



## Shaikan



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	Taumari d10 qs	*	*	5	5	3	d12



AGL	d12
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Agile Charge	Parry [2]
Quick	

FACTION THEME RULE
Mershael Tactics



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ABILITIES	EFFECTS
Leader	<i>Non-Feral faction friends within 6": use your DISC. Includes <b>Shoot Them!</b>, +1 to Ability tests.</i>
Shoot Them!	<i>Friends within 6": choose ranged target.</i>
Agile Charge	<i>Charge: LOS, front arc, straight line not needed until last 3".</i>
Parry [2]	<i>Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]</i>
Quick	<i>Ignore the first penalty to DEF from Piling On.</i>
Quick Strike (qs)	<b>Counterattack.</b> Unless target > DISC, +1d1 DISC for sequence.
Counterattack	<i>Braced, unengaged at start: go first in combat sequence. [R]</i>



DEC20

SHAIKAN



## Reaver's Kindred



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Taumari d10 qs	d10	Tennko d8 de 10"-20"-30"	5	5	2	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	
Quick	



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ABILITIES	EFFECTS
Parry [1]	<i>Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]</i>
Quick	<i>Ignore the first penalty to DEF from Piling On.</i>
Deadly (de)	<i>Causes a Critical Hit on TH 8 instead of TH 10.</i>
Quick Strike (qs)	<b>Counterattack.</b> Unless target > DISC, +1d1 DISC for sequence.
Counterattack	<i>Braced, unengaged at start: go first in combat sequence. [R]</i>



DEC20

REAVER'S KINDRED



# Mender



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Staff d6 te	*	*	4	2	2	d8



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Ancestral Rites] d10
15 Power
Medicine
Quick



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ABILITIES	EFFECTS
Medicine	You survive, not dropped or run off: you or friend ignore 1 result on casualty table.
Quick	Ignore the first penalty to DEF from Piling On.
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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MENDER

SPELL (POWER)	ANCESTRAL RITES (SPIRIT)
Altered Destiny (2)	You may convert any Fatestone possessed by a friend into a Destiny Stone.
Ancestral Guidance (2)	You may add one to any one friendly die once until the end of the turn.
Elder Blessing (1)	Target adds +2dl to MAR or RAR, your choice.
Insight (2)	Target is +3dl to KNW.
Inspiration (1)	Target friend is +2dl DISC.
Mend (1)	Target recovers 1 LP that it has lost. 9" Range.

MENDER

SPELL (POWER)	ANCESTRAL RITES (SPIRIT)
Spirit Bow (1)	You are equipped with a Tennko, that is <b>Magical</b> , for the remainder of the turn. It may be employed to make a ranged attack even though you cast a spell this turn. You use your CAR as your RAR for any attack made with this weapon. <i>Tennko: Damage d8, Deadly (de), range 10"-20"-30"</i>
Summon Ancestral Warrior (3)	An Ancestral Warrior is placed within 6" of you and at least 6" from any enemy. Ancestral Warrior vanishes at the end of turn. Spell is Target Number 4 to cast.
Visitation (3)	Target friend gains the <b>Spirit</b> talent and is considered <b>Discorporate</b> while the spell lasts.



DEC20

MENDER



## Skytracer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Staff d6 te	*	*	4	2	2	d8



ABL	d8
Hero/Caster	

TALENTS & SKILLS
<b>CAR [Celestial Magic] d10</b>
<b>15 Power</b>
<b>Spell Riposte</b>
<b>Quick</b>

ABILITIES	EFFECTS
<b>Spell Riposte</b>	<i>On a counterspell Critical Success, may cast a spell. [R]</i>
<b>Quick</b>	<i>Ignore the first penalty to DEF from Piling On.</i>
<b>Two-ended (te)</b>	<i>DEF +1 or second melee attack at -2dI MAR. [O]</i>

