	Star	rseeker		Sec.			RE	EBL	ADE
SPD	MAR	MW		RAR	RW	DEF	AV	LP	DISC
6	d12	Toloron d1	0 sw	*	*	5	5	3	d12
3			AGL	d10		TALENT	rs & sk	ILLS	
	4		ABL	d8	Leader		Shc	ot The	em!
	10	94	Hero/	Leader	Parry [2]		Def	lect	
	-		and.	18.15	Elusive [1]	Bol	d	
1	-	-			Arboreal				
×			- Ser			FACTI	ON TH	EME RI	JLE
39	a allies				2.2	TI	his is H	lome!	
~	No America	691		1998	ALC: CONTRACT	5	2	1 de	8 S
	Tanana	not from		250	1	5		1 200	6.20

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 [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1. [R]				
Deflect	A hit on you must achieve TH 15 to be a Critical Hit. [R]				
Elusive [1]	Break Off: no attacks from [1] enemy.				
Bold	No Fear tests. Terrifying tests = Fear tests instead.				
Arboreal	Woods terrain: No penalty.				
Swift (sw)	Parry tests are +1.				

DGS DEC20

527

STARSEEKER

 *** ** DGS

NOV23



ABILITIES	EFFECTS			
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1. [R]			
Contain Enemy Break Off: ignore enemy talents preventing reactions.				
Arboreal Woods terrain: No penalty.				
Swift (sw) Parry tests are +1.				
Hunt d8 Opposed test vs Stealth/Camo skill or TN 4. Pass: remove to				
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.			

ENFORCER

SPD	MAR	MW	RAR	R\	N	DEF	AV	LP	DISC
10	d12	Toloron d10 sw	d10	Longb 12"-24		4	4	3	d12
		- And	ABL	d8		TALEN	TS & SH	(ILLS	
	A	- Chine	Hero	/Leader	Leader			oot Th	
	in				Cavalry			rry [1]	
3	-	int		n pt	Bladeda Fast	incer	Sc	out	
\checkmark		a blan		5	Fasi	100	in o		-
3	and a		And I	43		FACT	ION TH	EME R	ULE
44)	-				7	F	lank N	/larch	
		1997 () () () () () () () () () (100	N 199	10 C R R		2 -	1.8	
	and the second second					1			
		Carl Carlow	al -	NC 1	states	mat s	2007		1996
		and the second		X	1976	1055	ar /	222	1995
	ABILITIES				EFFECTS	125			
Leade		Non-Feral		riends with	hin 6″: us	e your l	DISC. II	nclude	s
Leade		Non-Feral Shoot The	m!, +1 to	riends with Ability te	hin 6": use sts.		DISC. II	nclude.	s
Leade	er t Them!	Non-Feral Shoot The	m!, +1 to thin 6": o	riends with o Ability te choose ran	hin 6": uso sts. ged targe	et.			
Leade Shoo	er t Them! ry	Non-Feral Shoot The Friends wi	m!, +1 to thin 6": o ′Climb/Kı	riends with o Ability te choose ran nock Down	hin 6": uso sts. ged targe p. +1 Jum	et. p. Hola	to spe	ecial a	ction.
Leade Shoo Caval Parry	er t Them! ry	Non-Feral Shoot The Friends wi No Prone/	m!, +1 to thin 6": o 'Climb/Ki EF with N	riends with o Ability te choose ran nock Down MAR test [1	hin 6": uso sts. ged targe n. +1 Jum 1] time/tu	et. o. Hold rn. Tar	l to spe ch: DE	ecial a	ction.
Leade Shoo Caval Parry	er t Them! ry [1] edancer	Non-Feral Shoot The Friends wi No Prone/ Replace D	m!, +1 to thin 6": o (Climb/Ki EF with N I. Break	riends with o Ability tes choose ran nock Down MAR test [1 Off = Man	hin 6": uso sts. ged targe n. +1 Jum _l I] time/tu euver afte	et. o. Hold rn. Tar	l to spe ch: DE	ecial a	ction.
Leado Shoo Caval Parry Blade	er t Them! ry [1] edancer /e [1]	Non-Feral Shoot The Friends wi No Prone/ Replace D Elusive [1]	m!, +1 to thin 6": o 'Climb/Ki EF with N I. Break no attac	riends with o Ability te. choose ran nock Down MAR test [1 Off = Man cks from [1]	hin 6": uso sts. ged targe 1. +1 Jum _l 1] time/tu euver afte] enemy.	et. o. Hold rn. Tar er react	l to spe ch: DE ions.	ecial a	ction.
Leade Shoo Caval Parry Blade Elusiv	er t Them! ry [1] edancer /e [1]	Non-Feral Shoot The Friends wi No Prone/ Replace D Elusive [1] Break Off:	m!, +1 to thin 6": o (Climb/Ki EF with N I. Break no attac SPD after	riends with o Ability te: choose ran nock Down MAR test [1 Off = Man ks from [1, deployme	hin 6": uso sts. ged targe 1. +1 Jum _l 1] time/tu euver afte] enemy.	et. o. Hold rn. Tar er react	l to spe ch: DE ions.	ecial a	ction.

