



Steel Fang



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Razorfang d10 swp	*	*	5	5	3	d12



AGL	d12
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Dodge [1]
Awareness	Backstep
Sidestep	Slither

FACTION THEME RULE
Isleborn



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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.
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]
Awareness	Response talents and melee attacks: through any facing.
Backstep	Ready, engaged: after combat, move up to 3" directly away, not engaged. PCA.
Sidestep	Melee attack misses you: may move 1" after concurrent attacks.
Slither	Amphibious and Arboreal.
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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STEEL FANG



Shellback



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Heavy Falchion d8+2	*	*	4	6	3	d10



STR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [1]	
Hardened	
Tenacious	
Tough [1]	
Amphibious	



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ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1. [R]
Hardened	Critical Damage against you is TH 15.
Tenacious	Your DEF may not be reduced by Piling On, any non-Magical ability or game effect
Tough [1]	Gain 1 LP. Included.
Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.



DEC20

SHELLBACK



Nerodix



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 [Water Magic] d10
15 Power
Amphibious
Immune [Poison]
Water Bond

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ABILITIES	EFFECTS
Amphibious	Deep/Very Rough Watery = Rough , Watery = Easy , Conceals .
Immune [Poison]	You: game effect with Poison or Venomous keywords = no.
Water Bond	You cast in Watery terrain for -1 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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NERODIX

SPELL (POWER)	WATER MAGIC (ENERGY)
Dehydrate (1)	Target is -2dl to all END and STR tests.
Gasp (1)	d6 damage ranged attack. Venomous . Missile Spell .
Inundate (1)	Target non-Solid terrain feature gains a Water Token.
Poison Gas (3)	Places a d6 damage 4" AoE centered on target enemy. Venomous . Missile Spell .
Rust (1)	Target is -3 AVs
Splash (1)	You may split your CAR into more than one ranged attack RARs such that the total number of die faces adds up to the number of die faces of your CAR. These attacks are at d6 damage and are -1 to hit if not directed at the same target. Any target after the first must be within 2" of another target. Missile Spell .

SPELL (POWER)	WATER MAGIC (ENERGY)
Wall of Water (2)	Creates a wall in a straight line 1-6" long, ½" wide and 1" tall. The line is a Watery , Rough terrain feature. Conceals models seen through it. Cannot be cast on top of models.
Wave (2)	Cone attack. Non-Amphibious targets in the cone take a STR test 5 instead of the normal AGL test. This test is TN 7 if the Caster is in contact with a Watery terrain feature. If the test is failed, the model is Knocked Down. Models that fail that cannot be Knocked Down are moved 3" directly away from the Caster. A moved target stops at Impassable terrain, table edges, and friends or 1" from any enemy or engaged model.
Wave Shield (2)	Target is +2 DEF and cannot gain tokens resulting from a Magical effect with the Energy Type.



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NERODIX



Viperon



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d10	Bite d8 ven	*	*	5	4	2	d10



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [1]
Animal
Fast
Hit and Run
Slither

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Headhunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Falchion d8+1	*	*	4	4	4	d10



STR	d10
END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Bloodstruck
Furious
Tough [1]
Amphibious

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ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Animal	May not pick up, use, receive or transfer items. [M]
Fast	Variable moves: +d6".
Hit and Run	After melee, AGL test: up to SPD away. -1 for >1 engaged. PCA.
Slither	Amphibious and Arboreal.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.
REFERENCE	EFFECTS
Poison [END] Token	Suffer -1d1 END (stacks, may cause lost LP). All Poison [END] Tokens lost: A game effect that heals an LP or the model taking a special action END test 4. This test TN is +1 for each Poison [END] Token possessed by the model after the first.

DGS DEC20

VIPERON

ABILITIES	EFFECTS
Bloodstruck	Melee: Drop living model: +2d1 to Morale/Fear tests for game.
Furious	For each LP lost and not regained: +1d1 to melee damage.
Tough [1]	Gain 1 LP. Included.
Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.

DGS DEC20

HEADHUNTER



Trasilisk



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Cutlass d6+1	d10	Atlatl d6 thr 6"-12"-18"	4	4	2	d8
	d8	2 x Claws d6						

ABL	d8
Hero	

TALENTS & SKILLS
Accurate Shot [1]
Block
Pathfinder
Scout



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ABILITIES	EFFECTS
Accurate Shot [1]	TH 3 ranged attack: target is AV4.
Block	Each melee attack you forgo provides Parry [1]. [O]
Pathfinder	Amphibious, Arboreal, Mountaineer.
Scout	Infiltrate SPD after deployment. +2 scout points



FEB22

TRASILISK



Ssarashal



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	2 x Fang Blades d6 ven	d8	Poison Pellet d0 thr ven 2"-4"-6"	5	2	2	d10

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Arsenal Poison [Poison Pellet]
Enhanced Ambush
Chameleon
Arboreal



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ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Arsenal Poison [Poison Pellet]	Failed Venomous test from [Poison Pellet]: you choose which Poison [Attribute] Token.
Enhanced Ambush	Includes Ambush . Ready, no enemy within 3" (6" Scout), start activation: may remove from encounter area.
Ambush	May start undeployed. Any activation: placed Concealed, no enemy or ambushing friend within 6" (12" Scout) or in own deployment zone. Includes Infiltrate .
Infiltrate	Free Move up to your SPD after all sides have deployed.
Chameleon	Not move > SPD: +2 DEF to ranged attacks.
Arboreal	Woods terrain: No penalty.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.

