



## 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 |               |
|------------------|---------------|
| Bull Rush        | Die Hard [2]  |
| Impact           | Impetuous     |
| Leader           | Steadfast [1] |
| Wild Charge      |               |

| FACTION THEME RULE |
|--------------------|
| Rush Them!         |



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| ABILITIES     | EFFECTS                                                                                                                                         |
|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| Bull Rush     | Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down                                                                                     |
| Die Hard [2]  | Pass END test 7 to ignore an LP loss [2]/turn.                                                                                                  |
| Impact        | Charge: Advantage on Damage tests.                                                                                                              |
| Impetuous     | DISC test or engage enemy. Must pursue, No Delay or Break off.                                                                                  |
| Leader        | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| Steadfast [1] | Pass 1st Morale test for losing combat.                                                                                                         |
| Wild Charge   | May add +d4" (d6" Fast) to Charge or Pursuit. Must pursue.                                                                                      |



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HIGH QUESTOR OF BAREK



## 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 |               |
|------------------|---------------|
| Block            | Leader        |
| Protector        | Steadfast [1] |

| FACTION THEME RULE      |
|-------------------------|
| Brotherhood of the Bear |



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| ABILITIES     | EFFECTS                                                                                                                                         |
|---------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| Block         | Each melee attack you forgo provides <b>Parry</b> [1]. [O]                                                                                      |
| Leader        | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| Protector     | Enemies must attack you in melee.                                                                                                               |
| Steadfast [1] | Pass 1st Morale test for losing combat.                                                                                                         |



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HIGH QUESTOR OF GLAREYN



## High Questor of Modo



| SPD | MAR | MW                      | RAR | RW                                   | DEF | AV | LP | DISC |
|-----|-----|-------------------------|-----|--------------------------------------|-----|----|----|------|
| 6   | d12 | Hunting Spear d8<br>pin | d10 | Hunting Spear d8<br>3"-6"-9" thr pin | 4   | 5  | 4  | d12  |

|             |     |
|-------------|-----|
| END         | d10 |
| SPR         | d10 |
| ABL         | d8  |
| Hero/Leader |     |

| TALENTS & SKILLS    |                    |
|---------------------|--------------------|
| Arboreal            | Die Hard [1]       |
| Fighting Spirit [1] | Leader             |
| Steadfast [1]       | Vicious Strike [1] |

### FACTION THEME RULE

Master of Forests



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| ABILITIES           | EFFECTS                                                                                                                                         |
|---------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| Arboreal            | <b>Woods</b> terrain: No penalty.                                                                                                               |
| Die Hard [1]        | Pass END test 7 to ignore an LP loss [1]/turn.                                                                                                  |
| Fighting Spirit [1] | You: dropped: after all concurrent attacks, pass SPR test 3: <u>not</u> dropped with 1 LP. [1] time/encounter.                                  |
| Leader              | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| Pin (pin)           | Tgt hit is Dazed. TH5: Stunned, Crit: Restrained.                                                                                               |
| Steadfast [1]       | Pass 1st Morale test for losing combat.                                                                                                         |
| Thrown (thr)        | Move: -0, Run: -1. Can be used on initial contact.                                                                                              |
| Vicious Strike [1]  | LP loss you cause: incr the TN to prevent LP loss by 2.                                                                                         |



## 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            | Parry [2]     |
| Shield Bash       | Steadfast [1] |
| Veteran [2g, AV7] |               |

### FACTION THEME RULE

Onward!



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| ABILITIES         | EFFECTS                                                                                                                                         |
|-------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| Leader            | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| Parry [2]         | Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]                                                                                      |
| Shield (s)        | DEF +1 through front arc (already included).                                                                                                    |
| 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.                                                                                                               |





## High Questor of Valia



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



| STR         | d10 | TALENTS & SKILLS |  |
|-------------|-----|------------------|--|
| SPR         | d10 | Heroic Attack    |  |
| ABL         | d8  | Leader           |  |
| Hero/Leader |     | Parry [2]        |  |

| FACTION THEME RULE |
|--------------------|
| Valia's Blessing   |

| ABILITIES            | EFFECTS                                                                                                                                         |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Heroic Attack</b> | You may become -2 DEF to gain melee attack Crit Hit TH 5 against target on larger base. [O]                                                     |
| <b>Leader</b>        | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| <b>Parry [2]</b>     | Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]                                                                                      |
| <b>Shield (s)</b>    | DEF +1 through front arc (already included).                                                                                                    |