### 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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SKYTRACER

SPELL (POWER)	CELESTIAL MAGIC (ENERGY)
<b>Forethought (2)</b>	<i>Target has Advantage on KNW tests.</i>
<b>Hyperfocus (3)</b>	<i>Target may add 1d4 to any one non-Tarched test after seeing the result of the test. This roll may spike. If this roll is a tarch, nothing is added to the test. This cannot be combined with any other game effect that adds a die to a test.</i>
<b>Lost in Time (3)</b>	<i>Target passes KNW 6 or must choose Hold on next activation.</i>
<b>Skywatcher (1)</b>	<i>Target gains <b>Starlight Vision</b>.</i>
<b>Star Flare (2)</b>	<i>Target cannot trace LOS to any model or point in the encounter area.</i>
<b>Star Power (1)</b>	<i>Target gains a Surge Token which can be applied to any one weapon of their choice.</i>

SKYTRACER

SPELL (POWER)	CELESTIAL MAGIC (ENERGY)
<b>Starlit (3)</b>	<i>All attacks vs. target model are +2dI to hit.</i>
<b>Starstep (1)</b>	<i>Target is +1 SPD</i>
<b>Urgency (2)</b>	<i>Target friend can perform one special action as a free action.</i>



MAR22

SKYTRACER





# Illusionist



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Staff d6 te	*	*	4	2	2	d8



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Illusion Magic] d10
15 Power
Intensify Spell [1]
Quick

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ABILITIES	EFFECTS
Intensify Spell [1]	Spend 2 Power to apply -1dl to any test taken as part of spell effect.
Quick	Ignores the first penalty to DEF from Piling On.
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 v. Sorcery). Counterspell requires LOS to target, effect or Caster.



DEC20

ILLUSIONIST

SPELL (POWER)	ILLUSION MAGIC (ENERGY)
Cloak (1)	Target friend gains a Stealth Token.
Confusion (2)	Target cannot Run, make a special action, make a reaction or make a ranged attack unless it passes a KNW test 7.
Dazzle (2)	Target suffers a -2dl RAR and -2dl MAR.
Illusionary Blades (1)	Melee attacks by the target cannot be Parried or Dodged unless the enemy attempting to Parry or Dodge passes a KNW test 7 for each Parry or Dodge attempt.
Illusionary Terrain (1)	You place a 4" AoE in LOS. You designate the AoE as a <b>Woods, Solid, Rocky, Watery</b> or <b>Icy</b> terrain feature. Friends or enemies who attempt to enter the AoE or draw LOS through it treat it as that terrain type unless they pass a KNW test 7. The KNW test is Target Number 9 if the AoE is in contact with an existing feature possessing the same terrain type keyword. This terrain feature cannot be used to deploy previously undeployed models. The AoE may not be placed on a model.

ILLUSIONIST

SPELL (POWER)	ILLUSION MAGIC (ENERGY)
Leader's Voice (1)	Target gains the <b>Sergeant</b> [model type] talent. The target gains +1dl DISC for any Fear or Morale tests it or models using its DISC are required to take.
Mask (1)	Unengaged target gains the <b>Disguise</b> talent.
Phantoms (2)	Two target enemies are treated as being engaged by an enemy for the purposes of Piling On. Alternatively, one target enemy is treated as being engaged by two enemies for the purposes of Piling On.
Uncertainty (3)	Target enemy makes an immediate KNW test 7 and if it fails, cannot make a ranged attack against or engage you or your friends. This effect is cancelled if the target is attacked or engaged by you or a friend.



