



High Questor of Tahnar



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



DEX	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [2]	Shield Bash
Steadfast [1]	Veteran [2g, AV7]

FACTION THEME RULE
Onward!



High Questor of Glareyn Bear of Bretan



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d12	2 x War Axe d8	*	*	4	7	4	d12



END	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Block	Protector
Steadfast [1]	

FACTION THEME RULE
Brotherhood of the Bear

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-2dI, 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

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 Questor of Barek



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d12	Battleaxe d10	*	*	4	6	4	d12

END	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Impetuous	Bull Rush
Wild Charge	Die Hard [2]
Impact	Steadfast [1]

FACTION THEME RULE
Rush Them!

41

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.
Impetuous	DISC test or engage enemy. Must pursue, No Delay or Break off.
Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down
Wild Charge	May add +d4" (d6" Fast) to Charge or Pursuit. Must pursue.
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Impact	Charge: Advantage on Damage tests.
Steadfast [1]	Pass 1st Morale test for losing combat.



AUG23

HIGH QUESTOR OF BAREK



High Questor of Vidunar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d12	Greatsword d10+1	*	*	4	7	3	d12

STR	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Lion's Roar	Parry [1]
Steadfast [1]	Bold

FACTION THEME RULE
Fight On!

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.
Lion's Roar	If Ready, enemies within 6" of you are -1d1 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.



DEC20

HIGH QUESTOR OF VIDUNAR



Ravenblade Lieutenant



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

39



DEX	d10
ABL	d8
Hero/Leader	

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

FACTION THEME RULE

Gritty Veterans



High Questor of Valia



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

39



STR	d10
SPR	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [2]	Heroic Attack

FACTION THEME RULE

Valia's Blessing

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 [Haradel+]	You may serve as faction freeband leader of [Falkaar, Haradel, Thormenal, Ravenblade].
Shield (s)	DEF +1 through front arc (already included).

DGS DEC20

RAVENBLADE LIEUTENANT

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]
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).

DGS

AUG23

HIGH QUESTOR OF VALIA



High Questor of Vasilar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d12+1	Lance d10 shk <u>or</u> Longsword d8	*	*	5s	7	3	d12
	d6	Warhorse d6						



DEX	d10
SPR	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Bladeflash
Steadfast [1]	Cavalry
Warhorse	Fast

FACTION THEME RULE	Ailea's Justice
--------------------	-----------------

52

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]
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, Fast	Charge, Warhorse : gain Overwhelm . 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).

DGS AUG23

HIGH QUESTOR OF VASILAR



Knight of Vasilar (Questing Knight)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10+1	Lance d10 shk <u>or</u> Longsword d8	*	*	5s	7	2	d10
	d6	Warhorse d6						



DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	Bladeflash
Steadfast [1]	Cavalry
Warhorse	Fast

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).



AUG23

KNIGHT OF VASILAR



Fist of Vidunar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d8	War Mattock d10	*	*	4	6	2	d8

DEX	d6
ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Varanic Rites] d10
15 Power
Armored Casting [-2]
Chosen Warrior

33



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.



DEC20

FIST OF VIDUNAR

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)	d8 damage ranged attack. Those hit by the attack pass a SPR test or are Knocked Down. Missile spell .



DEC20

FIST OF VIDUNAR



Kantor



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



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Varanic Rites: Kantor] d10
15 Power
Battle Hymn

31

ABILITIES	EFFECTS
Battle Hymn	Ready, unengaged, Hold, no react/cast/counterspell: +1dl DISC to friends within 9".

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 vs Sorcery). Counterspell requires LOS to target, effect or Caster.



DEC20

KANTOR

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

SPELL (POWER)	VARANIC RITES: KANTOR (SPIRIT MAGIC)
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 are Stunned. Undead and Spirit targets are Restrained instead.



DEC20

KANTOR



Sword of Vidunar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10+1	Greatsword d10	-	-	5	5	2	d10



AGL	d10
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Champion [Kantor]
Active Defense
Confine
Contain
Protector

33

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.



DEC20

SWORD OF VIDUNAR



Questing Knight of Glareyn Bear of Bretan



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	2 x War Axe d8	*	*	4	7	3	d10



END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Block
Protector

32

ABILITIES	EFFECTS
Block	Each melee attack you forgo provides Parry [1] . [0]
Protector	Enemies must attack you in melee.



