



Night Fang (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12+1	Moonsickle d6+1	*	*	5	3	3	d12



AGL	d10
DEX	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Accurate Strike [3]	Champion [Night Wing]
Expert [Parry]	Feint [1]
Leader	Parry [2]
Stealth d8	

FACTION THEME RULE	Tower Agents
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Night Fang (Hero)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10+1	Moonsickle d6+1	*	*	5	3	2	d10



AGL	d10
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Accurate Strike [3]	
Champion [Night Wing]	
Expert [Parry]	
Feint [1]	
Parry [2]	
Stealth d8	

ABILITIES	EFFECTS
Accurate Strike [3]	TH 3 melee attack: target is AV2.
Champion [Night Wing]	While [Night Wing] engaged: Break off = Maneuver, gain Elusive [1] : Break Off: no attacks from [1] enemy.
Expert [Parry]	Expert allows the reroll of a Tarch once per use of [Parry].
Feint [1]	Pass Opposed MAR test: [1] enemy cannot Parry or Dodge you. [O]
Leader	Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes Shooth Them! - friends within 6": choose ranged target.
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.

ABILITIES	EFFECTS
Accurate Strike [3]	TH 3 melee attack: target is AV2.
Champion [Night Wing]	While [Night Wing] engaged: Break off = Maneuver, gain Elusive [1] : Break Off: no attacks from [1] enemy.
Expert [Parry]	Expert allows the reroll of a Tarch once per use of [Parry].
Feint [1]	Pass Opposed MAR test: [1] enemy cannot Parry or Dodge you. [O]
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.



Night Wing (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	Moonsickle d6+1	*	*	5	3	3	d12



AGL	d12
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Champion [Night Fang]	
Dodge [2]	Hate [Traazorites]
Killing Strike [2]	Leader
Opportune Strike	Prowl
Stealth d8	Weaponeer

FACTION THEME RULE	Tower Agents
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Night Wing (Hero)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Moonsickle d6+1	*	*	5	3	2	d10



AGL	d12
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Champion [Night Fang]	
Dodge [2]	Killing Strike [2]
Opportune Strike	Prowl
Stealth d8	Weaponeer

ABILITIES	EFFECTS
Champion [Night Fang]	While [Night Fang] engaged: Break off = Maneuver, gain Elusive [1] : Break Off: no attacks from [1] enemy.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless : Pass all Morale tests, not affected by Fearsome or Terrifying .
Killing Strike [2]	Stationary: Crit Hit TH is -2 for melee attack tests.
Leader	Non-Feral faction friends within 6": use your DISC, +1 to Ability tests. Includes Shooth Them! - friends within 6": choose ranged target.
Opportune Strike	Target: no charge, engaged by at least 1 other: melee Crit TH 5.
Prowl	Start Maneuver: Placed within 6" Free Action, no enemy within 3" (6" Scout).
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.

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NIGHT WING (LEADER)

ABILITIES	EFFECTS
Champion [Night Fang]	While [Night Fang] engaged: Break off = Maneuver, gain Elusive [1] : Break Off: no attacks from [1] enemy.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless : Pass all Morale tests, not affected by Fearsome or Terrifying .
Killing Strike [2]	Stationary: Crit Hit TH is -2 for melee attack tests.
Opportune Strike	Target: no charge, engaged by at least 1 other: melee Crit TH 5.
Prowl	Start Maneuver: Placed within 6" Free Action, no enemy within 3" (6" Scout).
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.

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NIGHT WING



Night Wing Reference



ABILITIES	EFFECTS
Weaponeer	Special action may choose 1: de, dis, le, pin, qs, sb, or sw. Lasts until changed.

WEAPONER OPTIONS	EFFECTS
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Disrupt (dis)	Hit: target cannot employ a talent to alter the combat sequence.
Lethal (let)	Critical Damage from this weapon is TH 8.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Quick Strike (qs)	Counterattack. Unless target > DISC, +1dl DISC for sequence.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.
Swift (sw)	You are +1 to Parry tests with this weapon.