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ILLUSIONIST



## Kayhar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Kasari d8 hin qs	*	*	5	5	2	d10

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [1]
Confine
Amphibious
Quick
Veteran [2g, Sergeant [Seafarer, Deck Gunner]]



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ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Confine	Enemy in contact cannot employ Post Combat Abilities.
Amphibious	<b>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</b>
Quick	Ignore the first penalty to DEF from Piling On.
Veteran [2g, Sergeant [Type]]	May add [2g] to cost to gain [Sergeant [Seafarer, Deck Gunner]].
Hinder (hin)	Target hit: AGL test 5 and if it fails is -1dI MAR.
Quick Strike (qs)	<b>Counterattack.</b> Unless target > DISC, +1dI DISC for sequence.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]



DEC20

KAYHAR



## Takar Hunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Taumari d10 qs	d6	Talon d4+1 4"-8"-12"	5	4	2	d10

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [1]	Hunt d10
Winged Companion	Pathfinder
Hunting Raptor	Scout
Quick	



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ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Hunt d10	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.
Winged Companion	Melee attack MAR d6 Talon d4+1 or Engaged enemy Melee DEF -2. [O]
Hunting Raptor	You can make a Hunt test within 18" with target not in LOS.
Pathfinder	<b>Amphibious, Arboreal, Mountaineer.</b>
Scout	<b>Infiltrate SPD</b> after deployment. +2 scout points.
Quick	Ignores the first penalty to DEF from Piling On.
Quick Strike (qs)	<b>Counterattack.</b> Unless target > DISC, +1dI DISC for sequence.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]



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TAKAR HUNTER



## Riktokar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10	Taumari d10 qs	d10	Tennko d8 de 10"-20"-30"	5	4	2	d10



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AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Cavalry	Sidestep
Dodge [2]	Teammate [Riktokar]
Crafty Dodge	Fast

ABILITIES	EFFECTS
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Crafty Dodge	Enemy attack has advantage: your <b>Dodge</b> has advantage.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Teammate [Riktokar]	Within 1" [Riktokar]: Ignore for LOS, +1d1 Morale/Fear. Fight in support contact.
Fast	Variable moves: +d6".
Quick Strike (qs)	<b>Counterattack</b> . Unless target > DISC, +1d1 DISC for sequence.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.



DEC20

RIKTOKAR



## Riktokar (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Taumari d10 qs	d10	Tennko d8 de 10"-20"-30"	5	5	2	d10



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AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [2]	
Crafty Dodge	
Sidestep	
Teammate [Riktokar]	
Quick	

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Crafty Dodge	Enemy attack has advantage: your <b>Dodge</b> has advantage.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Teammate [Riktokar]	Within 1" [Riktokar]: Ignore for LOS, +1d1 Morale/Fear. Fight in support contact.
Quick	Ignore the first penalty to DEF from Piling On.
Quick Strike (qs)	<b>Counterattack</b> . Unless target > DISC, +1d1 DISC for sequence.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Deadly (de)	Causes a Critical Hit on TH 8 instead of TH 10.



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RIKTOKAR (DISMOUNTED)





## Sea Ronin



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Taumari d10 qs	*	*	5	3	2	d10



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	Dodge [1]
Tachan [1]	Backstep
Leaper	Amphibious
Quick	



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ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Tachan [1]	Unengaged at start: +1dl to melee attack and Damage tests. No split attacks.
Backstep	Ready, engaged: after combat, move up to 3" directly away, not engaged. PCA.
Leaper	No test to climb/jump/jump gap up to 3". Can do this and Run.
Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.
Quick	Ignores the first penalty to DEF from Piling On.
Quick Strike (qs)	Counterattack. Unless target > DISC, +1dl DISC for sequence.



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SEA RONIN



## Kyutokar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Taumari d10 qs	*	*	5	3	2	d10



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Cavalry	
Dodge [2]	
Fly [Low, SPD 10]	
Hit and Run	
Vay [1]	



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ABILITIES	EFFECTS
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Fly [Low, SPD 10]	Ignore terrain, SPD 10 while flying. Intercepted only by flyer.
Hit and Run	After melee, AGL test: up to SPD away. -1 for >1 engaged. PCA.
Vay [1]	Each extra consecutive turn attacking same enemy: their Opposed tests/response talents at -[X] (cumulative).
Quick Strike (qs)	Counterattack. Unless target > DISC, +1dl DISC for sequence.



