



# Keshark



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d12	Sakhazet d8+1 let	*	*	5s	5	3	d12
	d8	Bite d6						

ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Leap Attack
Cavalry	Fast
Bladeflash	

FACTION THEME RULE	Legionary Tactics
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ABILITIES	EFFECTS
Leader	Non-Feral faction friends within 6": use your DISC. Includes <b>Shoot Them!</b> , +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]
Leap Attack	Charging: Cancel <b>Counterattack</b> .
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Fast	Variable moves: +d6".
Bladeflash	<b>Dodges, Parries</b> against your melee attacks suffer a -1 penalty.
Lethal (let)	Critical Damage from this weapon is TH 8.
Shield (s)	DEF +1 through front arc (already included).



KESHARK



# Keshark (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Sakhazet d8+1 let	*	*	5s	5	3	d12

ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [2]	Bladeflash

FACTION THEME RULE
Legionary Tactics



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ABILITIES	EFFECTS
Leader	Non-Feral faction friends within 6": use your DISC. Includes <b>Shoot Them!</b> , +1 to Ability tests.
Shoot Them!	Friends within 6": choose ranged target.
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Bladeflash	<b>Dodges, Parries</b> against your melee attacks suffer a -1 penalty.
Lethal (let)	Critical Damage from this weapon is TH 8.
Shield (s)	DEF +1 through front arc (already included).



KESHARK (DISMOUNTED)



# Sunbringer



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 [Sun Magic] d10
15 Power
Battle Hymn

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ABILITIES	EFFECTS
Battle Hymn	Ready, unengaged, Hold no react/cast/counterspell: +1d1 DISC to friends within 9".
Two-ended (te)	DEF +1 or second melee attack at -2d1 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.



DEC20

SUNBRINGER

SPELL (POWER)	SUN MAGIC (SPIRIT)
Conviction (3)	Target friend gains a life point. This life point is the first one lost. If it is not lost, it is removed without penalty in the End Phase. 9" range.
Crusade (2)	Target friend with the <b>Leader</b> talent gains <b>Battlecry</b> .
Runah's Rage (1)	Target friend has the <b>Bonecrusher</b> talent.
Runah's Vengeance (1)	d8 damage ranged attack. Those hit by the attack pass a STR test or are Knocked Down. <b>Missile Spell</b> .
Runah's Voice (2)	Target takes a Morale test. If it fails, it must choose Hold as its movement action. If it is already Panicked or the test is Tarched, it Panics immediately.
Runah's Will (1)	Target friend is +2d1 DISC.
Salvation (1)	Target recovers 1LP that it has lost. 9" Range. <span style="float: right;">SUNBRINGER</span>

SPELL (POWER)	SUN MAGIC (SPIRIT)
Sunblind (2)	Creates a 4" AoE with its center in LOS. All models in the AoE are -2d1 RAR and do not have LOS to enemies outside of 6". Those that leave the AoE are still -2d1 RAR, but have LOS as usual.
Sunburn (1)	Target is -2d1 MAR or RAR, your choice.



DEC20

SUNBRINGER





## Bladebrother



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Sakhazet d8+1 let	*	*	6ls	5	2	d10



ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Bladeflash
Veteran [1g, Conquer]
Veteran [1g, Taunt]



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ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Bladeflash	<b>Dodges, Parries</b> against your melee attacks suffer a -1 penalty.
Veteran [1g, Conquer]	May add [1g] to cost to gain <b>[Conquer]</b> : TH 3 melee hit: target opposed STR test or Knocked Down.
Veteran [1g, Taunt]	May add [1g] to cost to gain <b>[Taunt]</b> : Replace activation, Ready, Unengaged, Enemy in LOS, 12" not activated: Opposed DISC: Enemy fail: must charge you.
Lethal (let)	Critical Damage from this weapon is TH 8.
Large Shield (ls)	DEF +2 through front arc (already included).



