256				another .
SPD	MAR		MW	RAR	RW	DEF	AV	LP	DISC
6	d12+1	Lon	ngsword d8	*	*	5s	5	3	d12
			DEX d10 ABL d8	Leade Parry	er	ENTS & Sho Bol	oot Th	_	
		31	Hero/Leader	Defle		Def	-		
	126	PH .		Shield	d Bash	Lie	utena	nt (Har	radel+
39	The Part The							IEME R	ULE
	BILITIES			friands	EFFECTS		ritty V	eteran	s
A			n-Feral faction foot Them!, +1		vithin 6": u		ritty V	eteran	s
Leade		Sho	-	to Ability	vithin 6": u tests.	se your	ritty V	eteran	s
Leade	r Them!	Sho Frie	ot Them!, +1	to Ability choose r	vithin 6": u tests. canged tar <u>c</u>	se your get.	ritty V DISC.	eteran Include	s es
Leade Shoot	r Them!	Sho Frie Rep	oot Them!, +1 ends within 6".	to Ability choose r MAR tes	vithin 6": u tests. ranged targ t [2] times,	se your get. /turn. T	DISC.	eteran Include	s es
Leader Shoot Parry	r Them! [2]	Sho Frie Rep	oot Them!, +1 ends within 6". place DEF with	to Ability choose r MAR tes rrifying te	vithin 6": u tests. ranged tar <u>u</u> t [2] times, ests = Fear	se your get. /turn. T tests ins	ritty V DISC. Tarch: I	eteran Include DEF 1 [s es
Leader Shoot Parry Bold	r Them! [2]	Sho Frie Rep No A hi	bot Them! , +1 ends within 6". place DEF with Fear tests. Te	to Ability choose r MAR tes rrifying te cachieve	vithin 6": u tests. ranged tar <u>a</u> t [2] times, ests = Fear TH 15 to be	se your get. /turn. T tests ins	ritty V DISC. Tarch: I	eteran Include DEF 1 [s es
Leader Shoot Parry Bold Deflec	r Them! [2] t	Sho Frie Rep No A hi You	oot Them!, +1 ends within 6". place DEF with Fear tests. Te it on you must	to Ability choose r MAR tes rrifying te achieve ry result	vithin 6": u tests. anged targ t [2] times, ests = Fear TH 15 to be at TH 8.	se your get. /turn. T tests ins e a Criti	DISC.	eteran Include DEF 1 [. [R]	s es [R]
Leader Shoot Parry Bold Deflec Deft	r Them! [2] t Bash nant	Sho Frie Rep No A hi You Gain You	oot Them!, +1 ends within 6". place DEF with Fear tests. Te it on you must Riposte a Par	to Ability choose r MAR tes rrifying te achieve ry result 2-2dl, Dan faction fi	vithin 6": u tests. ranged targ t [2] times, ests = Fear TH 15 to bu at TH 8. nage d6.	se your get. /turn. T tests ins e a Critic	DISC.	eteran Include DEF 1 [. [R]	s 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 Start	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)	

HIGH QUESTOR OF VALIA

27 2

	High	Quest	or of	f Vas	ilar (E	REE	BLA	DER
SPD	MAR	MW	í.	RAR	RW	DE	F AV	LP	DISC
9	d12+1	Lance d10 Longswor	—	*	*	5s	7	3	d12
	d6	Warhors	e d 6						
	AND	New Contraction	CE A		TAL	ENTS 8	& SKILLS		
	-13	DEX	d10	Leader		_	Shoot T	homl	
	and a	SPR	d10	Parry [11		Bladefl		
	ES S	ABL	d8	Steadfa	•		Cavalry		
	1/2	Hero/	Leader	Warho			Fast		
0	Alt	TRIVE	-	Gert			100	2	
(52)	C-20	man /		FACTIO	N THEME R	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	ADE	5
3	SPD	MAR		MW		RA	R	RW	DEF	AV	LP	DISC	2
	5	d8 💰	War	War Mattock d10		*		*	4	6	2	d8	
	and a	1	Q.	1.000	Hereing.	U.E.	1	for a set	R.		N	5	3
		13	1 E	DEX	d6			TALE	NTS & SI	KILLS			
		SAN		ABL	d8	2	CA	R [Varanic Rites	a] d10				
-	Jac	en la	00	Hero/	Caster	·	15 Power						
		R	1		J.		Ar	mored Casting	-2]				-
		1	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)
100	Tahnar's Blessing (1)	Target adds +2dl to MAR or RAR, your choice.
	Vidunar's Hammer (1)	d8 damage ranged attack. Those hit by the attack pass a SPR test or are Knocked Down. Missile spell.



