



Dark Herald



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Staff d6 te	*	*	4	2	3	d12



ABL	d8
Hero/ Leader/Caster	

TALENTS & SKILLS	
Leader	Shoot Them!
CAR [Vulture Magic] d10	15 Power
Carrion Harvest	Dodge [1]

FACTION THEME RULE
No Hope

39

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.
Carrion Harvest	Within 18" of you: Death Token produced on result of 1-4.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Two-ended (te)	DEF +1 or second melee attack at -2dl MAR. [O]
Overload	Tarched Casting test: apply effect to Caster.
Acid	A model hit by this attack gains an Acid Token.



DARK HERALD

SPELL (POWER)	VULTURE MAGIC (SPIRIT)
Beak (1)	Target adds +1dl to all melee damage rolls.
Carrion Swarm (2)	Whenever an enemy model moves as part of a movement action within 2" of target Death Token, they must pass an AGL test or suffer d6 damage. Acid.
Feed (1)	Target friend may remove a Death Token in contact during a maneuver or hold action to regain all LP it has lost. This is a free action.
Feeding Frenzy (3)	Target friend may remove a Death Token in contact to gain +1 melee attack for the rest of the turn. This attack is identical to any one of their existing melee attacks. The removal of the token may happen at any point during their activation and is a free action.
Gasping Murk (3)	Creates a 2" AoE with its center in LOS. All enemy models in the AoE are -1dl MAR and RAR. If the AoE is in contact with a Death Token, the AoE is 4" and the effect is -2dl MAR and RAR.
Inevitable Fate (2)	Target employs response talents and talents that would prevent a LP loss at -2dl.

DARK HERALD

SPELL (POWER)	VULTURE MAGIC (SPIRIT)
Miasma (2)	Target enemy must take a DISC test TN 6. Alternatively, you may create a 4" AoE that is in contact with a Death Token and center in LOS. To enter or move within this AoE, all enemy models must take a DISC test TN6. Pass: no effect. Fail: Target is treated as being in Very Rough terrain. If used with an AoE, enemy models that fail must treat the AoE as Very Rough terrain. Tarch: Target cannot move. If used with an AoE, enemy models that Tarch may not move within or enter the AoE.
Ravage (2)	Unengaged target passes a SPR test or loses 1LP. 9" Overload.
Vile Spray (2)	d8 damage cone attack. Acid.

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.
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DARK HERALD



Vanquisher



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	War Mattock d10+1	*	*	4	4	3	d10



END	d10
STR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Adamant [1]
Bold
Bull Rush
Die Hard [2]



30

ABILITIES	EFFECTS
Adamant [1]	You gain +1 to Die Hard tests.
Bold	No Fear tests. Terrifying tests = Fear tests instead.
Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.



VANQUISHER



Destroyer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	War Mattock d10+1	*	*	4	4	3	d10

END	d10
STR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Adamant [2]
Fearless
Bull Rush
Die Hard [2]



37

ABILITIES	EFFECTS
Adamant [2]	You gain +2 to Die Hard tests.
Fearless	Pass all Morale tests, not affected by Fearsome or Terrifying .
Bull Rush	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.



DESTROYER



Predator



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	War Axe d8	d8	War Axe d8 thr	6s	3	2	d10



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Dodge [2]
Infiltrate
Scavenger
Alpha [War Jackal]
Pack Attack



32

ABILITIES	EFFECTS
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Infiltrate	Free Move up to your SPD after all sides have deployed.
Scavenger	Special action: Remove Death Token in contact to gain 1 LP. Max 1.
Alpha [War Jackal]	Friendly [War Jackal] within 6" may use your DISC for all DISC tests.
Pack Attack	Attacking: Gain +1d1 MAR per other Pack Attack friend engaging target.
Shield (s)	DEF +1 through front arc (already included).



PREDATOR



Tangler



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8+1	Ripper d8 let	d10+1	Spider Net d4 thr, ent, stky 3"-6"-9"	4	4	2	d8



DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Elusive [1]
Harasser
Parry [1]
Precise Throw [1]



27

ABILITIES	EFFECTS
Elusive [1]	Break Off: no attacks from [1] enemy.
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Precise Throw [1]	Thrown weapon: Penalty for shooting at engaged target reduced by [1].
Lethal (let)	Critical Damage from this weapon is TH 8.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.
Entangle (ent)	Hit = AGL 5, Crit TN +2, Fail -2 DEF, Fail 4+ Restrained.
Sticky (stky)	The TN to avoid being entangled by this weapon is 7.



TANGLER



Spider Rider



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Bite d8 ven	*	*	5	3	4	d10
	d10	Web d0 ovr pin qs						
	d8	Short Spear d6						



END	d10
AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [1]	Fearsome
Dodge [1]	Battler
Infiltrate	Spiderclimb
Cavalry	Tough [1]

ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Battler	Takes two enemies for each -1 DEF applied from Piling On.
Infiltrate	Free Move up to your SPD after all sides have deployed.
Spiderclimb	All non-Watery terrain is Easy . Always pass Climb and Jump tests with full SPD.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Tough [1]	Gain 1 LP. Included.