DEC20

BLADEBROTHER



## Azarim Scout



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Javelin d6	d10	Javelin d6 thr 4"-8"-12"	5	3	2	d8



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Ambush	Dodge [1]
Elusive [1]	Harasser
Pouncer	Scout
Stealth d10	



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ABILITIES	EFFECTS
Ambush	May start undeployed. Any activation: placed Concealed, no enemy or ambushing friends within 6" (12" Scout) or in own deployment zone. Includes <b>Infiltrate</b> .
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Pouncer	Stealth token, Charge: all attacks against you -2dl.
Scout	<b>Infiltrate</b> SPD after deployment. +2 scout points.
Stealth d10	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token. Trained.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



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AZARIM SCOUT



# Daklos Ravager



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Barbed Javelin d6+1	*	*	5	3	2	d10
	d10	Net d0 pin qs						



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
<b>Fly [Low, SPD 10]</b>	<b>Bull Rush</b>
<b>Hit and Run</b>	<b>Dodge [1]</b>
<b>Hunt d8</b>	<b>Cavalry</b>
<b>Swoop [Net]</b>	<b>Scout</b>

ABILITIES	EFFECTS
<b>Pin (pin)</b>	<i>Tgt hit is Dazed. TH5: Stunned, Crit: Restrained.</i>
<b>Quick Strike (qs)</b>	<b>Counterattack.</b> Unless target > DISC, +1d1 DISC for sequence.
<b>Counterattack</b>	<i>Braced, unengaged at start: go first in combat sequence. [R]</i>



DEC20

DAKLOS RAVAGER



# Daklos Ravager Reference



ABILITIES	EFFECTS
<b>Fly [Low, SPD 10]</b>	<i>Ignore terrain, SPD 10 while flying. Intercepted only by flyer.</i>
<b>Bull Rush</b>	<i>Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.</i>
<b>Hit and Run</b>	<i>After melee, AGL test: up to SPD away. -1 for &gt;1 engaged. PCA.</i>
<b>Dodge [1]</b>	<i>Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]</i>
<b>Hunt d8</b>	<i>Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.</i>
<b>Cavalry</b>	<i>No Prone/Climb/Knock Down. +1 Jump. Hold to special action.</i>

ABILITIES	EFFECTS
<b>Swoop [Net]</b>	<i>Forgo normal attack: [Net] attack during Maneuver over target.</i>
<b>Fast</b>	<i>Variable moves: +d6" (only when flying).</i>
<b>Scout</b>	<b>Infiltrate SPD</b> after deployment. +2 scout points.



FEB22

DAKLOS RAVAGER



## Ravager



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Barbed Javelin d6+1	*	*	5	3	2	d10
	d10	Net d0 pin qs						



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Active Defense	Backstep
Contain	Dodge [1]
Hunt d8	Subdue
Dismount [Daklos Ravager]	Scout



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ABILITIES	EFFECTS
Active Defense	May make a reaction attack while engaged.
Backstep	Ready, engaged: after combat, move up to 3" directly away, not engaged. PCA
Contain	Enemy Break Off: ignore enemy talents preventing reactions.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Hunt d8	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
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.
Pin (pin)	Tgt hit is Dazed. TH5: Stunned, Crit: Restrained.
Quick Strike (qs)	Counterattack. Unless target > DISC, +1d1 DISC for sequence.

DGS DEC20

RAVAGER



## Packmaster



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Trident d8+2	*	*	4	3	3	d10



END	d12
STR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [1]	
Alpha [Warbeast Type]	
Steadfast [2]	
Infiltrate	



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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Alpha [Warbeast Type]	[Warbeast Type] within 6" may use your DISC for all DISC tests. Must choose [Warbeast type] when recruited.
Steadfast [2]	Pass 1st two Morale tests for losing combat.
Infiltrate	Free Move up to your SPD after all sides have deployed.