REFERENCE	EFFECTS
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]



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NIGHT WING REFERENCE





Moons Priestess (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Moonsglave d8 te	*	*	5	2	3	d12



AGL	d10
ABL	d8
Hero/ Leader/Caster	

TALENTS & SKILLS	
Leader	Shoot Them!
CAR [Moons Magic: Priestess] d10	
15 Power	Dodge [1]
Hate [Traazorites]	Spelldancer
Spell Projector [Moons Priest]	

FACTION THEME RULE	As One
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Moons Priest (Leader)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Moonsglave d8 te	*	*	5	2	3	d12



AGL	d10
ABL	d8
Hero/ Leader/Caster	

TALENTS & SKILLS	
Leader	Shoot Them!
CAR [Moons Magic: Priest] d10	
15 Power	Dodge [1]
Spelldancer	
Spell Projector [Moons Priestess]	

FACTION THEME RULE	As One
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ABILITIES	EFFECTS
Leader	Non-Feral faction friends within 6": use your DISC. Includes Shoot Them! , Tough [1] , +1 to Ability tests.
Shoot Them!	Friends within 6": choose ranged target.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless : Pass all Morale tests, not affected by Fearsome or Terrifying .
Spelldancer	No reaction when you cast or counterspell while engaged.
Spell Projector [Moons Priest]	May measure spell range and LOS from [Moons Priest] within 18" and LOS or 9" w/no LOS.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]



MOONS PRIESTESS LEADER

ABILITIES	EFFECTS
Leader	Non-Feral faction friends within 6": use your DISC. Includes Shoot Them! , Tough [1] , +1 to Ability tests.
Shoot Them!	Friends within 6": choose ranged target.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Spelldancer	No reaction when you cast or counterspell while engaged.
Spell Projector [Moons Priestess]	May measure spell range and LOS from [Moons Priestess] within 18" and LOS or 9" w/no LOS.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]



MOONS PRIEST LEADER



Moons Priestess



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Moonglave d8 te	*	*	5	2	2	d8



AGL	d10
ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Moons Magic: Priestess] d10
15 Power
Dodge [1]
Hate [Traazorites]
Spelldancer
Spell Projector [Moons Priest]

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless : Pass all Morale tests, not affected by Fearsome or Terrifying .
Spelldancer	No reaction when you cast or counterspell while engaged.
Spell Projector [Moons Priest]	May measure spell range and LOS from [Moons Priest] within 18" and LOS or 9" w/no LOS.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]



JUL21

MOONS PRIESTESS

SPELL (POWER)	MOONS MAGIC: MOONS PRIESTESS (SPIRIT)
Enthrall (3)	You nominate two targets, one friend and one enemy. Enemy passes a SPR test 6 or it may only choose the Maneuver or Break Off actions, must end its movement as close as possible to the friend following all normal movement restrictions, may not make reactions and may not attack the friend this turn. This effect ends if the friend targets the enemy with any game effect.
Hex (1)	Target is -2dl MAR or RAR, your choice.
Truth (1)	Target takes a SPR 5. If it fails, you may choose a friend of the target within 6" of that friend to lose the effects of Disguise or a Stealth or Camouflage Token.
Koromen's Gift (1)	Target recovers 1 LP that it has lost. 9" Range.
Koromen's Grace (2)	All conditions and tokens of your choice applying to the target are removed.

SPELL (POWER)	MOONS MAGIC: MOONS PRIESTESS (SPIRIT)
Koromen's Light (3)	All melee attacks against target are at -2dl.
Moonsbond (1)	Target model has the Bonded [any one friendly model] talent. Friendly model to which the target is Bonded is chosen when the spell is cast.
Moonspath (2)	Target gains Pathfinder .
Summon Spirit Archer (3)	A Spirit Archer is placed within 6" of you and at least 6" from any enemy. Spell is Target Number 4 to cast.

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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MOONS PRIESTESS



Moons Priest



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Moonslave d8 te	*	*	5	2	2	d8



AGL	d10
ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Moons Magic: Priest] d10
15 Power
Dodge [1]
Spelldancer
Spell Projector [Moons Priestess]

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Spelldancer	No reaction when you cast or counterspell while engaged.
Spell Projector [Moons Priestess]	May measure spell range and LOS from [Moons Priestess] within 18" and LOS or 9" w/no LOS.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]



MOONS PRIEST

SPELL (POWER)	MOONS MAGIC: MOONS PRIEST (SPIRIT)
Glimmerstep (1)	Target gains Nimble [+1].
Insight (2)	Target is +3dl to KNW tests.
Moonsblight (1)	Target is -1dl to its melee damage rolls.
Moonslure (2)	Target gains Taunt . Target is +1dl DISC for the DISC test associated with the Taunt action.
Moonstruck (1)	Target passes a SPR test 7 or becomes Dazed. On a Tarch, the target is Stunned.
Spirit Servant (2)	Target friend can perform a Special Action as a free action.
Sword of Koromai (2)	Target gains +1dl damage for one weapon of your choice. Targets hit by an attack with this weapon pass an STR 5 or are Stunned. Undead and Spirit targets that fail are Restrained instead.

