



Forge Warden



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d12	Warhammer d8+1	*	*	5s	6	4	d12

STR	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Fortress
Shoot Them!	March
Die Hard [1]	Alpine
Options: Devices d8 <u>OR</u> Maul [1, Warhammer]	Tough [1]

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FACTION THEME RULE	Last Stand
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ABILITIES	EFFECTS
Leader	Non-Feral faction friends within 6": use your DISC. Includes Shoot Them! , +1 to Ability tests.
Fortress	Stationary: cannot be piled on, keep shield DEF bonus for rear.
Shoot Them!	Friends within 6": choose ranged target.
March	When you conduct a Maneuver action, treat it as SPD+1".
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.
Tough [1]	Gain 1 LP. Included.
Shield (s)	DEF +1 through front arc (already included).
Devices d8	Special action: use when making a Devices test. Trained.
Maul [1, Warhammer]	For each [Warhammer] attack that hits, may attack again, up to [1] additional times.

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FORGE WARDEN



Hinterguard



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

END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [1]
Hardened
March
Alpine

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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Hardened	Critical Damage against you is TH 15.
March	When you conduct a Maneuver action, treat it as SPD+1".
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.
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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HINTERGUARD



Kryomancer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d6	Ice Axe d6	*	*	4	2	2	d8

ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Ice Magic] d10
15 Power
Spellstretcher [1]
Die Hard [1]
Alpine

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ABILITIES	EFFECTS
Spellstretcher [1]	You may spend +2 power to add 1" AOE diameter, cone length, wall height.
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.

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.



KRYOMANCER

SPELL (POWER)	ICE MAGIC (ENERGY)
Cone of Frost (2)	Creates a d8 damage cone. Ice.
Freeze (1)	Target gains 2 Ice Tokens.
Frostbite (1)	The target is subject to a ranged attack that if it hits uses a damage roll based on its AV: AV6+ = d4, AV5 = d6, AV4 = d8, AV2/3 = d10. Missile Spell.
Ice Barrier (3)	Creates a wall in a straight line 1-3" long, 1" wide and 2" tall. All of the barrier must be within 18" of you and more than half of its length must be in your LOS. Friends do not block LOS for the purpose of placing the wall. The line is a Solid, Impassable terrain feature. Cannot be cast on top of models and models cannot end their move on it.
Iceskin (2)	Model is AV+1. KRYOMANCER

SPELL (POWER)	ICE MAGIC (ENERGY)
Icy Blast (3)	2" AoE, d10 damage. Ice. Missile Spell.
Numbing Cold (2)	Target is -2d1 to all Attribute tests.
Sleet (2)	Creates a 4" AoE, with its center within 12" of you and in LOS. Visibility into or through the AoE is reduced to 12". The AoE 4" is considered Concealment for all purposes.
Slick (1)	Creates a 4" AoE, with its center within 12" of you and in LOS. The AoE adds the Icy keyword to all the terrain beneath it.



KRYOMANCER



Field Agent



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



AGL	d10
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [1]	Ambush
Elusive [1]	Opportune Strike
Dodge [2]	Expert [Dodge]
Wayfinder	

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Grenadier



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Mace d8	d10	Vranshar d8 idf 2" AoE 8"-16"-24"	4	5	2	d8



KNW	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [1]
Devices d8
Alpine

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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Ambush	May start undeployed. Any activation: placed concealed, no enemy or ambushing friends within 6" (12" Scout) or in own deployment zone. Includes Infiltrate .
Infiltrate	Free Move up to your SPD after all sides have deployed.
Elusive [1]	Break Off: no attacks from [1] enemy.
Opportune Strike	Target: no charge, engaged by at least 1 other: melee Crit TH 5.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Expert [Dodge]	Allows the reroll of a Tarch once per use of [Dodge].
Wayfinder	Arboreal and Alpine .



FIELD AGENT

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Devices	Special action: use when making a Devices test. Trained.
Alpine	Frostfoot and Mountaineer . Cannot gain an Ice Token.
Indirect Fire (idf)	Stationary: may make ranged attack vs non-LOS target at -4. Not into/out of Solid .



GRENADIER



Huskarl



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



END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [2]
Punish
March
Alpine

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ABILITIES	EFFECTS
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Punish	Living enemy hit by your attack: END test and is Dazed if it fails.
March	When you conduct a Maneuver action, treat it as SPD+1".
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.



HUSKARL



Lightbringer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Zeradakh d8 te	*	*	5	5	3	d10



END	d10
AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [1]
Parry [1]
Demonlore
Warden
Alpine

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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Demonlore	KNW test on Demon or a witchgate: test is +2dI.
Warden	Enemies within or moving within 4" may not engage other if they can engage you.
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.
Two-ended (te)	DEF +1 or second melee attack at -2dI MAR. [O]



LIGHTBRINGER



Stoneclaw Savage



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d10	Zeradrakh d8+1 te	*	*	4	5	3	d10
	d8	Bite d6+1						



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END	d12
STR	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [2]	Cavalry
Fearsome	Fast
Bull Rush	Alpine

ABILITIES	EFFECTS
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .
Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Fast	Variable moves: +d6".
Alpine	Frostfoot and Mountaineer . Cannot gain an Ice Token.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [0]



STONECLAW SAVAGE



Stoneclaw Savage (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Zeradrakh d8+1 te	*	*	4	5	3	d10



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END	d10
STR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [2]	
Alpine	