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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><br>Longsword d8 | *   | *  | 5s  | 7  | 3  | d12  |
|     | d6    | Warhorse d6                             |     |    |     |    |    |      |



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| DEX         | d10 |
|-------------|-----|
| SPR         | d10 |
| ABL         | d8  |
| Hero/Leader |     |

| TALENTS & SKILLS  |                      |
|-------------------|----------------------|
| <b>Bladeflash</b> | <b>Cavalry</b>       |
| <b>Fast</b>       | <b>Leader</b>        |
| <b>Parry [1]</b>  | <b>Steadfast [1]</b> |
| <b>Warhorse</b>   |                      |

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

| ABILITIES            | EFFECTS                                                                                                                                         |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Bladeflash</b>    | <b>Dodges, Parries</b> against your melee attacks suffer a -1 penalty.                                                                          |
| <b>Cavalry</b>       | No Prone/Climb/Knock Down. +1 Jump. Hold to special action.                                                                                     |
| <b>Fast</b>          | Variable moves: +d6".                                                                                                                           |
| <b>Leader</b>        | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| <b>Parry [1]</b>     | Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]                                                                                       |
| <b>Shield (s)</b>    | DEF +1 through front arc (already included).                                                                                                    |
| <b>Shock (shk)</b>   | Charging: Gain <b>Assault, Mighty, Impact</b> , Support Contact with other Shock. No <b>Parry/Dodge</b> . Not Charging: -1d1 damage.            |
| <b>Steadfast [1]</b> | Pass 1st Morale test for losing combat.                                                                                                         |
| <b>Warhorse</b>      | Charge, <b>Warhorse</b> : gain <b>Overwhelm</b> .                                                                                               |



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HIGH QUESTOR OF VASILAR



# 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     |                  |
|----------------------|------------------|
| <b>Bold</b>          | <b>Leader</b>    |
| <b>Lion's Roar</b>   | <b>Parry [1]</b> |
| <b>Steadfast [1]</b> |                  |

| FACTION THEME RULE |
|--------------------|
| Fight On!          |



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| ABILITIES            | EFFECTS                                                                                                                                         |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Bold</b>          | No Fear tests. Terrifying tests = Fear tests instead.                                                                                           |
| <b>Leader</b>        | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| <b>Lion's Roar</b>   | If Ready, enemies within 6" of you are -1dl to all Morale tests.                                                                                |
| <b>Parry [1]</b>     | Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]                                                                                       |
| <b>Steadfast [1]</b> | Pass 1st Morale test for losing combat.                                                                                                         |



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HIGH QUESTOR OF VIDUNAR



# Ravenblade Lieutenant



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

|             |     |
|-------------|-----|
| DEX         | d10 |
| ABL         | d8  |
| Hero/Leader |     |

| TALENTS & SKILLS             |                    |
|------------------------------|--------------------|
| <b>Bold</b>                  | <b>Deflect</b>     |
| <b>Deft</b>                  | <b>Leader</b>      |
| <b>Lieutenant [Haradel+]</b> |                    |
| <b>Parry [2]</b>             | <b>Shield Bash</b> |

| FACTION THEME RULE |
|--------------------|
| Gritty Veterans    |



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| ABILITIES                    | EFFECTS                                                                                                                                         |
|------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Bold</b>                  | No Fear tests. Terrifying tests = Fear tests instead.                                                                                           |
| <b>Deflect</b>               | A hit on you must achieve TH 15 to be a Critical Hit. [R]                                                                                       |
| <b>Deft</b>                  | You Riposte a <b>Parry</b> result at TH 8.                                                                                                      |
| <b>Leader</b>                | Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes <b>Shoot Them!</b> - friends within 6": choose ranged target. |
| <b>Lieutenant [Haradel+]</b> | You may serve as faction freeband leader of [Falkaar, Haradel, Thormenal, Ravenblade].                                                          |
| <b>Parry [2]</b>             | Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]                                                                                      |
| <b>Shield (s)</b>            | DEF +1 through front arc (already included).                                                                                                    |
| <b>Shield Bash</b>           | Gain attack: MAR-2dl, Damage d6. No (s) DEF bonus. [O]                                                                                          |