FEB22

PACKMASTER

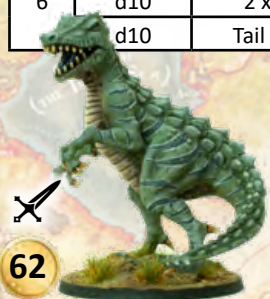




## Kurgozar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Bite d8+1	*	*	4	4	5	d8
	d10	2 x Claw d8+1						
	d10	Tail d8+1 ra swp						



END	d12
STR	d12
ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [2]	Conquer
Fearsome	Impetuous
Large Target	Scent of Prey
Tenacious	Tough [2]
Warbeast	

ABILITIES	EFFECTS
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Conquer	TH 3 melee hit: target Opposed STR test or Knocked Down.
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Impetuous	DISC test or engage enemy. Must pursue, No Delay or Break off. [M]
Large Target	Ranged attack tests against you are +1 to hit. [M]
Scent of Prey	Fail <b>Impetuous</b> : gain and must use <b>Wild Charge</b> that turn.
Tenacious	DEF may not be reduced by any non-Magical ability or effect.
Tough [2]	Gain 2 LP. Included.
Warbeast	<b>Feral</b> , except for Fatestones, campaign related (see full rules).



## Kurgozar Reference



Kurgozar counts as TWO non-Caster Heroes for the purposes of freeband assembly.

ABILITIES	EFFECTS
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Rear Arc (ra)	This attack only through rear arc. Cannot combine with a front arc attack on the same target.
Sweep Attack (swp)	<b>Stationary</b> : Attack all L to R or R to L. After 1st: -1dI MAR/ Damage each. You: -2 DEF.

May be used as an NPC and gains **Fearless**.



# Dune Crawler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Whip d4 ent qs	*	*	4	6	4	d10
	d10	2 x Claw d8						
	d10	Stinger d4 ven						



END	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Battler	Bear Hug
Cavalry	Confine
Fearsome	Hardened
Mountaineer	Tough [1]
Enhanced Venom [2]	



# Dune Crawler Reference



ABILITIES	EFFECTS
Entangle (ent)	Hit = AGL 5, Crit AGL 7: Fail -2 DEF, Fail 4+ Restrained.
Quick Strike (qs)	<b>Counterattack.</b> Unless target > DISC, +1d1 DISC for sequence.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.
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.

ABILITIES	EFFECTS
Battler	Takes two enemies for each -1 DEF applied from Piling On..
Bear Hug	If both attacks hit same target: target must pass a STR test or be Restrained.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Confine	Enemy in contact cannot employ Post Combat Abilities.
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Hardened	Critical Damage against you is TH 15.
Mountaineer	Rocky terrain: No penalty. +1d1 to Climb tests.
Tough [1]	Gain [1] LP. Included.
Enhanced Venom [2]	Target adds +[2] to the TN for Venomous tests.







## Velozar Knight



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10	Lance d10 shk <i>or</i> Sakhazet d8+1 let	*	*	5s	5	2	d10
	d8	Bite d6						

ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Leap Attack
Cavalry
Fast



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ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Leap Attack	Charging: Cancel <b>Counterattack</b> .
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to Special Action.
Fast	Variable moves: +d6".
Shock (shk)	Charging: Gain <b>Assault</b> , <b>Mighty</b> , <b>Impact</b> , Support Contact with other Shock. No <b>Parry/Dodge</b> . Not Charging: -1d1 damage.
Lethal (let)	Critical Damage from this weapon is TH 8.
Shield (s)	DEF +1 through front arc (already included).



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VELOZAR KNIGHT



## Velozar Knight (Dismounted)



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

ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]



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ABILITIES	EFFECTS
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1 [R]
Lethal (let)	Critical Damage from this weapon is TH 8.
Shield (s)	DEF +1 through front arc (already included).