Bladerider First (Dismounted)									
SPD	MAR	MW	RAR	R	w	DEF	AV	LP	DISC
6	d12	Toloron d10 sw	d10	d10 Longbow d8 12"-24"-36"			4	3	d12
			AGL	d10		TALENT	rs & sk	ILLS	
			ABL	d8	Leader		She	oot Th	em!
			Hero/	/Leader	Parry [1]		Bla	dedan	icer
			5-1	3F	Scout				
×	-	5 -00	1000			FACTI	ON TH	EME RL	JLE
11)					-	F	lank N	1arch	
			1	a see	in contra	a har	5 .	10	199

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]					
Bladedancer Elusive [1]. Break Off = Maneuver after reactions.						
Elusive [1]	Break Off: no attacks from [1] enemy.					
Scout	Infiltrate SPD after deployment. +2 scout points.					
Swift (sw)	Parry tests are +1.					



BLADERIDER FIRST (DISMOUNTED)

7 d6 Staff d6 te * * 4 2 2 d8 ABL d8 TALENTS & SKILLS CAR [Treespeaking] d10 TALENTS & SKILLS CAR [Treespeaking] d10 TALENTS & SKILLS TALENTS & SKILLS TALENTS & SKILLS CAR [Treespeaking] d10 TALENTS & SKILLS TALENTS & SKILLS TALENTS & SKILLS CAR [Treespeaking] d10 TALENTS & SKILLS TALENTS & SKILLS State of the state			Tre	espeak	er	A.C.		REE	BLA	ADES
ABL d8 Hero/Caster TALENTS & SKILLS CAR [Treespeaking] d10 15 Power Tree Bond	8	SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
Hero/Caster Hero/Caster CAR [Treespeaking] d10 15 Power Tree Bond	1	7	d6	Staff d6 te	*	*	4	2	2	d8
	200 - 61	AI.				 15 Power	espeakin			

	13.76						
	ABILITIES	EFFECTS					
-	Tree Bond	Caster in contact with Woods Terrain may cast for -1 Power.					
5	Arboreal	Woods terrain: No penalty.					
	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.



TREESPEAKER

SPELL (POWER)	TREESPEAKING (SPIRIT MAGIC)					
Compel (3)	The target takes a SPR test 5. If it fails, you determine the only type of movement action the target may take from: Charge, Hold, Maneuver, Sprint, Break off. Compelled targets may not make any Reactions.					
Fortify (1)	Target is +2dl MAR or RAR, your choice.					
Mend (1)	Target recovers 1 LP that it has lost. 9" Range.					
Nature's Grace (2) All Conditions and Tokens of your choice applying to the are removed.						
Portent (2) You may add one to any one friendly die once until the e the turn.						
Summon Animal Swarm (3)An Animal Swarm Creature model (a group of ani mm base) is placed within 6" of you and at least of enemy. The Animal Swarm vanishes at the end of is Target Number 4 to cast.						

SPELL (POWER)						
Tree Gate (2)	Target friend entirely within a Woods terrain feature or object may be placed into any other Woods feature on the encounter area. The target may not be placed within 12" of an enemy. This does not count as movement for the target, and the target retains its original facing. The location in which it is placed need not be in LOS of you.					
Vines (3)	 Target makes a STR test 4. Crit: No effect Pass: SPD = ½ Fail: Loses this turn's movement Tarch: Loses this turn's movement and is Restrained. 					
Wings of Warning (1)	Warning (1) Target is harassed and marked by a flock of small birds. The target is -2 DEF against ranged attacks and cannot benefit from Chameleon or gain Stealth or Camouflage Tokens.					

