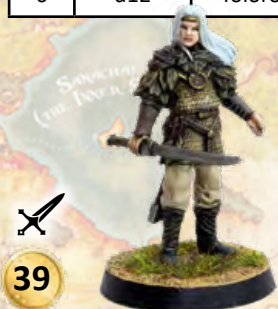




Starseeker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Toloron d10 sw	*	*	5	5	3	d12



AGL	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [2]	Deflect
Elusive [1]	Bold
Arboreal	

FACTION THEME RULE

This is Home!



Enforcer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Toloron d10 sw	*	*	5	4	2	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [2]	
Contain	
Hunt d8	
Arboreal	
Options: Hunt d8 OR Ambush	

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.



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STARSEEKER



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ENFORCER

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 token.
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.



Bladerider First



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d12	Toloron d10 sw	d10	Longbow d8 12"-24"-36"	4	4	3	d12



ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Cavalry	Parry [1]
Bladedancer	Scout
Fast	

FACTION THEME RULE
Flank March



Bladerider First (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Toloron d10 sw	d10	Longbow d8 12"-24"-36"	5	4	3	d12



AGL	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Bladedancer
Scout	

FACTION THEME RULE
Flank March

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.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
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.
Fast	Variable moves: +d6".
Swift (sw)	Parry tests are +1.



BLADERIDER FIRST

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)



Treespeaker



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 [Treespeaking] d10

15 Power

Tree Bond

Arboreal



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



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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 +2d1 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 target are removed.
Portent (2)	You may add one to any one friendly die once until the end of the turn.
Summon Animal Swarm (3)	An Animal Swarm Creature model (a group of animals on a 50 mm base) is placed within 6" of you and at least 6" from any enemy. The Animal Swarm vanishes at the end of the turn. Spell is Target Number 4 to cast.

TREESPEAKER

SPELL (POWER)

TREESPEAKING (SPIRIT MAGIC)

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. <ul style="list-style-type: none"> • 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)	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.

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Stargazer



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 [Celestial Magic] d10
15 Power
Spellbracer [1]
Arboreal



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ABILITIES	EFFECTS
Spellbracer [1]	You may spend +1 power to reduce enemy counterspell by -1dl.
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.



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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.

SPELL (POWER)	CELESTIAL MAGIC (ENERGY)
Star Beam (1)	d8 damage ranged attack. Those hit by the attack pass an END test or are Dazed. Missile Spell.
Vortex (3)	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.
Wall of Force (3)	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 Rough terrain.



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STARGAZER



Mist Dancer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	2 x Herenkal d6+1	d8	Herenkal d6+1 thr 2"-4"-6"	5	2	3	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [1]
Parry [1]
Bladedancer
Covert Charge
Tough [1]
Arboreal



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ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [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.
Covert Charge	Ignore low vis, Darkness , terrain LOS restrictions on a Charge.
Tough [1]	Gain 1 LP. Included.
Arboreal	Woods terrain: No penalty.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



DEC20

MIST DANCER



Animal Swarm (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d6	4x Bite d4	*	*	4	2	2	d8



ABL	d8
Creature	

TALENTS & SKILLS
Skunk Attack
Summoned
Feral
Fast
Arboreal

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.



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ANIMAL SWARM (SUMMONED)



Bladerider



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d10	Toloron d10 sw	d10	Longbow d8 12"-24"-36"	4	4	2	d10



ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Bladedancer
Cavalry
Scout
Fast



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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.



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BLADERIDER



Bladerider (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Toloron d10 sw	d10	Longbow d8 12"-24"-36"	5	4	2	d10

AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Bladedancer
Scout



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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.
Scout	Infiltrate SPD after deployment. +2 scout points.
Swift (sw)	Parry tests are +1.



DEC20

BLADERIDER (DISMOUNTED)



Searcher



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	Herenkal d6+1	d12	Longbow d8 12"-24"-36"	5	4	2	d8



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Marksman
Scout
Find d10
Hunt d10
Arboreal

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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.



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SEARCHER



Veteran Defender



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Herenkal d6+1	d10	Javelin d6 thr 4"-8"-12"	5	3	2	d10



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Sergeant [Defender]
Shoot Them!
Treefall
Arboreal

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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.



DEC20

VETERAN DEFENDER



Talsytar



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
10	d10+1	Toloron d10 sw	*	*	5	4	2	d10
	d8	Warhorse d6						



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DEX	d10
AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Cavalry	Fly [Low, SPD 10]
Parry [2]	Missile Parry [1]
Assault	Warhorse
Fast	



Talsytar (Dismounted)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10+1	Toloron d10 sw	*	*	5	4	2	d10



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DEX	d10
AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Parry [2]	
Missile Parry [1]	
Assault	

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



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TALSYTAR



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TALSYTAR (DISMOUNTED)

ABILITIES	EFFECTS
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1. [R]
Missile Parry [1]	You may Parry [1] ranged nonspell attack. No Riposte.
Assault	Charging: Advantage for melee attack tests.
Swift (sw)	Parry tests are +1.



Drakohal



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Toloron d10 sw	*	*	5	4	2	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [2]
Sure Strike [1]
Confine
Protector
Warden
Arboreal



ABILITIES	EFFECTS
Parry [2]	Replace DEF with MAR test [2] times/turn. Tarch: DEF 1. [R]
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.



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DRAKOHAL





Defender



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

ABL	d6
Follower	

TALENTS & SKILLS
Treefall
Arboreal



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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.



DEC20

DEFENDER



Wanderer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Longspear d8 so	d6	Longbow d8 12"-24"-36"	4	4	1	d6

ABL	d6
Follower	

TALENTS & SKILLS
Arboreal
Veteran [1g, +1dl MAR]
Veteran [1g, Scrounge]



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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]



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WANDERER



Guardian



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d4	Knife d4	d8	Longbow d8 12"-24"-36"	4	4	1	d6

ABL	d6
Follower	

TALENTS & SKILLS
Guardian Shot
Limited



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



DEC20

GUARDIAN



Tree Runner



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Herenkal d6+1	d6	Longbow d8 12"-24"-36"	4	3	1	d6

ABL	d6
Follower	

TALENTS & SKILLS
Scout
Arboreal
Veteran [1g, +1dl RAR]
Veteran [1g, Camouflage d6]
Limited



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



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TREE RUNNER



Trilian Rules Reference



MODEL TYPE	FREEBAND ASSEMBLY RULES
Leader	<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>
Caster	<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>
Hero	<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>
Follower	<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
Allies	<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>



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TRILIAN RULES REFERENCE



Trilian Rules Reference



FACTION THEME RULE	EFFECTS
This is Home!	<i>The Trilian player may place one Woods feature, of up to 6" in any dimension, anywhere on the table after deployment zones are determined.</i>
Flank March	<i>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.</i>

REFERENCE	EFFECTS
Ambush	<i>May start undeployed. Any activation: placed Concealed, no enemy or ambushing friends within 6" (12" Scout) or in own deployment zone. Includes Infiltrate.</i>

REFERENCE	EFFECTS
Covert Charge	<i>Ignore low vis, Darkness, terrain LOS restrictions on a Charge.</i>
Indirect Fire (idf)	<i>Stationary: may make ranged attack vs non-LOS target at -4. Not into/out of Solid.</i>
Infiltrate	<i>Free Move up to your SPD after all sides have deployed.</i>
Stealth and Camouflage Tokens	<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 Scout 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 Fly, 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>



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TRILIAN RULES REFERENCE