



## Oppressor



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d12	Spikedrakh d8 de	d8	Lasso d0 thr pin pul 4"-8"-12"	4	6	4	d12



END	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Strong-arm	Die Hard [1]
Steadfast [1]	

FACTION THEME RULE
Bring out the Dead!



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ABILITIES	EFFECTS
Leader	Non-Feral faction friends within 6": use your DISC. Includes <b>Shoot Them!</b> , +1 to Ability tests.
Shoot Them!	Friends within 6": choose ranged target.
Strong-arm	Friendly Follower fails Morale within 6": may reroll using own DISC. Tarch: lose 1 LP.
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Steadfast [1]	Pass 1st Morale test for losing combat.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Pull (pul)	Hit unengaged enemy <= base size: opposed STR to move target d4" directly toward you.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact

DGS AUG23

OPPRESSOR



## Krayech's Reaper



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



ABL	d8
Hero	

TALENTS & SKILLS
Protector
Hardened
Tough [1]
Slow
Undead



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ABILITIES	EFFECTS
Protector	Enemies must attack you in melee.
Hardened	Critical Damage against you is TH 15.
Tough [1]	Gain 1 LP. Included.
Slow	You are -1 SPD for purposes of Running. Variable move: +d4-1".
Undead	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
Sweep (swp)	Stationary: Attack all L to R or R to L. After 1st: -1d1 MAR/ Damage each. You: -2 DEF.

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KRAYECH'S REAPER



# Jackal Priest



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



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Necromancy] d10
15 Power
Deathshaper
Deathbinder [1]

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ABILITIES	EFFECTS
Deathbinder [1]	Spell with <b>Undead Summoned</b> model: 3x power to remain until end of encounter, once per encounter.
Deathshaper	<b>Undead Hero</b> : LOS, losing an LP, Caster: Ready, Unengaged. 1 power, CAR TN4 (-1 to test for every 3"). Success: no LP loss. OR remove 1 LP from Undead faction model <=18": +2 Power
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]

## MAGIC BASICS

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

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JACKAL PRIEST

## SPELL (POWER)

## NECROMANCY (SPIRIT)

Deathstain (2)	Target cannot regain LP or employ a talent that avoids an LP loss.
Doom (3)	All attacks vs target are +2dl to hit.
Ghostform (3)	Target friend gains the <b>Spirit</b> talent and is considered <b>Discorporate</b> while the spell lasts.
Haunt (1)	Target is -2dl to all DISC Tests.
Rigormortis (2)	Target model is -3 SPD.
Rouse the Dead (1)	Target ignores the effects of <b>Slow</b> .

JACKAL PRIEST

## SPELL (POWER)

## NECROMANCY (SPIRIT)

Summon Bonethrall (2)	A Bonethrall ( <b>Summoned</b> ) Follower model is placed within 6" of you and 6" from any enemy. The Bonethrall vanishes at the end of the turn. Spell is TN 4.
Summon Bonethrall Host (3)	A Bonethrall Host ( <b>Summoned</b> ) Follower (3 Bonethralls on a 50mm base) is placed within 6" of you and 6" from any enemy. A Bonethrall Host has a number of melee attacks equal to its remaining LP. The Bonethrall Host vanishes at the end of the turn. Spell is TN 4.
Summon Shambler (1)	A Shambler ( <b>Summoned</b> ) Follower is placed within 6" of you and 6" from any enemy. The Shambler vanishes at the end of the turn. Spell is TN 4.



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JACKAL PRIEST



# Varazyr



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Skull Staff d6 te mag	*	*	4	2	2	d6



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Necromancy: Varazyr] d10
15 Power
Skull Staff

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ABILITIES	EFFECTS
Skull Staff	SPR test to keep Death Token in play.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]
Magical (mag)	Attacks with this weapon gain the <b>Magical</b> keyword.

