

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!

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.			
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



3	SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
1	5	d10	Scythe d10 swp	*	*	4	6	3	d10

d8

Hero



TO THE RESERVE TO THE PERSON OF THE PERSON O		
TALENTS & SKILLS		
Protector		
Hardened		
Tough [1]		
Slow		
Undead		

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 Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.
Sweep (swp)	Stationary: Attack all L to R or R to L. After 1st: -1dl MAR/ Damage each. You: -2 DEF.



DEC20

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			

13/247
TALENTS & SKILLS
CAR [Necromancy] d10
15 Power
Deathshaper
Deathbinder [1]

ABILITIES	EFFECTS
Deathbinder [1]	Spell with Undead Summoned model: 3x power to remain until end of encounter, once per encounter.
Deathshaper	Undead Hero: 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.

OGS DEC20

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 Spirit talent and is considered Discorporate 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 Slow .

JACKAL PRIEST

SPELL (POWER)	NECROMANCY (SPIRIT)
Summon Bonethrall (2)	A Bonethrall (Summoned) 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 (Summoned) 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 (Summoned) 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.



JACKAL PRIEST





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		

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 Magical 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.



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. Missile Spell.				
Spiritsight (1)	Target gains Witchsight and is immune to the effects of Gloom and Darkness .				
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.			



VARAZYR



ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .
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 Fearless, Immune [Poison, Stun], Tireless. Pass from spells. No Hero's Honor.	
Decay (dec)	Target hit: pass an END test or gain a Decay Token.





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

EVISCERATOR

AUG22



The Faceless



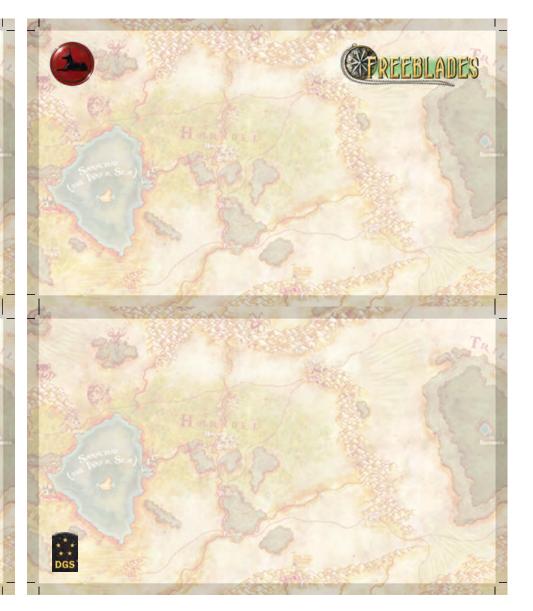
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8+1	Agukrich d6 de	d10+1	Agukrich d6 thr, de 2"-4"-6"	5	2	2	d10



A-20-							
AGL	d12						
DEX	d10						
ABL	d8						
Нє	ro						

0.00				
TALENTS & SKILLS				
Bladedancer Accurate Shot [1]				
Deft Hands	Dodge [1]			
Disguise	Fast Disguise			
Thievery d10				

ABILITIES	EFFECTS			
Accurate Shot [1]	TH 3 ranged attack: target is AV4.			
Bladedancer	Elusive[1] . 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 Disguise .			
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.			
DGS AUG24	THE FACELESS			





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
He	ro

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

ABILITIES	EFFECTS	
Deft Rider	Ignore Cavalry 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	Infiltrate SPD after deployment. +2 scout points.	
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.	
Light Cavalry	Elusive [+1]. 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.	



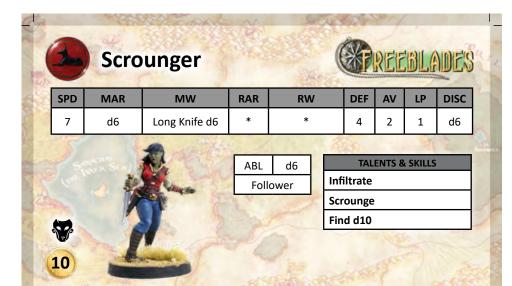
ABDUCTOR

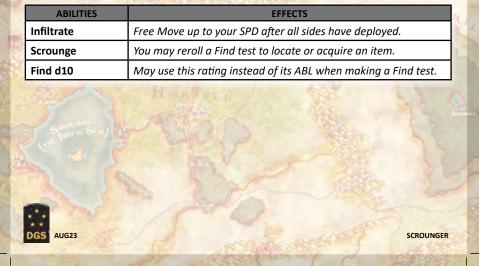


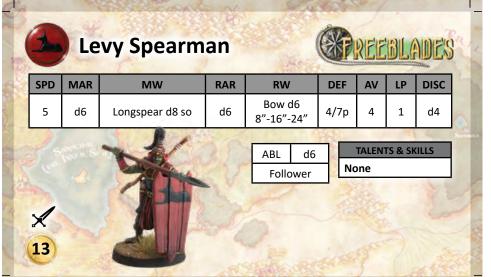


ABILITIES	EFFECTS
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Pull (pul)	Hit unengaged enemy <= base size: Opposed STR to move target d4" directly toward.