AUG23

QUESTING KNIGHT OF GLAREYN



Questing Knight of Tahnar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10+1	Longsword d8	*	*	5s	7	2	d10

32



DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Shield Bash

ABILITIES	EFFECTS
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]
Shield (s)	DEF +1 through front arc (already included).



AUG23

QUESTING KNIGHT OF TAHNAR



Questing Knight of Vidunar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Greatsword d10+1	*	*	4	7	2	d10

30



STR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Bold
Steadfast [1]

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.



DEC20

QUESTING KNIGHT OF VIDUNAR



Questing Knight of Sylvia



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



30

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Lucky
Dodge [2]
Raven Stance [1]
Find d10



Questing Knight of Barek



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Battleaxe d10	*	*	4	6	3	d10



32

END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [2]
Wild Charge
Bull Rush
Impact
Impetuous

ABILITIES	EFFECTS
Lucky	You start each encounter with one Fatestone.
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).



DEC20

QUESTING KNIGHT OF SYLVIA



AUG23

QUESTING KNIGHT OF BAREK

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	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.



Sword of Valia



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



32

STR	d10
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Heroic Attack

ABILITIES	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 against target on larger base. [O]
Shield (s)	DEF +1 through front arc (already included).



AUG23

SWORD OF VALIA



Stalker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Longsword d8	d12	Longbow d8 12"-24"-36"	5	3	2	d8



34

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [1]	Quarry
Sharpshooter	Scout
Subdue	Shoot Them!
Arboreal	Hunt d8

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.



AUG23

STALKER



Apprentice Knight of Tahnar



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



ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	
Shield Bash	
Options: Sergeant [Muster] <i>OR</i> DEX d10	

26

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Shield Bash	Gain attack: MAR-2d1, Damage d6. No (s) DEF bonus. [O]
Shield (s)	DEF +1 through front arc (already included).
Sergeant [Muster]	Muster in 6" use your DISC for DISC tests. Includes Shoot Them!
Shoot Them!	Friends within 6": choose ranged target.
DEX d10	MAR d10+1



AUG23

APPRENTICE KNIGHT OF TAHNAR



Apprentice Knight of Vidunar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Greatsword d10+1	*	*	4	6	2	d8



STR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	
Sergeant [Muster]	
Shoot Them!	
Options: Sergeant [Muster] <i>OR</i> Steadfast [1]	

26

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.



AUG23

APPRENTICE KNIGHT OF VIDUNAR



Apprentice Knight of Barek



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Battleaxe d10	*	*	4	6	2	d8



ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [1]	Impetuous
Bull Rush	Impact
Options: Sergeant [Muster] <i>OR</i> Die Hard [+1]	

26

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
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.
Sergeant [Muster]	Muster in 6" use your DISC for DISC tests. Includes Shoot Them!
Shoot Them!	Friends within 6": choose ranged target.



AUG23

APPRENTICE KNIGHT OF BAREK



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]

11

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).



DEC20

FAELER SWORDSMAN



Muster Archer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d4	Dagger d4	d6	Bow d6 8"-16"-24"	4	2	1	d4



ABL	d6
Follower	

TALENTS & SKILLS
None

6



DEC20

MUSTER ARCHER



Muster Thresher



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Thresher d6+1 sb	*	*	4	2	1	d4



ABL	d6
Follower	

TALENTS & SKILLS
None

8

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



DEC20

MUSTER THRESHER



Militia Spearman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Longspear d8 so	*	*	5s	4	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
None

12

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



DEC20

MILITIA SPEARMAN



Haradelan Rules Reference



FACTION THEME RULE	EFFECTS
Ailea's Justice	Once per game, one faction Hero in a freeband lead by a High Questor of Vasilar or Ailea, may add a Bonus Die [d4]. One time per game total, not one time per game per Hero.
Brotherhood of the Bear	If any faction model is engaged, the range of the High Questor's Leader talent is 9" for all faction models.
Fight On!	Faction Heroes never take Morale tests for the loss of a Hero.
Onward!	Faction Heroes gain March .
Rush Them!	After deployment, including all infiltration, each faction Hero may make a 3" Free Move directly toward an enemy Hero.

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



AUG23

HARADELAN RULES REFERENCE



Haradelan 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.
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 .