100 5

		Star	gazer	No.	No.		RE	EBL	ADE
8	SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
2	7	d6	Staff d6 te	*	*	4	2	2	d8
125 (00)		à	ABL Hero	d8 o/Caster					
1	32	A	1		Arboreal		-	D)	5

	3.20			
	ABILITIES	EFFECTS		
-	Spellbracer [1]	You may spend +1 power to reduce enemy counterspell by -1dl.		
2	Arboreal Woods terrain: No penalty.			
	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.



STARGAZER

SPELL (POWER)	CELESTIAL MAGIC (ENERGY)
Aetherblast (3)	Places a d8 damage 4" AoE centered on the target enemy. Those hit by the attack pass an END test or are Dazed. Missile Spell.
Aethersight (2)	Target gains Covert Charge and its ranged weapons gain Indirect Fire
Illuminate (1)	You place a 4" AoE. Any game effects that restrict LOS or provide a non-item bonus to DEF for ranged attacks are negated in the AoE. Those attacking targets in the AoE are +1dl to ranged attack tests.
Pause (1)	Target friend is treated as having passed a Delay test. This has no effect on other Delay actions or their restrictions.
Push (2)	Moves unengaged target that is not you directly away from you up to a number of inches based on a STR test from the target. This distance is -3" if the target is on a larger base than you. Target stops at Impassable terrain, table edges, and friends or 1" from any enemy or engaged model.
Shift (2)	Unengaged target may take up to a 3" Free Move in any direction.

CELESTIAL MAGIC (ENERGY)
d8 damage ranged attack. Those hit by the attack pass an END test or are Dazed. Missile Spell .
You place a 4" AoE, with its center within 12" and in LOS. Each model on the AoE that fails a STR test 7 is moved 3" in a random direction, then the AoE is removed. Each model's movement from a failed test is made before the next test is taken. Models stop at Impassable terrain, table edges and friends, or 1" from any enemy. You choose the order in which this movement occurs.
Creates a wall in a straight line 1-6" long, 1" wide and 2" tall. Wall of Force has no effect on LOS. Ranged attacks that trace LOS through a Wall of Force are -1dl damage. Cannot be cast on top of models and models may not end their move on it. A Wall of Force is Very

100 %

	Mi	st Dance	r				RE	EBL	ADE
SPD	MAR	MW	RAR	RV	V	DEF	AV	LP	DISC
7	d10	2 x Herenkal d6+1 🔏	d8	Herenka thr 2"-	5	2	3	d10	
		25	AGL		Doc	TALI dge [1]	ENTS &	SKILLS	
			5	lero	Par	ry [1] dedano	rer		
50		7				ert Ch			
	ma	Land	and and		Tou	gh [1]			
37					Arb	oreal			
		-	de.	respin	199	AR C	5	-	
	408	AND STONE	2 a	0	Sala	and s	100	1.	

EFFECTS Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]

Replace DEF with MAR test [1] time/turn. Tarch: DEF 1. [R]

Ignore low vis, **Darkness**, terrain LOS restrictions on a Charge.

Elusive [1]. Break Off = Maneuver after reactions.

Move: -0, Run: -1. Can be used on initial contact.

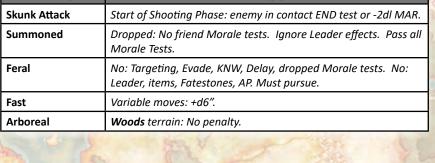
Break Off: no attacks from [1] enemy.

Gain 1 LP. Included. Woods terrain: No penalty.

		nal Swarm ^{moned)}		and the		REE	BL(ADES
SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d6	4x Bite d4	*	*	4	2	2	d8
- Ale	~	al Distant	1	12 12	the -		15	5
		1	ABL	d8	TA	LENTS	& SKIL	LS
	A		Crea	ature	Skunk	Attack	(
	2 6		Nord V	1	Summ	oned		
V	C.	Ny N			Feral			
	HD.	100 Mar			Fast			
	SHE !!	POL MARK			Arbore	eal		
			SI SI	In ace	days.	3		1 E

ANIMAL SWARM (SUMMONED)

ABILITIES	EFFECTS						
Skunk Attack	Start of Shooting Phase: enemy in contact END test or -2dl MAR.						
Summoned	Dropped: No friend Morale tests. Ignore Leader effects. Pass all Morale Tests.						
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.						
Fast	Variable moves: +d6".						
Arboreal	Woods terrain: No penalty.						