SPELL (POWER)	MOONS MAGIC: MOONS PRIEST (SPIRIT)
Summon Spirit Warrior (3)	A Spirit Warrior is placed within 6" of you and at least 6" from any enemy. Spell is Target Number 4 to cast.
Vision of Koromai (2)	You may add one to any one friendly die once.

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.



MOONS PRIEST



Spirit Archer (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Knife d6	d8	Bow d6 8"-16"-24"	5as/4	4	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Spirit
Summoned



Spirit Warrior (Summoned)



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



ABL	d6
Follower	

TALENTS & SKILLS
Spirit
Summoned

ABILITIES	EFFECTS
Spirit	<i>Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate.</i>
Summoned	<i>Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.</i>
Archer Shield (as)	<i>DEF +1 through front arc unless making a ranged attack.</i>



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SPIRIT ARCHER



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SPIRIT WARRIOR

ABILITIES	EFFECTS
Spirit	<i>Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate.</i>
Summoned	<i>Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.</i>
Standoff (so)	<i>Counterattack. May fight in support contact.</i>
Counterattack	<i>Braced, unengaged at start: go first in the combat sequence. [R]</i>
Shield (s)	<i>DEF +1 through front arc (already included).</i>



Koronnian Bladesister



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



ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	Bladeflash
Raven Stance [1]	Replace
Sidestep	Hate [Traazorites]
Teammate [Bladebrother]	

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ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Bladeflash	Dodges, Parries against your melee attacks suffer a -1 penalty.
Raven Stance [1]	Not charging: attacks are +[1]d1 DISC for combat sequence.
Replace	Both Ready you + friend in contact with Bonded/Shieldmate/Teammate may switch places, both Hold no Reactions.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless : Pass all Morale tests, not affected by Fearsome or Terrifying .
Teammate [Bladebrother]	Within 1" [Bladebrother]: Ignore for LOS, +1d1 Morale/Fear. Fight in support contact.
Shield (s)	DEF +1 through front arc (already included).

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KORONNAN BLADESISTER



Koronnian Bladebrother



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



ABL	d8
Hero	

TALENTS & SKILLS	
Parry [2]	
Replace	
Sidestep	
Teammate [Bladesister]	

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ABILITIES	EFFECTS
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Replace	Both Ready you + friend in contact with Bonded/Shieldmate/Teammate may switch places, both Hold no Reactions.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Teammate [Bladesister]	Within 1" [Bladesister]: Ignore for LOS, +1d1 Morale/Fear. Fight in support contact.
Shield (s)	DEF +1 through front arc (already included).

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KORONNAN BLADEBROTHER



Koromen's Shadow



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Moonsickle d6+1	*	*	5	3	2	d10



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AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Flurry
Weaponeer
Sidestep
Shadow
Hate [Traazorites]

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Flurry	You count as 2 combatants for Pile On purposes.
Weaponeer	Special action may choose 1: de, dis, le, pin, qs, sb, or sw. Lasts until changed.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Shadow	If enemy Breaks Off may follow as reaction up to SPD, stop if hit with reaction.
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless : Pass all Morale tests, not affected by Fearsome or Terrifying .



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KOROMEN'S SHADOW



Koromen's Shadow Reference



WEAPONER OPTIONS	EFFECTS
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.
Disrupt (dis)	Hit: target cannot employ a talent to alter the combat sequence.
Lethal (le)	Critical Damage from this weapon is TH 8.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Quick Strike (qs)	Counterattack . Unless target > DISC, +1dI DISC for sequence.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.
Swift (sw)	You are +1 to Parry tests with this weapon.

REFERENCE	EFFECTS
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]



JUL21

KOROMEN'S SHADOW



Black Spear



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d12	Longspear d8 so	*	*	6ls	6	2	d10



ABL	d8
Hero	

TALENTS & SKILLS
Shield Bash
Shield Parry
Protector



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ABILITIES	EFFECTS
Shield Bash	Gain attack: MAR-2dl, damage d6+1. No (s) DEF bonus. [O]
Shield Parry	Gain Parry : No (s) DEF bonus, no Shield Bash . [ls:+1 to parry], Riposte= Shield Bash .
Protector	Enemies must attack you in melee.
Standoff (so)	Counterattack . May fight in support contact.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]
Large Shield (ls)	DEF +2 through front arc (already included).



FEB22

BLACK SPEAR



Mizrakai



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



DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Accurate Strike [1]
Backstep
Impact



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ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R].
Accurate Strike [1]	TH 3 melee attack: target is AV4.
Backstep	Ready, engaged: after combat, move up to 3" directly, away not engaged. PCA
Impact	Charge: Advantage on Damage tests.
Standoff (so)	Counterattack . May fight in support contact.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Shield (s)	DEF +1 through front arc (already included).