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VELOZAR KNIGHT (DISMOUNTED)





## Viper Veteran



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Sakhazet d8+1 let	d8	Blowgun d4 ven 6"-12"-18"	6ls	5	2	d10



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ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Bladeflash
Conquer
Taunt
Arboreal

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Bladeflash	<b>Dodges, Parries</b> against your melee attacks suffer a -1 penalty.
Conquer	TH 3 melee hit: target opposed STR test or Knocked Down.
Taunt	Replace activation, Ready, Unengaged, Enemy in LOS, 12" not activated: Opposed DISC: Enemy fail: must charge you.
Arboreal	<b>Woods</b> terrain: No penalty.
Lethal (let)	Critical Damage from this weapon is TH 8.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.
Large Shield (ls)	DEF +2 through front arc (already included).



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VIPER VETERAN



## Pit Fighter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10+1	Pit Glave d8+1 hin	*	*	6b	2	3	d12



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AGL	d12
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Tough [1]
Steadfast [1]

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Tough [1]	Gain 1 LP. Included.
Steadfast [1]	Pass 1st Morale test for losing combat.
Hinder (hin)	Target hit: AGL test 5 and if it fails is -1dl MAR.
Buckler (b)	Melee DEF +1 through front arc, already included.



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PIT FIGHTER



## Viper Vanguard



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



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [2]	Feint [1]
Leap Attack	Winged Serpent
Pouncer	Stealth d8
Ambush	Arboreal



## Viper Scout



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Barbed Javelin d6+1	*	*	4	3	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
Harassing Companion
Nimble [1]
Scout
Arboreal
Limited

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Feint [1]	Pass Opposed MAR test: [1] enemy cannot <b>Parry</b> or <b>Dodge</b> you. [O]
Leap Attack	Charging: Cancel <b>Counterattack</b> .
Winged Serpent	Melee attack MAR d6 Fang d4 ven or engaged enemy melee DEF -2.
Pouncer	Stealth token, Charge: all attacks against you -2dl.
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token. Trained.
Ambush	May start undeployed. Any activation: placed Concealed, no enemy or ambushing friends within 6" (12" Scout) or in own deployment zone. Includes <b>Infiltrate</b> .
Arboreal	<b>Woods</b> terrain: No penalty.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.

ABILITIES	EFFECTS
Harassing Companion	One engaged enemy melee DEF -1. [O]
Nimble [1]	You gain +1 DEF if you moved voluntarily this turn.
Scout	<b>Infiltrate</b> SPD after deployment. +2 scout points.
Arboreal	<b>Woods</b> terrain: No penalty.
Limited	May not have > one of this model type for every full 75 gold in the freeband's base cost.





## Legionnaire



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	Sakhazet d8+1 let	d8	Gadoru d6+1 dis, sb, thr 3"-6"-9"	6ls	5	1	d8



ABL	d6
Follower	

TALENTS & SKILLS
None



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## Legionnaire Recruit



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Sakhazet d8+1 let	d6	Gadoru d6+1 dis, sb, thr 3"-6"-9"	6ls	4	1	d6



ABL	d6
Follower	

TALENTS & SKILLS
None



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ABILITIES	EFFECTS
<b>Lethal (let)</b>	Critical Damage from this weapon is TH 8.
<b>Disrupt (dis)</b>	Hit: target cannot employ a talent to alter the combat sequence.
<b>Shieldbreaker (sb)</b>	Ignore +1 of any shield- or weapon ability-based DEF modifier.
<b>Thrown (thr)</b>	Move: -0, Run: -1. Can be used on initial contact.
<b>Large Shield (ls)</b>	DEF +2 through front arc (already included).



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LEGIONNAIRE

ABILITIES	EFFECTS
<b>Lethal (let)</b>	Critical Damage from this weapon is TH 8.
<b>Disrupt (dis)</b>	Hit: target cannot employ a talent to alter the combat sequence.
<b>Shieldbreaker (sb)</b>	Ignore +1 of any shield- or weapon ability-based DEF modifier.
<b>Thrown (thr)</b>	Move: -0, Run: -1. Can be used on initial contact.
<b>Large Shield (ls)</b>	DEF +2 through front arc (already included).