3000		Each +1 power negates Adds to spell base cost.	-1 from engaged/ Armored Casting.	2
	10 10	Was a state of the f	(5) (1)	

Armored Casting [-2] Suffer -2 to casting and counterspell tests. [M]

EFFECTS

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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ABILITIES

FIST OF VIDUNAR

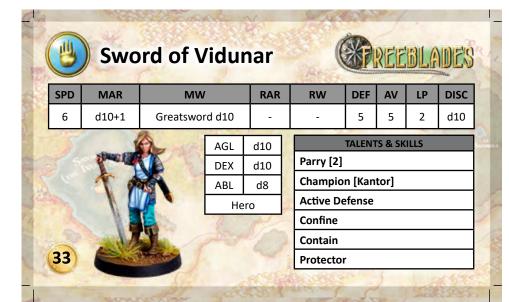
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Mace d8	*	*	4	2	2	d8
	-		BL d8		TALENTS	& SKII	15	1.5
			ero/Caster	CAR [Vara		_	_)
6	1		croy caster	15 Power			_	
	1AN			Battle Hyn	nn			
	The second							
1)	and the state							
				antino				1.15
		24	diana	2 9 Min -	10	1	1 Cash	13155
	0000	No. 2 The second	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]	br] While [Kantor] engaged: Break off = Maneuver, gain Elusive			
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.





-	of V	of Vidunar						BLA	ADES
SPD	MAR	MW	1	RAR	RW	DEF	AV	LP	DISC
5	d10 Greatsword d10+1		*	*	4	7	2	d10	
S St. AR			STR	STR d10 TALENTS & SKILLS				2-	
			ABL	d10	Parry [1				
	12	1	Hei	ro	Bold				
/			5-	mr.	Steadfa	st [1]			
1	0		day.						
30	4	-							

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.				





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	ABILITIES EFFECTS						
-	Lucky	You start each encounter with one Fatestone.					
22	Dodge [2] Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]						
	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).						



	Questing Knight of Barek									REE	BL	ADES
	SPD	MAR	IV	1W		R/	AR	RW	DEF	AV	LP	DISC
	5	d10	Battleaxe d10			×	*	*	4	6	3	d10
	5	-	et al	END	d:	10			TALENT	rs & sk	ILLS	
		3		ABL	d	8	2	Die Hard	[2]			
4		15	1	He	ero			Wild Cha	irge			
				y.	3	Sec.	1	Bull Rusł	า			
		Cont of	Ale .					Impact				
	22	1ª	2	San				Impetuo	us			
1	32)							Francis	CA SE	1	61	1

ABILITIES	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	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

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

Stalker			EXPREEDL						
SPD	MAR	MV	V	RAR	RW	DEF	AV	LP	DISC
7	d10	Longswo	Longsword d8		Longbow d8 12"-24"-36"	5	3	2	d8
1		-	- A.S.	2. 7	4	200	1	2	· Low
2	25	L R	AGL	d10	TA	LENTS	& SKILI	.S	
- Card	A CONTRACTOR	1	ABL	d8	Dodge [1]		Quarr	'Y	
		E.	He	ero	Sharpshooter		Scout		
			S	and and	Subdue		Shoot	Them	!
	214				Arboreal		Hunt	d8	
34		5/			100	ins	eser	57	12