JUL21

MIZRAKAI



Grey Veil



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d8+1	Saber d8	d10+1	Recurve Short Bow d6+1 8"-16"-24"	5	3	2	d8



AGL	d10
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Cavalry	Light Cavalry
Plunging Fire	Harasser
Dodge [1]	Scout
Hate [Traazorites]	Fast



Red Lancer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10	Lance d10+1 shk or Saber d8+1	d10	Recurve Short Bow d6+1 8"-16"-24"	6s	5	2	d10



AGL	d10
STR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Armored Deflection [2]	
Follow Through [1]	
Recover	
Cavalry	
Fast	

ABILITIES	EFFECTS
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Light Cavalry	Elusive [1]. Break off reaction: +1 DEF. Evade: +2, any distance.
Plunging Fire	Ranged attack: smaller base target: before attack choose either Shieldbreaker or +1 damage.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Scout	Infiltrate SPD after deployment. +2 scout points.
Fast	Variable moves: +d6".
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless: Pass all Morale tests, not affected by Fearsome or Terrifying .



GREY VEIL

REFERENCE	EFFECTS
Armored Deflection [2]	When hit: STR test vs enemy weapon Rating TN: Disadvantage on damage. Damage -1dl per level of Crit. [2] hits/turn.
Rating TN	2 + [1 for every dl above d4 in the Rating] + bonuses/penalties.
Follow Through [1]	Reposition: engage, immediate melee attack, [1] time/turn.
Recover	You may make Reposition moves up to 4".
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Fast	Variable moves: +d6".
Shock (shk)	Charging: Gain Assault , Mighty , Impact , Support Contact with other Shock. No Parry/Dodge . Not Charging: -1dl damage.
Shield (s)	DEF +1 through front arc (already included).



RED LANCER



Red Archer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Saber d8	d6	Bow d6 8"-16"-24"	5as/4	4	1	d6

ABL	d6
Follower	

TALENTS & SKILLS
Hate [Traazorites]
Veteran [1g, Shieldmate]
Veteran [1g, Teammate [Red Spear]]



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Red Spear



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

ABL	d6
Follower	

TALENTS & SKILLS
Veteran [1g, +1 d1 MAR]
Veteran [1g, Shieldmate]



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ABILITIES	EFFECTS
Archer Shield (as)	DEF +1 through front arc unless making a ranged attack.
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless: Pass all Morale tests, not affected by Fearsome or Terrifying .
Veteran [1g, Shieldmate]	May add [1g in Cost] to gain [Shieldmate].
Shieldmate	+1 DEF when in contact w/friend w/Shieldmate.
Veteran [1g, Teammate [Red Spear]]	May add [1g in Cost] to gain [Teammate [Red Spear]].
Teammate [Red Spear]	Within 1" [Red Spear]: Ignore for LOS, +1d1 Morale/Fear. Fight in support contact.



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RED ARCHER

ABILITIES	EFFECTS
Shield (s)	DEF +1 through front arc (already included).
Veteran [1g, +1d1 MAR]	May add [1g in Cost] to gain [+1d1 MAR].
Veteran [1g, Shieldmate]	May add [1g in Cost] to gain [Shieldmate].
Shieldmate	+1 DEF when in contact w/friend w/Shieldmate.
Standoff (so)	Counterattack. May fight in support contact.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]



JUL21

RED SPEAR



Shader



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



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ABL	d6
Follower	

TALENTS & SKILLS
Ambush
Hate [Traazorites]

ABILITIES	EFFECTS
Ambush	May start undeployed. Any activation: placed Concealed, no enemy or ambushing friend within 6" (12" Scout) or in own deployment zone. Includes Infiltrate .
Hate [Traazorites]	Fearless while engaged with [Traazorites]. Fearless : Pass all Morale tests, not affected by Fearsome or Terrifying .
Infiltrate	Free Move up to your SPD after all sides have deployed.