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LEGIONNAIRE RECRUIT



## Veзарin



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

ABL	d6
Follower	

TALENTS & SKILLS
Pack Attack
Leap Attack
Infiltrate
Warbeast
Fast



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ABILITIES	EFFECTS
Pack Attack	Gain +1d1 MAR per other <b>Pack Attack</b> friend engaging target.
Leap Attack	Charging: Cancel <b>Counterattack</b> .
Infiltrate	Free Move up to your SPD after all sides have deployed.
Warbeast	<b>Feral</b> , except for Fatestones, campaign related (see full rules).
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Fast	Variable moves: +d6".



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VEZARIN



## Cohort Archer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d4	Dagger d4	d6	Bow d6 8"-16"-24"	4	4	1	d6

ABL	d6
Follower	

TALENTS & SKILLS
None



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COHORT ARCHER





# Traazorite Rules Reference



MODEL TYPE	FREEBAND ASSEMBLY RULES
<b>Leader</b>	<i>A freeband must include one and only one Leader. This may be the result of the Alternate Leader rule, see the Living Rulebook.</i>
<b>Caster</b>	<i>A freeband may include one (and no more than one) Caster. The ability to take an Ally Caster does NOT alter this restriction.</i>
<b>Hero</b>	<i>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.</i>
<b>Follower</b>	<i>Your freeband may also include any number of Followers as long as the total model count does not exceed 18.</i>

MODEL TYPE	FREEBAND ASSEMBLY RULES
<b>Allies</b>	<i>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.</i>
<b>Traazorite Faction</b>	<i>A Traazorite freeband cannot contain any female models. Kurgozar counts as TWO non-Caster Heroes for freeband assembly. Packmaster must choose <b>Alpha [Warbeast type]</b> when recruited.</i>

FACTION THEME RULE	EFFECTS
<b>Legionary Tactics</b>	<i>Traazorite Cavalry faction models are treated as having <b>Re-engage</b> and non-cavalry faction models are treated as having <b>Recover</b>. This only applies to Humanoid models.</i>



# Traazorite Rules Reference



Traazorite models that are engaged with Eclipse models gain the Enraged talent. All Eclipse faction models have the Hate [Traazorites] talent.

REFERENCE	EFFECTS
<b>Assault</b>	<i>Charging: Advantage for melee attack tests.</i>
<b>Battlecry</b>	<i>Ready, end of activation: unengaged, Ready, not yet activated faction models may Free Move 3" directly toward you.</i>
<b>Bonecrusher</b>	<i>Causes a Critical Hit on successful melee attack on TH 5.</i>
<b>Counterattack</b>	<i>Braced, unengaged at start: go first in combat sequence. [R]</i>
<b>Dismount [Type]</b>	<i>Dismounted version of the [Type].</i>

REFERENCE	EFFECTS
<b>Enraged</b>	<i>Lose 1LP to negate failed Morale test.</i>
<b>Feral</b>	<i>No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.</i>
<b>Impact</b>	<i>Charge: Advantage on Damage tests.</i>
<b>Infiltrate</b>	<i>Free Move up to your SPD after all sides have deployed.</i>
<b>Mighty (mi)</b>	<i>Parry attempts vs attacks made with this weapon are -1.</i>
<b>Recover</b>	<i>You may make Reposition moves up to 4".</i>
<b>Re-engage</b>	<i>Pass a DISC test at the end of a Pursuit move: make a 3" Free Move.</i>
<b>Wild Charge</b>	<i>May add +d4" (d6" Fast) to Charge or Pursuit. Must pursue.</i>



# Traazorite Rules Reference



REFERENCE	EFFECTS
Poison [END] Token	<p>Suffer -1dl END (stacks, may cause lost LP).</p> <p>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.</p>

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 <b>Scout</b> talent) and does not block LOS. Can only have one.</p> <p>Stealth Token lost: within 3" of an enemy (6" with <b>Scout</b>), exceeds SPD not Concealed, employs <b>Fly</b>, 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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TRAAZORITE RULES REFERENCE