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KYUTOKAR



## Seafarer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Long Knife d6	*	*	4	2	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Amphibious
Quick



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ABILITIES	EFFECTS
Amphibious	<i>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</i>
Quick	<i>Ignore the first penalty to DEF from Piling On.</i>



DEC20

SEAFARER



## Sentinel



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Najana d6+1 let so	*	*	4	3	1	d8



ABL	d6
Follower	

TALENTS & SKILLS
Quick



12

ABILITIES	EFFECTS
Quick	<i>Ignore the first penalty to DEF from Piling On.</i>
Lethal (let)	<i>Critical Damage from this weapon is TH 8.</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>



DEC20

SENTINEL





## Takar Lookout



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	d6	Talon d4 4"-8"-12"	4	4	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Hunting Raptor
Hunt d8
Pathfinder
Scout
Quick



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ABILITIES	EFFECTS
Hunting Raptor	You can make a Hunt test within 18" with target not in LOS.
Hunt d8	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Pathfinder	<b>Amphibious, Arboreal, Mountaineer.</b>
Scout	<b>Infiltrate</b> SPD after deployment. +2 scout points.
Quick	Ignore the first penalty to DEF from Piling On.



DEC20

TAKAR LOOKOUT



## Ancestral Warrior (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Najana d6+1 let so	*	*	4	4	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Spirit
Summoned
Quick

ABILITIES	EFFECTS
Spirit	Not slowed by terrain. +1 DEF/AV vs non-Magical attacks. Attacks= <b>Magical</b> . May <b>Discorporate</b> .
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.
Quick	Ignore the first penalty to DEF from Piling On.
Lethal (let)	Critical Damage from this weapon is TH 8.
Standoff (so)	<b>Counterattack</b> . May fight in support contact.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]



DEC20

ANCESTRAL WARRIOR (SUMMONED)



## Deck Gunner



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	d6	Bolter d6+1 imp slr 8"-16"-24"	4	2	1	d6



12

ABL	d6
Follower	

TALENTS & SKILLS
Quick
Limited

ABILITIES	EFFECTS
Quick	<i>Ignores the first penalty to DEF from Piling On.</i>
Limited	<i>May not have &gt; one of this model type for every full 75 gold in the freeband's base cost.</i>
Impact (imp)	<i>Advantage on Damage tests.</i>
Slow Reload (slr)	<i>May not be employed on a turn in which you moved.</i>



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DECK GUNNER







# Mershael 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.

FACTION THEME RULE	EFFECTS
Mershael Tactics	Once per game one faction model may automatically pass a Delay test, including after seeing a Delay result. Once per game when second player, one Ready faction model may activate before any first player models.



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MERSHAEL RULES REFERENCE



# Mershael Rules Reference



REFERENCE	EFFECTS
Amphibious	<b>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</b>
Arboreal	<b>Woods</b> terrain: No penalty.
Disguise	Unless enemy with LOS passes Special Action KNW test 7: No attack, engagement spell vs you.
Mountaineer	<b>Rocky</b> terrain: No penalty. +1dl to Climb tests.
Sergeant [Type]	[Type] in 6" use your DISC for DISC tests. Includes <b>Shoot Them!</b>
Shoot Them!	Friends within 6": choose ranged target.
Starlight Vision	Not in interior location: not subject to <b>Gloom</b> or <b>Darkness</b> .

REFERENCE	EFFECTS
Spirit	Not slowed by terrain. +1AV/DEF vs non-Magical attacks. Attacks=Magical. May Discorporate.
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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MERSHAEL RULES REFERENCE





# Mershael Rules Reference



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

REFERENCE	EFFECTS
<b>Surge Tokens</b>	<p><i>When you make an attack with a weapon eligible to gain Surge Tokens, you remove all your Surge tokens and increase the damage of the attack by +1dl for each Surge token removed, to a maximum of +3dl. If the attack uses a template, decrease the AGL rating of any models under the template by -1dl for each Surge token removed, to a maximum of -3dl. <b>Energy.</b> Surge Tokens are removed when they are employed.</i></p>



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MERSHAEL RULES REFERENCE