DGS NOV23

SSARASHAL



Zaleek Warrior



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Toothed Sword d10 let	*	*	4	4	3	d10



END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Confine
Constrict
Die Hard [2]
Slither

ABILITIES	EFFECTS
Confine	Enemy in contact cannot employ Post Combat Abilities..
Constrict	Each extra turn attacking same enemy: Critical Hit and Damage TH: -2 for each turn >1.
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Slither	Amphibious and Arboreal.
Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.
Arboreal	Woods terrain: No penalty.
Lethal (let)	Critical Damage from this weapon is TH 8.



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ZALEEK WARRIOR





Ghora



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	Cutlass d6+1	*	*	4	4	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Amphibious



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ABILITIES	EFFECTS
Amphibious	<i>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</i>



DEC20

GHORA



Spitter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Bite d6 ven	d8	Poison Spit d4 thr ven 3"-6"-9"	4	3	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Amphibious
Limited



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ABILITIES	EFFECTS
Amphibious	<i>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</i>
Limited	<i>May not have > one of this model type for every full 75 gold in the freeband's base cost.</i>
Thrown (thr)	<i>Move: -0, Run: -1. Can be used on initial contact.</i>
Venomous (ven)	<i>Target hit takes END test: fail: Poison [END] token.</i>

REFERENCE	EFFECTS
Poison [END] Token	<i>Suffer -1dI END (stacks, may cause lost LP). All Poison [END] Tokens lost: A game effect that heals an LP or the model taking a special action END test 4. This test TN is +1 for each Poison [END] Token possessed by the model after the first.</i>



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SPITTER



Tilik



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

ABL	d6
Follower	

TALENTS & SKILLS
Elusive [1]
Fast
Animal
Amphibious



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ABILITIES	EFFECTS
Elusive [1]	<i>Break Off: no attacks from [1] enemy.</i>
Fast	<i>Variable moves: +d6".</i>
Animal	<i>May not pick up, use, receive or transfer items. [M]</i>
Amphibious	<i>Deep/Very Rough Watery = Rough, Watery = Easy, Conceals.</i>



DEC20

TILIK



Kobrin



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Bite d6 ven	d6	Atlatl d6 thr 6"-12"-18"	4	4	1	d6
	d6	Dagger d4						

ABL	d6
Follower	

TALENTS & SKILLS
Slither
Scout
Limited



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ABILITIES	EFFECTS
Slither	<i>Amphibious and Arboreal.</i>
Scout	<i>Infiltrate SPD after deployment. +2 scout points</i>
Limited	<i>May not have > one of this model type for every full 75 gold in the freeband's base cost.</i>
Venomous (ven)	<i>Target hit takes END test: fail: Poison [END] token.</i>

REFERENCE	EFFECTS
Poison [END] Token	<i>Suffer -1dI END (stacks, may cause lost LP). All Poison [END] Tokens lost: A game effect that heals an LP or the model taking a special action END test 4. This test TN is +1 for each Poison [END] Token possessed by the model after the first.</i>



AUG22

KOBRIN



Shakrim 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.

THEME RULE	EFFECTS
Isleborn	Shakrim Player may place one Watery terrain feature, of no more than 6" in any dimension, OR two Watery terrain features, of no more than 3" in any dimension, anywhere on the table after deployment zones are determined. One faction model with Amphibious may be treated as having the Ambush talent but may only arrive in Ambush in a Watery terrain feature. This rule does not confer the Infiltrate talent.



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SHAKRIM RULES REFERENCE



Shakrim Rules Reference



REFERENCE	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 .
Amphibious	Deep/Very Rough Watery = Rough , Watery = Easy , Conceals .
Arboreal	Woods terrain: No penalty.
Infiltrate	Free Move up to your SPD after all sides have deployed.
Mountaineer	Rocky terrain: No penalty. +1dl to Climb tests.

REFERENCE	EFFECTS
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.
Poison [Attribute] Token	Suffer -1dl [Attribute] (stacks, may impact stat line). All Poison [Attribute] Tokens lost: A game effect that heals an LP or the model taking a special action END test 4. This test TN is +1 for each Poison [Attribute] Token possessed by the model after the first.
Water Token	Gains Watery . Easy terrain becomes Rough .



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SHAKRIM RULES REFERENCE