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RAVENBLADE LIEUTENANT





# Darkbane



| SPD | MAR | MW               | RAR | RW | DEF | AV | LP | DISC |
|-----|-----|------------------|-----|----|-----|----|----|------|
| 6   | d8  | Hunting Spear d8 | *   | *  | 4   | 5  | 2  | d8   |



|             |    |
|-------------|----|
| ABL         | d8 |
| Hero/Caster |    |

| TALENTS & SKILLS          |
|---------------------------|
| CAR [Varanic Smiting] d10 |
| 15 Power                  |
| Spelldancer               |



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

## MAGIC BASICS

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



NOV25

DARKBANE

| SPELL (POWER)            | VARANIC SMITING (SPIRIT MAGIC)                                                                                                                                                         |
|--------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Aliea's Glory (2)        | All enemies within 9" must pass an END test or be Dazed.                                                                                                                               |
| Aliea's Vengeance (3)    | All attacks against the target are +2dl.                                                                                                                                               |
| Barek's Indignation (1)  | Target gains <b>Fearsome</b> .                                                                                                                                                         |
| Modo's Spear (2)         | d8 damage ranged attack. Surviving target takes an END test or suffers -2dl to attack, Casting, and Find tests. Demons and Undead make this END test with Disadvantage. Missile Spell. |
| Modo's Transfusion (2)   | If the target causes an LP loss in combat, the target may gain a Temporary LP.                                                                                                         |
| Syldron's Punishment (2) | No Fate or Destiny Stones may be used within 12" of you.                                                                                                                               |

DARKBANE

| SPELL (POWER)        | VARANIC SMITING (SPIRIT MAGIC)                                                                       |
|----------------------|------------------------------------------------------------------------------------------------------|
| Tahnar's Smiting (1) | Target is +1dl to melee Damage tests.                                                                |
| Valia's Curse (2)    | Target cannot trace LOS to any model or point in the encounter area with which it is not in contact. |
| Valia's Vision (1)   | Target gains <b>Witchsight</b> and is immune to the effects of <b>Gloom</b> and <b>Darkness</b> .    |



NOV25

DARKBANE



# Fist of Vidunar



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



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|             |    |
|-------------|----|
| DEX         | d6 |
| ABL         | d8 |
| Hero/Caster |    |

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

| 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

| 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 <b>Frenzy</b> talent.                                                                                                                                                   |
| Glareyn's Guard (2)        | Target gains <b>Active Defense</b> , <b>Contain</b> and <b>Protector</b> 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. <b>Missile spell.</b> |



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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                     |

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| 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.



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KANTOR

| SPELL (POWER)              | VARANIC RITES: KANTOR (SPIRIT MAGIC)                                                                                    |
|----------------------------|-------------------------------------------------------------------------------------------------------------------------|
| Barek's Charge (1)         | Gives a friend <b>Bull Rush</b> who is +2dl STR when it employs this talent.                                            |
| Jeyna's Fleetness (3)      | Target gains <b>Agile Charge</b> . This spell cannot be cast on a target with the <b>Cavalry</b> or <b>Fly</b> 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 <b>Witchsight</b> and is immune to the effects of <b>Gloom</b> and <b>Darkness</b> .                                                                                              |
| 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. <b>Undead</b> and <b>Spirit</b> targets are Restrained instead. |



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KANTOR



## Stalker



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



|      |     |
|------|-----|
| AGL  | d10 |
| ABL  | d8  |
| Hero |     |

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

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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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STALKER







## Sword of Valia



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



|      |     |
|------|-----|
| STR  | d10 |
| SPR  | d10 |
| ABL  | d8  |
| Hero |     |

| TALENTS & SKILLS |
|------------------|
| Parry [2]        |
| Heroic Attack    |

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| 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).                                                |



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SWORD OF VALIA



## 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         |

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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 <b>Elusive</b> [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.                                      |



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SWORD OF VIDUNAR



## Questing Knight of Barek



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



|      |     |
|------|-----|
| END  | d10 |
| ABL  | d8  |
| Hero |     |

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



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| 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. |



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QUESTING KNIGHT OF BAREK



## 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        |



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| ABILITIES | EFFECTS                                                     |
|-----------|-------------------------------------------------------------|
| Block     | Each melee attack you forgo provides <b>Parry [1]</b> . [0] |
| Protector | Enemies must attack you in melee.                           |