ABILITIES	EFFECTS
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Alpine	Frostfoot and Mountaineer . Cannot gain an Ice Token.
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [0]



STONECLAW SAVAGE (DISMOUNTED)



Operative



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10+1	Gadget d6+1	d8+1	Grapppler d6 pul scl thr 2"-4"-6"	4	4	3	d10



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END	d10
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [2]
Weaponeer
Devices d8
Stealth d10
Wayfinder

ABILITIES	EFFECTS
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Weaponeer	Special Action may choose 1: de, dis, le, pin, qs, sb, or sw. Lasts until changed.
Devices d8	Special action: use when making a Devices test. Trained.
Stealth d10	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token. Trained.
Wayfinder	Arboreal and Alpine.
Pull (pul)	Hit unengaged enemy <= base size: opposed STR to move target d4" directly toward you.
Scale (scl)	+2dl to Climb tests, but no ranged attack.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.

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OPERATIVE



Operative Reference



WEAPONEER 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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OPERATIVE



Field Warden



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Hunting Spear d8 pin	d10	Composite Bow d8 10"-20"-30"	4	3	3	d8



END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [1]
Confine
Contain
Wayfinder
Scout

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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Confine	Enemy in contact cannot employ Post Combat Abilities.
Contain	Enemy Break Off: ignore enemy talents preventing reactions.
Wayfinder	Arboreal and Alpine.
Scout	Infiltrate SPD after deployment. +2 scout points.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.



FIELD WARDEN



Trapper



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d6	Hunting Spear d8 pin	*	*	4	3	1	d6



END	d8
ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]
Snares d8
Alpine
Limited

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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Snares d8	Special action: Snares test. Pass: Snare Token (25mm circle, choose type), in contact: with you, not with enemy/other Snare Token. <ul style="list-style-type: none"> Deadly Snare: AGL 5 or d8 damage let. Capture Snare: AGL 5 or Prone (Cav/Light Cav: Restrained).
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.
Limited	May not have > one of this model type for every full 75 gold in the freeband's base cost.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.



TRAPPER



Quarreler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Dagger d4	d6	Double Crossbow d6+1 dsh re 8"-16"-24"	4	5	1	d6



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ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]
March
Alpine
Limited

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
March	When you conduct a Maneuver action, treat it as SPD+1".
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.
Limited	May not have > one of this model type for every full 75 gold in the freeband's base cost.
Double Shot (dsh)	Stationary: second ranged attack vs same target. No: Marksman, Rapid Fire.
Reload (re)	May not shoot if moved > 1/2 SPD.



QUARRELER



Explorer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d6	Ice Axe d6	*	*	4	2	1	d6



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ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]
Infiltrate
Find d8
Wayfinder

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Infiltrate	Free Move up to your SPD after all sides have deployed.
Find d8	May use this rating instead of ABL when making a Find test.
Wayfinder	Arboreal and Alpine.



EXPLORER



Wayblocker



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

ABL	d6
Follower	

TALENTS & SKILLS
Die Hard [1]
March
Alpine



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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
March	When you conduct a Maneuver action, treat it as SPD+1".
Alpine	Frostfoot and Mountaineer. Cannot gain an Ice Token.
Shield (s)	DEF +1 through front arc (already included).



WAYBLOCKER



Kuzaarik 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>

REFERENCE	EFFECTS
Snare Tokens	<p>Triggered when contacted during or at end of model's movement unless model Finds and Disarms with two part special action:</p> <ol style="list-style-type: none"> successful Find test, and successful Disarm test. <p>Disarm test TNs: KNW 5, Snares 4, or Devices 2. If Disarm test is successful, Snare Token is removed.</p> <p>If Find/Disarm test failed, Snare is triggered. Tarch on Disarm: increases AGL test TN to avoid snare by 2. A Snare Token is removed once triggered.</p>



KUZAARIK RULES REFERENCE



Kuzaarik 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.
Kuzaarik Faction	0-2 Kuzaarik Huskarls may be taken as faction Heroes in a Kuzaarik freeband. A Kuzaarik Huskarl is the same as the Black Thorn Huskarl but replaces the Teammate talent with March .

FACTION THEME RULE	EFFECTS
Last Stand	If a Kuzaarik faction model is about to be run down, it takes a DISC test. If passed, it rallies at the end of its Panic Move with 1 LP left and facing its pursuer.



Kuzaarik Rules Reference



REFERENCE	EFFECTS
Alpine	Frostfoot and Mountaineer . Cannot gain an Ice Token.
Arboreal	Woods terrain: No penalty.
Frostfoot	Icy Terrain : No penalty.
Lethal (let)	Critical Damage from this weapon is TH 8.
Mountaineer	Rocky terrain: No penalty. +1dl to Climb tests.

REFERENCE	EFFECTS
Ice	A model hit by this attack gains an Ice Token.
Ice Tokens	Ice Tokens. You are -1 SPD and -1dl to AGL and DEX (to a minimum of 0 SPD and d4 in those attributes) for every Ice Token you possess. Energy . You remove an Ice Token when: <ul style="list-style-type: none"> You or a friend in contact use a special action to remove it. You are affected by a Fire Magic spell or any game effect with the Flame keyword. Ice and Flame Tokens cancel each other (if you have any of one type and gain any of the other type, all are removed/cancelled). All Ice Tokens are removed when any is removed.
Icy	Icy terrain is Rough (no run) and Dangerous - AGL test 2 or Knocked Down, -1dl to other AGL tests.