AUG25

SHADER



Skirmisher



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d6	Javelin d6	d6	Javelin d6 thr 4"-8"-12"	4	2	1	d6



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ABL	d6
Follower	

TALENTS & SKILLS
Fast

ABILITIES	EFFECTS
Fast	Variable moves: +d6".
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



NOV23

SKIRMISHER



Spirit Owl



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
1	d6	Talon d4 pin	*	*	5	2	1	d4



AGL	d10
ABL	d6
Follower	

TALENTS & SKILLS	
Familiar [Moons Priestess]	
Animal	Insignificant
Spirit	Dodge [1]
Fly [Low, SPD 10]	Hunt d6
Starlight Vision	Intensify Spell [1]

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Spirit Wolf



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d6	Bite d8	*	*	4	2	1	d4



ABL	d6
Follower	

TALENTS & SKILLS	
Familiar [Moons Priest]	
Animal	Spirit
Arboreal	Fast
Hunt d6	Spell Shift [1]

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ABILITIES	EFFECTS
Familiar, Animal, Insignificant - See Familiar Reference card.	
Spirit	Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Fly [Low, SPD 10]	Ignore terrain, SPD 10 while flying. Intercepted only by flyer.
Hunt d6	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Starlight Vision	Not in interior location: not subject to Gloom or Darkness.
Intensify Spell [1]	Spend 2 Power to apply -[1]dl to any test taken as part of spell effect. Metamagic.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.

ABILITIES	EFFECTS
Familiar, Animal - See Familiar Reference card.	
Spirit	Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks=Magical. May Discorporate.
Arboreal	Woods terrain: No penalty.
Fast	Variable moves: +d6".
Hunt d6	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Spell Shift [1]	Spend +2 power, successful cast: Free Move <=2". Metamagic.



Familiar Reference



REFERENCE	EFFECTS
Familiar [Spirit Caster]	Assigned to a specific [Spirit Caster]. Caster gains Spell Projector [Familiar]. CAR in inches: Caster's DISC for all purposes. Spell Projector : Caster may employ your Metamagic , no added power. Dropped, Caster SPR test 6. Fail: Stunned.
Spell Projector [Familiar]	Caster may measure spell range and LOS from [Familiar] within 18" and LOS or 9" w/no LOS.
Animal	May not pick up, use, receive or transfer items. [M]
Insignificant	No: hold/contest/test Objectives, block others' movements, Proximity. May be ignored for LOS.



Koronnan Rules Reference



REFERENCE	EFFECTS
Stealth and Camouflage Tokens	<p>Stealth and Camouflage Tokens: A model possessing one is not considered to be in the LOS of any enemy model beyond 3" (or 6" from a model with the Scout talent) and does not block LOS. Can only have one.</p> <p>Stealth Token lost: within 3" of an enemy (6" with Scout), exceeds SPD not concealed, employs Fly, makes an attack or casts a spell.</p> <p>Camouflage Token lost: move in any way, ranged attack/spell: fail a Camouflage test 2 (+1 TN for each enemy in LOS within 6")</p>



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FAMILIAR REFERENCE



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KORONNAN RULES REFERENCE



Koronnan Rules Reference



REFERENCE	FREEBAND ASSEMBLY RULES
Koronnan Faction Assembly	<i>A Koronnan freeband may have a Spirit Caster in both the Leader and Support Slots. May not make use of the alternate leader rule. Only one Mizrakai may be taken.</i>



Koronnan Rules Reference



REFERENCE	EFFECTS
Amphibious	<i>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</i>
Arboreal	<i>Woods terrain: No penalty.</i>
Assault	<i>Charging: Advantage for melee attack tests.</i>
Bonded [Model Type]	<i>Bonded within 6": Both +1 to DEF, Bonded model uses the [master] model's DISC for all purposes, Bonded talents shared.</i>
Impact	<i>Charge: Advantage on Damage tests.</i>
Mighty (mi)	<i>Parry attempts vs attacks made with this weapon are -1.</i>
Mountaineer	<i>Rocky terrain: No penalty. +1dl to Climb tests.</i>

FACTION THEME RULE	EFFECTS
As One	<i>A faction Hero within 1" of another faction Hero is +1 to melee damage.</i>
Tower Agents	<i>Any one pair consisting of 1 Night Wing and 1 Night Fang are designated Tower Agents and are deployed as Agent Tokens, which are treated in all ways as models with a Stealth Token. This effect ends if either Agent would lose its Stealth Token, in which case replace both Agent Tokens with the Tower Agent models, choosing which model replaces each Token.</i>

REFERENCE	EFFECTS
Nimble [1]	<i>You gain [+1] DEF if you moved voluntarily this turn.</i>
Pathfinder	<i>Amphibious, Arboreal, Mountaineer.</i>
Shieldbreaker (sb)	<i>Ignore +1 of any shield- or weapon ability-based DEF modifier.</i>
Taunt	<i>Replace activation, Ready, Unengaged, Enemy in LOS, 12" not activated: Opposed DISC: Enemy fail: must charge you.</i>



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