ABILITIES

Dodge [1]

Parry [1] Bladedancer

Elusive [1]

Tough [1]

Arboreal Thrown (thr)

Covert Charge

MIST DANCER

DEC20

	Blad	derider	Sec.	24			REE	BL	ADE
SPD	MAR	MW						DISC	
10	d10	Toloron d10 sw	d10	Longbo 12"-24'	4	4	2	d10	
	22	X	ABL H	d8 ero		TAL arry [1] ladedar		& SKILLS	5
×		AC			c	avalry			
-	20			3		cout			
37	-	and a second		a fra	F	ast	1	(11)	- Al
37	e		1000			ast	5	1	No.

ABILITIES	EFFECTS				
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1. [R]				
Bladedancer Elusive[1]. Break Off = Maneuver after reactions.					
Elusive [1]	Break Off: no attacks from [1] enemy.				
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.				
Scout	Infiltrate SPD after deployment. +2 scout points.				
Fast	Variable moves: +d6".				
Swift (sw)	Parry tests are +1.				
	Parry [1] Bladedancer Elusive [1] Cavalry Scout Fast				

BLADERIDER

*** DGS

DEC20

Bladerider (Dismounted) **EXPREEDLADES** MW RW DEF AV LP DISC SPD MAR RAR Longbow d8 12"-24"-36" d10 Toloron d10 sw d10 6 d10 5 4 2 **TALENTS & SKILLS** AGL d10 Parry [1] d8 ABL Bladedancer Hero Scout × 34

370 0				
ABILITIES	EFFECTS	R		
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1. [R]			
Bladedancer Elusive[1]. Break Off = Maneuver after reactions.				
Elusive [1]	Break Off: no attacks from [1] enemy.			
Scout	Infiltrate SPD after deployment. +2 scout points.			
Swift (sw) Parry tests are +1.				



		Sea	rcher	Star.		ALL ALL ALL		F	REE	BL	ADES
s	PD	MAR	MW	RAR	RW	RW		DEF	AV	LP	DISC
	6	d8	Herenkal d6+1	d12	Longbow d8 12"-24"-36"		5	4	2	d8	
		Same S	Ed and	1			19	TAL		CKULC	44
		son Sea)		AGL	d10			_	_	& SKILLS	
		1	1	ABL	d8		Ma	arksma	an		
-		-		н	ero	5	Sco	out			
					1-		Fir	nd d10			
_							Hu	nt d10)		
15	4	1.700	BUILING .				——				

ABILITIES	EFFECTS
Marksman	Stationary: Advantage with ranged attack tests.
Scout	Infiltrate SPD after deployment. +2 scout points.
Find d10	May use this rating instead of ABL when making a Find test.
Hunt d10	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Arboreal	Woods terrain: No penalty.



		Vet	teran De	fen	der			(F	REE	BLA	DES
ŝ	SPD	MAR	MW	RAR		RW			DEF	AV	LP	DISC
- all	7	d10	Herenkal d6+1	d10	Javelin d6 thr 4"-8"-12"				5	3	2	d10
					AGL	d12		Î	TAL	ENTS 8	& SKILLS	5
		our or		10	ABL	d8		Do	dge [2]		
			Ma	Real	He	ero	4	Se	rgeant	[Defe	nder]	
		-	285	8	Sec. 7	the second		Sh	oot Th	em!		
-	S.						-	Tre	eefall			
Y.	20		Lattle /					Ar	boreal			
5	30)				19	alars.	-	No.	418	3	0	a fil

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Sergeant [Defender]	[Defenders] in 6" use your DISC for DISC tests. Includes Shoot Them!
Shoot Them!	Friends within 6": choose ranged target.
Treefall	Includes Arboreal . Special action or like Ambush : placed 3" above encounter area in Woods . +1 DEF. Out of LOS beyond 6" May leave Treefall for free.
Arboreal	Woods terrain: No penalty.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