## 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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VARAZYR

## SPELL (POWER)

## NECROMANCY: VARAZYR (SPIRIT)

Blight (3)	Target gains a Decay or Disease Token, your choice.
Commune with the Dead (3)	When in contact with a Death Token, you remove it from play and roll a CAR test 5. If passed, you gain a Destiny Stone.
Curse (1)	Target is -2dl MAR or RAR, your choice.
Deathly Chill (2)	Target is -2dl to all Attribute tests.
Harm (1)	d8 damage ranged attack. Those hit by this attack pass take a SPR test or are Dazed. <b>Missile Spell.</b>
Spiritsight (1)	Target gains <b>Witchsight</b> and is immune to the effects of <b>Gloom</b> and <b>Darkness</b> .
Soul Sword (2)	One weapon of your choice held by the target becomes +1dl damage, Decay, Pin.

VARAZYR

## SPELL (POWER)

## NECROMANCY: VARAZYR (SPIRIT)

Soul Thief (2)	Whenever the target causes a LP loss in a combat, the target gains a Temporary LP.
Steal Life (3)	A target within 9" passes a SPR test or it loses one LP. If it does, you gain a Temporary LP.

## REFERENCE

## EFFECTS

Temporary LP	Temporary LP = regain one lost LP or LP stat raised 1, no stack.
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DEC20

VARAZYR





## Awakened



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d8	2 x Claws d8 dec	*	*	4	5	3	d8



ABL	d8
Hero	

TALENTS & SKILLS
Fearsome
Hardened
Tough [1]
Slow
Undead



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ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Hardened	Critical Damage against you is TH 15.
Tough [1]	Gain 1 LP. Included.
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
Decay (dec)	Target hit: pass an END test or gain a Decay Token.



DEC20

AWAKENED



## Eviscerator



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



AGL	d12
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Killing Strike [2]



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ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Killing Strike [2]	Stationary: Crit Hit TH is -2 for melee attack tests.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.



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EVISCERATOR



## The Faceless



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8+1	Agukrich d6 de	d10+1	Agukrich d6 thr, de 2"-4"-6"	5	2	2	d10



AGL	d12	TALENTS & SKILLS	
DEX	d10	Bladedancer	Accurate Shot [1]
ABL	d8	Deft Hands	Dodge [1]
Hero		Disguise	Fast Disguise
		Thievery d10	

ABILITIES	EFFECTS
Accurate Shot [1]	TH 3 ranged attack: target is AV4.
Bladedancer	<b>Elusive[1].</b> Break Off = Maneuver after reactions.
Elusive [1]	Break Off: no attacks from [1] enemy.
Deft Hands	Non-casting special action: no reaction attack.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Disguise	Unless you reveal or enemy with LOS passes special action KNW test 7: No attack, engagement, spell v you.
Fast Disguise	No enemy LOS: special action DEX test to regain <b>Disguise</b> .
Thievery d10	Special action: Thievery test to transfer item involuntarily.
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.







# Abductor



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d10	Spikedrakh d8 de	d10	Lasso d0 thr pin pul 4"-8"-12"	4	4	2	d8



ABL	d8
Hero	

TALENTS & SKILLS	
Deft Rider	Harasser
Subdue	Scout
Cavalry	Light Cavalry
Fast	Hunt d8

ABILITIES	EFFECTS
Deft Rider	Ignore <b>Cavalry</b> special action restriction.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Subdue	Special Action: engaged enemy END Test. Crit: No Effect, Pass: Dazed, Fail: Stunned, Tarch: Knocked Down
Scout	<b>Infiltrate</b> SPD after deployment. +2 scout points.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Light Cavalry	<b>Elusive [+1]</b> . Break off: +1 DEF. Evade: +2, any distance.
Fast	Variable moves: +d6".
Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.



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ABDUCTOR



# Abductor Reference



ABILITIES	EFFECTS
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Pull (pul)	Hit unengaged enemy <= base size: Opposed STR to move target d4" directly toward.



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ABDUCTOR REFERENCE



## Scrounger



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	*	*	4	2	1	d6



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ABL	d6
Follower	

TALENTS & SKILLS
Infiltrate
Scrounge
Find d10

ABILITIES	EFFECTS
Infiltrate	Free Move up to your SPD after all sides have deployed.
Scrounge	You may reroll a Find test to locate or acquire an item.
Find d10	May use this rating instead of its ABL when making a Find test.