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QUESTING KNIGHT OF GLAREYN





## Questing Knight of Modo



| SPD | MAR | MW                      | RAR | RW                                   | DEF | AV | LP | DISC |
|-----|-----|-------------------------|-----|--------------------------------------|-----|----|----|------|
| 6   | d10 | Hunting Spear d8<br>pin | d10 | Hunting Spear d8<br>3"-6"-9" thr pin | 4   | 5  | 3  | d10  |



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|      |     |
|------|-----|
| END  | d10 |
| SPR  | d10 |
| ABL  | d8  |
| Hero |     |

| TALENTS & SKILLS                   |  |
|------------------------------------|--|
| Arboreal                           |  |
| Die Hard [1]                       |  |
| Veteran [2g, Fighting Spirit [+1]] |  |
| Vicious Strike [1]                 |  |



## Questing Knight of Sylvia



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



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|      |     |
|------|-----|
| AGL  | d12 |
| ABL  | d8  |
| Hero |     |

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

| ABILITIES                          | EFFECTS                                                                                                                                                                           |
|------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Arboreal                           | <b>Woods</b> terrain: No penalty.                                                                                                                                                 |
| Die Hard [1]                       | Pass END test 7 to ignore an LP loss [1]/turn.                                                                                                                                    |
| Pin (pin)                          | Tgt hit is Dazed. TH5: Stunned, Crit: Restrained.                                                                                                                                 |
| Thrown (thr)                       | Move: -0, Run: -1. Can be used on initial contact.                                                                                                                                |
| Veteran [2g, Fighting Spirit [+1]] | May add [2g] to cost to gain <b>[Fighting Spirit [+1]]</b> :<br>You: dropped: after all concurrent attacks, pass SPR test 3:<br><u>not</u> dropped with 1 LP. [1] time/encounter. |
| Vicious Strike [1]                 | LP loss you cause: incr the TN to prevent LP loss by 2.                                                                                                                           |



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QUESTING KNIGHT OF MODO



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QUESTING KNIGHT OF SYLVIA

| 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]d1 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 Tahnar



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



|      |     |
|------|-----|
| DEX  | d10 |
| ABL  | d8  |
| Hero |     |

| TALENTS & SKILLS |
|------------------|
| Parry [2]        |
| Shield Bash      |



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| 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).               |



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QUESTING KNIGHT OF TAHNAR



## Knight of Vasilar (Questing Knight)



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



|      |     |
|------|-----|
| DEX  | d10 |
| ABL  | d8  |
| Hero |     |

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



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| ABILITIES     | EFFECTS                                                                                                                              |
|---------------|--------------------------------------------------------------------------------------------------------------------------------------|
| Parry [1]     | Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]                                                                            |
| Bladeflash    | <b>Dodges, Parries</b> 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 <b>Warhorse</b> during Charge has <b>Overwhelm</b> .                                                                     |
| Fast          | Variable moves: +d6".                                                                                                                |
| Shock (shk)   | Charging: Gain <b>Assault, Mighty, Impact</b> , Support Contact with other Shock. No <b>Parry/Dodge</b> . Not Charging: -1dl damage. |
| Shield (s)    | DEF +1 through front arc (already included).                                                                                         |



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KNIGHT OF VASILAR





## Questing Knight of Vidunar



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



|      |     |
|------|-----|
| 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.                   |



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QUESTING KNIGHT OF VIDUNAR





# Apprentice Knight of Barek



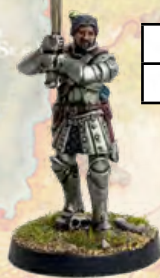
| SPD | MAR | MW            | RAR | RW | DEF | AV | LP | DISC |
|-----|-----|---------------|-----|----|-----|----|----|------|
| 5   | d10 | Battleaxe d10 | *   | *  | 4   | 6  | 2  | d8   |

|      |    |
|------|----|
| ABL  | d8 |
| Hero |    |

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



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| 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 <b>Shoot Them!</b> |
| Shoot Them!       | Friends within 6": choose ranged target.                               |