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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.				
DGS AUG23	STALK				

	370 68							
	ABILITIES	EFFECTS						
	Parry [2] Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [F							
305	Heroic Attack You may become -2 DEF to gain melee attack Crit Hit Th against target on larger base. [O]							
	Shield (s) DEF +1 through front arc (already included).							
	and a	all and the second an						

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AUG23 SWORD OF VALIA

		orentice K ahnar	nigh	t		REF	BL	ADE	
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	1			Options	: Sergea DEX d		uster]	<u>OR</u>	

2	3.76 63	SOLO PARAMANA CARACTERIA				
	ABILITIES EFFECTS					
	Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]				
2	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 Shoot Them!				
	Friends within 6": choose ranged target.					
N	DEX d10	MAR d10+1				



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SPD	MAR	M	N	RAR	RW	DEF	AV	LP	DISC
5	d10	Greatswor	rd d10+1	*	*	4	6	2	d8
18.28		6	all the	Lak		309			- La
	Chine A	ton .	STR	d10		TALENT	'S & SK	ILLS	
	1		ABL	d8	Parry [1]				
1	0		Her	0	Sergeant	[Must	er]		
			20-	mart -	Shoot Th	em!			
20			to		Options:	Sergea Stead	-	-	<u>OR</u>
26					anas.	CA RE	11	61	Le

ABILITIES	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!					
Shoot Them!	Friends within 6": choose ranged target.				
Steadfast [1]	Pass 1st Morale test for losing combat.				



(1)		rent arek	ice K	nigh	it (REE	BL	ADES
SPD	MAR	I	1W	RAR	RW	DEF	AV	LP	DISC
5	d10	Battle	axe d10	*	*	4	6	2	d8
Con I			ABL Here	d8 o	T/ Die Hard [1]	ALENTS	& SKILL Impet	-	
2			5		Bull Rush <u>Options</u> : Serg Die	geant Hard			
26					See	ins	ages	2	

	370 05	
	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

	Fael	er Swordsn	nan			REE	BLA	DEC
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Longsword d8	*	*	5s	3	1	d6
J.		ABL d Followe	16 r	Veteran		di Dise		
11				Veteran	<u>[18, 54</u>		5	1 8 m

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.



1

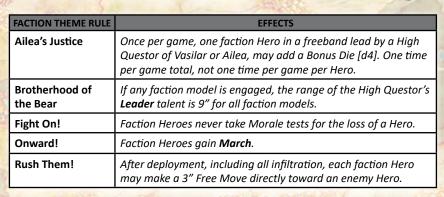
FAELER SWORDSMAN



		BOR REAL	K	100		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
3		A .	2		-	ALENTS		116
8	Bi		ABI	d6 bllower	None		0 64 2141	
				bilower	-163			87
	R					Ser.		
	. Kein							(SP
8	San Externa		4					
C			a Sta	hader.	A ROM	3	0	a lette
	- ward	Stant and	N. Sec.	STR	and -	101/	1922	1999
	ABILITIES		0	EFFECTS	1000	1		
Shie	dbreaker (sb) Ignore +1 of any s	hield- or		bility-b	ased D	EF mo	difier.
2		at a star		- Harris	Er.	1	1	5
12	EN S						3	
		HARIDE					1	1
		i pertin			2			
						80		38
								2
-		and the second						
** DGS	DEC20			2			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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	MODEL TYPE	FREEBAND ASSEMBLY RULES
2	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.
くいていたの	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.

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	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

EFFECTS
May make a reaction attack while engaged.
Charge: LOS, Arc, straight line not needed until last 3".
Charging: Advantage for melee attack tests.
Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
Enemy Break Off: ignore enemy talents preventing reactions.
No: Break Off, Evade, Dodge, Parry : Gain +1 Melee attack, Bold, -2 Melee DEF.
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

GPREEBLADES