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SCROUNGER



## Levy Spearman



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d6	Longspear d8 so	d6	Bow d6 8"-16"-24"	4/7p	4	1	d4



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ABL	d6
Follower	

TALENTS & SKILLS
None

ABILITIES	EFFECTS
Standoff (so)	Includes <b>Counterattack</b> . May fight in support contact.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]
Pavise (p)	You are +3 DEF vs ranged attacks only, -1 SPD. (included)



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LEVY SPEARMAN





## Shambler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Claw d4	*	*	4	2	1	d4



ABL	d6
Follower	

TALENTS & SKILLS	
Mindless	Pack Attack
Expendable	Feral
Slow	Undead
Veteran [1g, claw gains dec]	



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## Wretch



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Claw d6	*	*	4	2	1	d6



ABL	d6
Follower	

TALENTS & SKILLS	
Infiltrate	
Scavenger	



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ABILITIES	EFFECTS
<b>Mindless</b>	Not within 6" of a Ready, non-Undead faction hero: as failed <b>Impetuous</b> test.
<b>Pack Attack</b>	Attacking: Gain +1d1 MAR/other Pack Attack friend engaging target.
<b>Expendable</b>	No Morale test due to you being dropped. ½ LP for Break.
<b>Feral</b>	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
<b>Slow</b>	You are -1 SPD for purposes of Running. Variable move: d4-1".
<b>Undead</b>	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
<b>Veteran [1g, claw gains dec]</b>	May add [1g] to Cost for [claw gains dec].
<b>Decay (dec)</b>	Target hit: pass an END test or gain a Decay Token.



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SHAMBLER



DEC20

WRETCH





## Bonethrall



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Rusty Blade d6	*	*	4	2	1	d4



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END	d8
ABL	d6
Follower	

TALENTS & SKILLS
<b>Die Hard [1]</b>
<b>Slow</b>
<b>Undead</b>

ABILITIES	EFFECTS
<b>Die Hard [1]</b>	Pass END test 7 to ignore an LP loss [1]/turn
<b>Slow</b>	You are -1 SPD for purposes of Running. Variable move: d4-1".
<b>Undead</b>	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.



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BONETHRALL



## Bonethrall Guard



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d8	Rusty Blade d6	*	*	5s	2	1	d4



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END	d8
ABL	d6
Follower	

TALENTS & SKILLS
<b>Die Hard [1]</b>
<b>Slow</b>
<b>Undead</b>

ABILITIES	EFFECTS
<b>Die Hard [1]</b>	Pass END test 7 to ignore an LP loss [1]/turn
<b>Slow</b>	You are -1 SPD for purposes of Running. Variable move: d4-1".
<b>Undead</b>	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
<b>Shield (s)</b>	DEF +1 through front arc (already included).



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BONETHRALL GUARD



## Bonethrall (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Rusty Blade d6	*	*	4	2	1	d4



END	d8
ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]
Slow
Undead
Summoned

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
Summoned	Dropped: No friend Morale tests. Ignore <b>Leader</b> effects. Pass all Morale Tests.



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BONETHRALL (SUMMONED)



## Bonethrall Host (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	RLP x Rusty Blade d6	*	*	4	2	3	d4



END	d8
ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]
Slow
Undead
Summoned

A Bonethrall Host has a number of melee attacks equal to its remaining LP (RLP).

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn
Slow	You are -1 SPD for purposes of Running. Variable move: d4-1".
Undead	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
Summoned	Dropped: No friend Morale tests. Ignore <b>Leader</b> effects. Pass all Morale Tests.



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BONETHRALL HOST (SUMMONED)





## Shambler (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Claw d4	*	*	4	2	1	d4



ABL	d6
Follower	

TALENTS & SKILLS	
Mindless	Pack Attack
Expendable	Feral
Slow	Undead
Summoned	

ABILITIES	EFFECTS
<b>Mindless</b>	Not within 6" of a Ready, non-Undead faction hero: as failed <b>Impetuous</b> test.
<b>Pack Attack</b>	Attacking: Gain +1d1 MAR/other Pack Attack friend engaging target.
<b>Expendable</b>	No Morale test due to you being dropped. ½ LP for Break.
<b>Feral</b>	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
<b>Slow</b>	You are -1 SPD for purposes of Running. Variable move: d4-1".
<b>Undead</b>	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
<b>Summoned</b>	Dropped: No friend Morale tests. Ignore <b>Leader</b> effects. Pass all Morale Tests.