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APPRENTICE KNIGHT OF BAREK



# Apprentice Knight of Modo



| SPD | MAR | MW                   | RAR | RW | DEF | AV | LP | DISC |
|-----|-----|----------------------|-----|----|-----|----|----|------|
| 6   | d10 | Hunting Spear d8 pin | *   | *  | 4   | 5  | 3  | d8   |

|      |     |
|------|-----|
| END  | d10 |
| SPR  | d10 |
| ABL  | d8  |
| Hero |     |

| TALENTS & SKILLS   |  |
|--------------------|--|
| Arboreal           |  |
| Die Hard [1]       |  |
| Vicious Strike [1] |  |



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| ABILITIES          | EFFECTS                                                 |
|--------------------|---------------------------------------------------------|
| Arboreal           | <b>Woods</b> terrain: No penalty.                       |
| Die Hard [1]       | Pass END test 7 to ignore an LP loss [1]/turn.          |
| Pin (pin)          | Tgt hit is Dazed. TH5: Stunned, Crit: Restrained.       |
| Vicious Strike [1] | LP loss you cause: incr the TN to prevent LP loss by 2. |



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APPRENTICE KNIGHT OF MODO





## 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] <b>OR</b> DEX d10 |



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| 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 <b>Shoot Them!</b> |
| Shoot Them!       | Friends within 6": choose ranged target.                               |
| DEX d10           | MAR d10+1                                                              |



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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]                                          |
| Options: Sergeant [Muster] <b>OR</b> Steadfast [1] |



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| 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 <b>Shoot Them!</b> |
| Shoot Them!       | Friends within 6": choose ranged target.                               |
| Steadfast [1]     | Pass 1st Morale test for losing combat.                                |



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APPRENTICE KNIGHT OF VIDUNAR



## Faer Swordsman



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



|          |    |
|----------|----|
| ABL      | d6 |
| Follower |    |

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



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



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FAELER SWORDSMAN



## 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             |



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| ABILITIES     | EFFECTS                                                      |
|---------------|--------------------------------------------------------------|
| Standoff (so) | <b>Counterattack.</b> 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





## Muster Archer



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



|          |    |
|----------|----|
| ABL      | d6 |
| Follower |    |

| TALENTS & SKILLS |
|------------------|
| None             |



## 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             |



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



DEC20

MUSTER ARCHER



DEC20

MUSTER THRESHER



# Haradelan Rules Reference



| MODEL TYPE        | FREEBAND ASSEMBLY RULES                                             |
|-------------------|---------------------------------------------------------------------|
| Haradelan Faction | Up to one Stalker may be recruited, but not as an alternate leader. |
| REFERENCE         | EFFECTS                                                             |
| Active Defense    | May make a reaction attack while engaged.                           |
| Agile Charge      | Charge: LOS, Arc, straight line not needed until last 3".           |
| Arboreal          | <b>Woods</b> terrain: No penalty.                                   |
| Assault           | Charging: Advantage for melee attack tests.                         |
| Bold              | No Fear tests. Terrifying tests = Fear tests instead.               |
| Bull Rush         | Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.        |

| REFERENCE            | EFFECTS                                                                                               |
|----------------------|-------------------------------------------------------------------------------------------------------|
| Contain              | Enemy Break Off: ignore enemy talents preventing reactions.                                           |
| Fearsome             | Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .    |
| Frenzy               | No: Break Off, Evade, <b>Dodge</b> , <b>Parry</b> : Gain +1 Melee attack, <b>Bold</b> , -2 Melee DEF. |
| Impact (imp)         | Charge: Advantage on Damage tests.                                                                    |
| 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               | <b>Parry</b> 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 <b>Spirit</b> enemies without penalty. See <b>Discorporate</b> .                               |



# 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 <b>Bonus Die</b> [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 <b>Leader</b> talent is 9" for all faction models.                                                                 |
| Fight On!               | Faction Heroes never take Morale tests for the loss of a Hero.                                                                                                                      |
| Master of Forests       | Friendly models that activate within 6" of the High Questor of Modo gain <b>Arboreal</b> until the end of the turn.                                                                 |
| Onward!                 | Faction Heroes gain <b>March</b> .                                                                                                                                                  |

| 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. |
| Rush Them!         | After deployment, including all infiltration, each faction Hero may make a 3" Free Move directly toward an enemy Hero.                                                                                                                                                                                                                                                                              |
| Valia's Blessing   | All faction models gain <b>Magic Resistance</b> [1] against spells cast by enemies.                                                                                                                                                                                                                                                                                                                 |