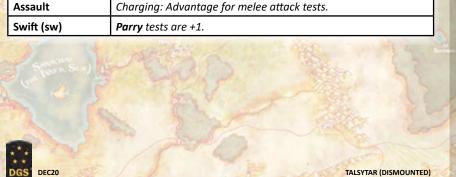
-1

VETERAN DEFENDER

	Talsy	ytar			(×	REE	BLA	DE
SPD	MAR	MW	RAR	R	w	DEF	AV	LP	DISC
10	d10+1 👔	Toloron d10 sw	*		*		4	2	-110
10	d8 🧋	Warhorse d6				5	4	2	d10
	1	<u>A</u>	DEX	d10		TALE	NTS & S	KILLS	
	- Anter	- Floren	AGL	d10	Cavalr	'Y	Fly [L	.ow, SP	D 10]
ale	- diality	Nea.	ABL	d8	Parry	[2]	Missi	ile Parr	y [1]
1	-		Her	o	Assau	lt	Warh	orse	
46	CAN'S		5-1	100	Fast				

	Talsy (Dism	ytar iounted)			Sar And	(REE	BLA	NDER Marken
SPD	MAR	MW	RAF	۲	R۱	N	DEF	AV	LP	DISC
6	d10+1	Toloron d10 sw	*		*	•	5	4	2	d10
S.	MACHINE MACHIN	white	DEX	d1	.0		TAL	ENTS 8	SKILLS	2
		8 9 9 9 9 V	AGL	d1	.0	Par	ry [2]			
		100 A	ABL	d	8	Mi	ssile Pa	arry [1	.]	
1		2 3	He	ero		Ass	ault			
× 32	~	T	22	2	-					

	1000	370 0	
	R	ABILITIES	EFFECTS
al action.	14	Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1. [R]
flyer.		Missile Parry [1]	You may Parry [1] ranged nonspell attack. No Riposte.
1. [R]		Assault	Charging: Advantage for melee attack tests.
oste.		Swift (sw)	Parry tests are +1.
		the second	Selfs / 18 19
	and the second se		



No Prone/Climb/Knock Down. +1 Jump. Hold to special Cavalry Fly [Low, SPD 10] Ignore terrain, SPD 10 while flying. Intercepted only by j Parry [2] Replace DEF with MAR test [2] times/turn. Tarch: DEF 1. Missile Parry [1] You may Parry [1] ranged nonspell attack/turn. No Ripo Charging: Advantage for melee attack tests. Assault Warhorse Attack from Warhorse during Charge has Overwhelm. Overwhelm (ovr) **Parry** may not be employed in response to this attack. Variable moves: +d6". Fast Swift (sw) Parry tests are +1.

EFFECTS

ABILITIES

DEC20

DGS

TALSYTAR

		Dra	kohal	No.	(REE	BLA	DES
	SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
	6	d10	Toloron d10 sw	*	*	5	4	2	d10
4	212		House	1997	4	2		W.	- Sec 10

e (hit	AGL	d10		TALENTS & SKILLS
	ABL	d8	6	Parry [2]
	Hero			Sure Strike [1]
10		.10	2	Confine
			-	Protector
and the		3		Warden
	1	127		Arboreal
		3266	C	

ABILITIES	EFFECTS		
Parry [2] Replace DEF with MAR test [2] times/turn. Tarch: DEF 1. [I			
Sure Strike [1] Target melee DEF -[1], min 4. Magical DEF bonus: no impact.			
Confine Enemy in contact cannot employ Post Combat Abilities.			
Protector Enemies must attack you in melee.			
Warden	Enemies within or moving within 4" may not engage others if they can engage you.		
Arboreal	Woods terrain: No penalty.		
Swift (sw)	Parry tests are +1.		