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SHAMBLER (SUMMONED)



## Bonethrall Impaler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d10	Impaler d8+1 imp	*	*	5s	2	3	d8



END	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Assault	
Cavalry	
Die Hard [2]	
Undead	



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ABILITIES	EFFECTS
<b>Assault</b>	Charge: Advantage for melee attack tests.
<b>Cavalry</b>	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
<b>Die Hard [2]</b>	Pass END test 7 to ignore an LP loss [2]/turn.
<b>Undead</b>	Includes <b>Fearless</b> , <b>Immune [Poison, Stun]</b> , <b>Tireless</b> . Pass SPR from spells. No Hero's Honor.
<b>Impact (imp)</b>	Charge: Advantage on Damage tests.



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BONETHRALL IMPALER



# Kandoran 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.
Kandoran Faction	Shamblers count as ½ follower for freeband limits. Cannot have more Shamblers than twice the number of Heroes in the freeband. <b>Undead</b> models may not make use of the Alternate Leaders rule.

FACTION THEME RULE	EFFECTS
Bring out the Dead!	Before deployment zones are determined, each Kandoran player places 6 Death Tokens in the encounter area, alternating placement between players, choosing the first player to place randomly. A Death Token may not be placed within 6" of another Death Token or within 12" of any table edge. If there is no legal placement for a Death Token, it is not placed.

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# Kandoran Rules Reference



REFERENCE	EFFECTS
Immune [Poison, Stun]	You cannot be affected by any game effect with the <b>Poison</b> or <b>Venomous</b> keywords. You cannot become Dazed or Stunned.
Fearless	Pass all Morale tests, not affected by <b>Fearsome</b> or <b>Terrifying</b> .
Tireless	You are immune to game effects with the <b>Sleep</b> keyword.
Impetuous	DISC test or engage enemy. Must pursue, No Delay or Break off
Spirit	Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate.
Witchsight	Attack Spirit enemies without penalty. See Discorporate.

REFERENCE	EFFECTS
Decay (dec)	Target hit: pass an END test or gain a Decay Token.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Discorporate	Discorporate models cannot: interact or be interacted with by non- <b>Spirit/ Witchsight</b> models or objects, block LOS of non-Discorporate, pick up or transfer.  Discorporate models may: be moved through by non-discorporate models (and vice versa) so long as the bases do not overlap at the end of the move, retain items and may drop them.  Game effects linking two models, like <b>Bonded</b> and <b>Teammate</b> , may not be employed when one of the models is Discorporate and one is not.  <b>Spirit</b> models do not gain their DEF and AV benefit against models that are Discorporate.

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KANDORAN RULES REFERENCE





# Kandoran Rules Reference



REFERENCE	EFFECTS
<b>Decay Tokens</b>	<i>Each Decay Token adds +2 to the TN of any spell or ability that would regain an LP or ignore an LP loss. A model with a Decay Token takes a Death test at the start of its activation. Each Decay Token after the first is an additional -1 to this test. If the test result is TH 5, all Decay Tokens are removed.</i>
<b>Death Test</b>	<i>Make an END test 2 and if failed, lose one LP. If this causes the model to be dropped, it also counts as having received a Dead result on the Casualty table at the end of a league or campaign game.</i>

REFERENCE	EFFECTS
<b>Death Tokens</b>	<p><i>A Death Token is placed on the encounter area through certain game effects. It may NOT be picked up or carried like an item.</i></p> <p><i>In a game where Death Tokens are or may be in play, when a non-Spirit model is dropped, one of the players whose freeband employs Death Tokens rolls a d6 and on a 1-2, places a Death Token where the model was dropped.</i></p> <p><i>A Caster may employ a Death Token to count as one power toward the casting of a Necromancy spell if either they or the target of their spell is in contact with a Death Token.</i></p> <p><i>Death Tokens used to enable or employ this or any game effect are removed from play, including when the effect is successfully opposed or countered.</i></p>