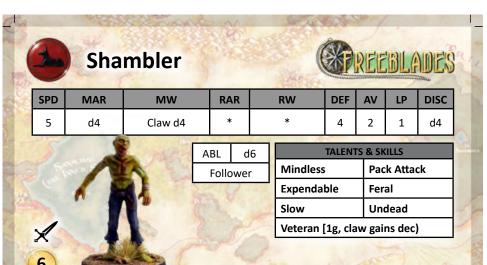












ABILITIES	EFFECTS						
Mindless	Not within 6" of a Ready, non-Undead faction hero: as failed						
	Impetuous test.						
Pack Attack	Attacking: Gain +1dl MAR/other Pack Attack friend engaging target.						
Expendable	No Morale test due to you being dropped. ½ LP for Break.						
Feral	No: Targeting,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

SHAMBLER

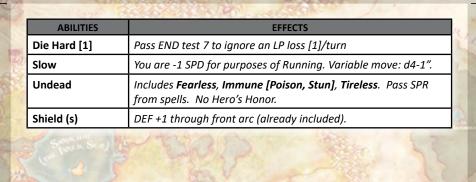






ABILITIES	EFFECTS	R			
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn				
Slow	ou are -1 SPD for purposes of Running. Variable move: d4-1".				
Undead	Includes Fearless, Immune [Poison, Stun], Tireless . Pass SPR from spells. No Hero's Honor.				







BONETHRALL

DEC20

BONETHRALL GUARD





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 Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.			
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.			





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
Follo	wer

And the same of th
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	ou are -1 SPD for purposes of Running. Variable move: d4-1".				
Undead	Includes Fearless , Immune [Poison, Stun] , Tireless . Pass SPR from spells. No Hero's Honor.				
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.				



DEC2

BONETHRALL HOST (SUMMONED)





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



DGS DEC20

ABL	d6	
Follower		

4000	1000				
TALENTS & SKILLS					
Mindless	Pack Attack				
Expendable	Feral				
Slow	Undead				
Summoned					

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



Bonethrall Impaler



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



END	d12	l	
ABL	d8	l	
Hero			

TALENTS & SKILLS
Assault
Cavalry
Die Hard [2]
Undead

	377	
	ABILITIES	EFFECTS
	Assault	Charge: Advantage for melee attack tests.
P	Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
	Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
	Undead	Includes Fearless , Immune [Poison, Stun], Tireless. Pass SPR from spells. No Hero's Honor.
	Impact (imp)	Charge: Advantage on Damage tests.
	Carlos A	STATE STATE OF THE



SHAMBLER (SUMMONED)

NOV

BONETHRALL IMPALER



Kandoran Rules Reference



20	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.
THE PERSON NAMED IN	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.
2	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
見びなる	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. Undead models may not make use of the Alternate Leaders rule.

	FACTION THEME RULE	EFFECTS
4	Bring out the Dead!	Before deployment zones are determined, each Kandoran
		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
3)		another Death Token or within 12" of any table edge. If there is
3	DEC20	no legal placement for a Death Token, it is not placed.



Kandoran Rules Reference



REFERENCE	EFFECTS
Immune [Poison, Stun]	You cannot be affected by any game effect with the Poison or Venomous keywords. You cannot become Dazed or Stunned.
Fearless	Pass all Morale tests, not affected by Fearsome or Terrifying .
Tireless	You are immune to game effects with the Sleep 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- Spirit/ Witchsight 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 Bonded and Teammate , may not be employed when one of the models is Discorporate and one is not.
	Spirit models do not gain their DEF and AV benefit against models that are Discorporate.

DGS DEC20

KANDORAN RULES REFERENCE





	REFERENCE	EFFECTS
The Assessment of the Assessme	Decay Tokens	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.
	Death Test	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.

REFERENCE	EFFECTS
Death Tokens	A Death Token is placed on the encounter area through certain game effects. It may NOT be picked up or carried like an item.
	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.
	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.
	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.