× 31

DRAKOHAL



		Defe	ender	Ne X		(REE	BLA	ADES
22	SPD	MAR	MW	RAR	RW		DEF	AV	LP	DISC
	7	d6	Herenkal d6+1	d8	Javelin d6 thr 4"-8"-12"		4	3	1	d6
24.5		North St. a)	4	ABL	d6	Tre	TAL efall	ENTS 8	SKILLS	4
		-/	R	Fol	lower	-	oreal			
		3	4			-	R		R. C.	120

13

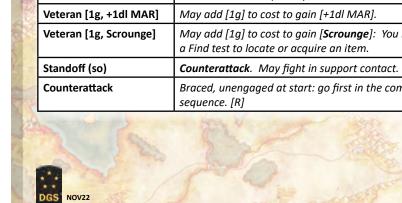
		Wa	anderer	Ser.	(REE	BLA	DES
3	SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
	6	d6	Longspear d8 so	d6	Longbow d8 12"- 24"-36"	4	4	1	d6
(0) A		24			ABL d6 Follower	Arboi	real	5 & SKIL ;, +1dl	
(\mathfrak{B}	Alle	T A	R.		Veter	an [1g	, Scroι	inge]
C	15)	-							
2	-		e ge		The set		5	1	19

6

-1

ABILITIES	EFFECTS
Arboreal	Woods terrain: No penalty.
Veteran [1g, +1dl MAR]	May add [1g] to cost to gain [+1dl MAR].
Veteran [1g, Scrounge]	May add [1g] to cost to gain [Scrounge]: You may reroll a Find test to locate or acquire an item.
Standoff (so)	Counterattack. May fight in support contact.
Counterattack	Braced, unengaged at start: go first in the combat sequence. [R]

WANDERER



ABILITIES	EFFECTS						
Treefall	Includes Arboreal . Special action or like Ambush : placed 3" above encounter area in Woods . +1 DEF. Out of LOS beyond 6" May leave Treefall for free.						
Arboreal Woods terrain: No penalty.							
Thrown (thr) Move: -0, Run: -1. Can be used on initial contact.							



	Gua	rdian	No.		(REE	BLA	ADEX
SPD	MAR	MW	RAR	RW		DEF	AV	LP	DISC
6	d4	Knife d4	d8	Longbow 12"-24"-3		4	4	1	d6
Ner Star	-	A	ABL Fol	d6 lower		TAI uardiar mited		& SKILLS	5
× 13	8			5	_ /	港	and and	3	3 3

13	377 8	
12	ABILITIES	EFFECTS
	Guardian Shot	Ranged Reaction out to short range, 1 friend engaged with target does not block LOS.
	Limited	May not have > one of this model type for every full 75 gold in the freeband's base cost.



	Tre	e Runne	r		(REE	BLA	DES
SPD	MAR	MW	RAR	RW		DEF	AV	LP	DISC
7	d6	Herenkal d6+1	d6	Longbow c 12"-24"-36		4	3	1	d6
	A		Y	ABL d6 Follower	-	out ooreal		di rar	
16	A States	59			-	eran [: hited	1g, Cai	moufla	ige d6]

cout	Infiltrate SPD after deployment. +2 scout points.
Arboreal	Woods terrain: No penalty.
Veteran [1g, +1dl RAR]	May add [1g] to cost to gain [+1dl RAR].
Veteran [1g, Camouflage d6]	May add [1g] to cost to gain [Camouflage d6]: Special action: Camouflage test: gain Camo token. Trained.
Limited	May not have > one of this model type for every full 75 gold in the freeband's base cost.

TREE RUNNER

-

*** DGS

NOV22

Trilian Rules Reference

		FREEBAND ASSEMBLY RULES
State -	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.

EFREEBLADES

 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.



Trilian Rules Reference

FACTION THEME RULE		EFFECTS		
This is Home!		The Trilian player may place one Woods feature, of up to 6" in any dimension, anywhere on the table after deployment zones are determined.		
Flank March		May keep one Cavalry model off table at deployment. In the Movement Phase of any turn, the model may arrive from any table edge as a Flanking model.		
REFERENCE		EFFECTS		
Ambush	or an	start undeployed. Any activation: placed Concealed, no enemy nbushing friends within 6" (12" Scout) or in own deployment Includes Infiltrate .		

FREEBLADES

Ignore low vis, Darkness , terrain LOS restrictions on a Charge.
Stationary: may make ranged attack vs non-LOS target at -4. Not into/out of Solid .
Free Move up to your SPD after all sides have deployed.
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.
Stealth Token lost: within 3" of an enemy (6" with Scout), exceeds SPD not concealed, employs Fly , makes an attack or casts a spell.
Camouflage Token lost: move in any way, ranged attack/spell: fail a Camouflage test 2 (+1 TN for each enemy in LOS within 6")