Spider Rider Reference



ABILITIES	EFFECTS
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.
Overwhelm (ovr)	Parry may not be employed in response to this attack.
Pin (pin)	Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.
Quick Strike (qs)	Counterattack. Unless target > DISC, +1d1 DISC for sequence.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]

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.



Night Lurker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d10	Ripper d8 let	*	*	5	3	2	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Darkvision	Piercing Screech
Dodge [2]	Fly [low, SPD 10]
Hit and Run	Scout
Cavalry	Light Cavalry



34

ABILITIES	EFFECTS
Darkvision	Ignore <i>Gloom</i> and <i>Darkness</i> .
Piercing Screech	Pause <i>Maneuver</i> or <i>Charge</i> : place cone, enemies under END test 5: Crit: No Effect, Pass: Dazed, Fail: Stunned, Tarch: Knocked Down. Acoustic .
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.
Scout	Infiltrate SPD after deployment. +2 scout points.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Light Cavalry	Elusive [1]. Break off reaction: +1 DEF. Evade: +2, any distance.
Lethal (let)	Critical damage from this weapon is TH 8.

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NIGHT LURKER





Thralls



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d4	Short Spear d6	*	*	5s	2	2	d4



ABL	d6
Follower	

TALENTS & SKILLS
Fodder
Thralled
Unskilled



5

ABILITIES	EFFECTS
Fodder	<i>You drop: no non-Fodder Morale test. Your LP loss: no impact on combat winner unless only Fodder on your side. ½ LP for break.</i>
Thralled	<i>LP loss: -3 SPD, test for Death Token. Cannot recover lost LP. Treat as 25mm base. Gain 1 LP (included).</i>
Unskilled	<i>Suffer -1 penalty to all Secondary Skill tests.</i>
Shield (s)	<i>DEF +1 through front arc (already included).</i>



THRALLS



War Jackal



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



ABL	d6
Follower	

TALENTS & SKILLS
Infiltrate
Pack Attack
Scavenger
Warbeast



10

ABILITIES	EFFECTS
Infiltrate	<i>Free Move up to your SPD after all sides have deployed.</i>
Pack Attack	<i>Attacking: Gain +1d1 MAR per other Pack Attack friend engaging target.</i>
Scavenger	<i>Special action: Remove Death Token in contact to gain 1 LP. Max 1.</i>
Warbeast	<i>Feral, except for Fatestones, campaign related (see full rules).</i>
Feral	<i>No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.</i>



WAR JACKAL



Battle Maiden



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Short Sword d6	*	*	5s	2	1	d8



11

ABL	d6
Follower	

TALENTS & SKILLS
Frenzy

ABILITIES	EFFECTS
Frenzy	No: Break Off, Evade, Dodge , Parry : Gain +1 Melee attack, Bold , -2 Melee DEF.
Shield (s)	DEF +1 through front arc (already included).



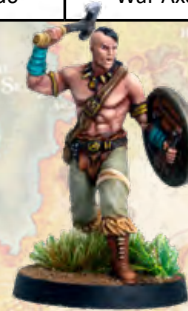
BATTLE MAIDEN



Kaorl



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	War Axe d8	*	*	5s	2	1	d6



9

ABL	d6
Follower	

TALENTS & SKILLS
Veteran [3g, RAR d6 War Axe d8 thr 2"-4"-6"]
Kinship

ABILITIES	EFFECTS
Veteran [3g, RAR d6, War Axe d8 thr 2"-4"-6"]	May add [3g] to cost to gain [RAR d6, War Axe d8 thr 2"-4"-6"].
Kinship	For each faction model with Kinship within 6": +1d1 to DISC for Morale/Fear tests when using own DISC.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.
Shield (s)	DEF +1 through front arc (already included).



KAORL



Urdaggar Ruin 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.
Urdaggar Ruin Faction	Tribes of Ruin may recruit 0-2 Vanquishers and if led by a Dark Herald up to one of those Vanquishers may be upgraded to a Destroyer. This is the only way a Destroyer may be recruited.

FACTION THEME RULE	EFFECTS
No Hope	Enemy Morale and Rally tests suffer a -1 penalty.



Urdaggar Ruin Rules Reference



REFERENCE	EFFECTS
Acid Token	At the end of your activation, you must pass an END test for each Acid Token or lose an LP for each failed test. Energy. You remove an Acid Token when you or a friend in contact use a special action to remove it. Whoever takes the special action must pass a DEX test or lose an LP. This test TN is +1 for each Acid Token you possess after the first. All Acid Tokens are removed when any is removed.

REFERENCE	EFFECTS
Death Tokens	A Death Token is placed on the encounter area through certain game effects. It may NOT be picked up or carried like an item. In a game where Death Tokens are or may be in play, when a non-Spirit model is dropped, one of the players whose freeband employs Death Tokens rolls a d6 and on a 1-2, places a Death Token where the model was dropped. A Caster may employ a Death Token to count as one power toward the casting of a Necromancy spell if either they or the target of their spell is in contact with a Death Token. Death Tokens used to enable or employ this or any game effect are removed from play, including when the effect is successfully opposed or countered.

