



## Wolfkarl



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d12	Wolfsword d10+1 mi	*	*	4	5	3	d12



STR	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Battlecry
Fearsome	Hunt d8

FACTION THEME RULE
Battle Lust

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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]
Battlecry	Ready, end of activation: unengaged, Ready, not yet activated faction models may Free Move 3" directly toward you.
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
Hunt d8	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Mighty (mi)	Parry attempts vs attacks made with this weapon are -1.



WOLFKARL



## Valkyrie



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d12	Longspear d8 so	*	*	6s	3	3	d12



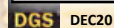
AGL	d10
SPR	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Parry [1]	Deft
Backstep	Scout
Spotter	

FACTION THEME RULE
Hunter's Mark

39

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]
Deft	You Riposte a Parry result at TH 8.
Backstep	Ready, engaged post combat: move <=3" directly away not engaged. PCA.
Scout	<b>Infiltrate</b> SPD after deployment. +2 scout points.
Spotter	Special Action: designate enemy in LOS. Faction models gain <b>Sharpshooter</b> and <b>Shoot Them!</b> vs that enemy.
Shield (s)	DEF +1 through front arc (already included).
Standoff (so)	<b>Counterattack</b> . May fight in support contact.



VALKYRIE



# Sholakir



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d12	Longspear d8 so	*	*	6s	3	3	d12
	d8	Talon d6 pin						



AGL	d10
SPR	d10
ABL	d8
Hero/Leader	

TALENTS & SKILLS	
Leader	Shoot Them!
Assault	Hit and Run
Dodge [2]	Swoop [Talon]
Cavalry	Fly [Low, SPD 10]

FACTION THEME RULE	Eagle Rising
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ABILITIES	EFFECTS
Standoff (so)	<b>Counterattack.</b> May fight in support contact.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Pin (pin)	Tgt hit is <b>Dazed</b> . TH5: <b>Stunned</b> , Crit: <b>Restrained</b> .
Shield (s)	DEF +1 through front arc (already included).



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SHOLAKIR



## Sholakir Reference



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.
Assault	Charging: Advantage for melee attack tests.
Hit and Run	After melee, AGL test: up to SPD away. -1 for >1 engaged. PCA.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Swoop [Talon]	Forgo normal attack: [Talon] attack during Maneuver over target.
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.



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SHOLAKIR



# Bear Mystic



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



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ABL	d8
Hero/Caster	

## TALENTS & SKILLS

CAR [Bear Magic] d10

15 Power

Mystic Dance

ABILITIES	EFFECTS
Mystic Dance	Ready, engaged, Hold no react/cast/counterspell: +1dl melee tests for friends within 9".

## 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

BEAR MYSTIC

SPELL (POWER)	BEAR TOTEM MAGIC (SPIRIT)
Bear Form (3)	You are replaced with a Bear, assuming its form. If the Bear is dropped or Panicked, you are dropped or Panicked. When you are in Bear form, you are NOT a Spirit. You revert to your normal state when the spell ends. You retain all lost LP through your replacement with a Bear form and return to your normal state. You may choose a Charge action while in Bear Form even if you cast a spell that turn.
Bear's Growl (2)	All enemies within 12" of you are -1dl to all DISC tests that turn.
Hard to Kill (3)	Target 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.
Heal (1)	Target recovers 1 LP that it has lost. 9" range.
Hero's Will (1)	Target is +2dl DISC.

BEAR MYSTIC

SPELL (POWER)	BEAR TOTEM MAGIC (SPIRIT)
Hibernate (3)	Target makes a SPR test 4. (test 2 if on a 50 mm or larger base) <ul style="list-style-type: none"> <li>Crit: No effect</li> <li>Pass: Target is Dazed</li> <li>Fail: Target is Stunned</li> <li>Tarch: loses this turn's movement and is Restrained.</li> </ul> This spell has no effect on <b>Tireless</b> targets
Maternal Instinct (1)	Target has the <b>Bonded [any one friend]</b> talent. Friend to which the target is <b>Bonded</b> is chosen when the spell is cast.
Maternal Spirit (2)	When an enemy attacks the target in melee, it must pass a SPR test 6 or it must treat the target as if it has the <b>Spirit</b> talent.
Raging Fury (1)	Target gains <b>Power Attack [2]</b> .



DEC20

BEAR MYSTIC





## Boar Warrior



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Battleaxe d10	*	*	4	2	3	d10



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END	d10
ABL	d8
Hero	

TALENTS & SKILLS
<b>Bold</b>
<b>Bull Rush</b>
<b>Die Hard [2]</b>
<b>Hardened</b>
<b>Wild Charge</b>

ABILITIES	EFFECTS
<b>Bold</b>	No Fear tests. Terrifying tests = Fear tests instead.
<b>Bull Rush</b>	Charge: Opposed STR test, tgt fail: Dazed, Crit: Knock Down.
<b>Die Hard [2]</b>	Pass END test 7 to ignore an LP loss [2]/turn.
<b>Hardened</b>	Critical Damage against you is TH 15.
<b>Wild Charge</b>	May add +d4" (d6" Fast) to Charge or Pursuit. Must pursue.



FEB22

BOAR WARRIOR



## Berserker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	2 x Dire Claws d6+1	*	*	4	3	3	d10



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STR	d10
ABL	d8
Hero	

TALENTS & SKILLS
<b>Fearsome</b>
<b>Frenzy</b>
<b>Tough [1]</b>
<b>Veteran [1g, Flurry]</b>
<b>Veteran [2g, Steadfast [1]]</b>

ABILITIES	EFFECTS
<b>Fearsome</b>	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = <b>Fearsome</b> .
<b>Frenzy</b>	No: Break Off, Evade, Dodge, Parry: Gain +1 Melee attack, <b>Bold</b> , -2 Melee DEF. [M]
<b>Tough [1]</b>	Gain 1 LP. Included.
<b>Veteran [1g, Flurry]</b>	May add [1g] to cost to gain [ <b>Flurry</b> ]: You count as 2 models for Pile On purposes.
<b>Veteran [2g, Steadfast [1]]</b>	May add [2g] to cost to gain [ <b>Steadfast[1]</b> ]: Pass 1st Morale test for losing combat.



NOV22

BERSERKER



## Lioness



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Greatsword d10	*	*	5	3	3	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Assault	Infiltrate
Pouncer	Tough [1]
Arboreal	Hunt d8
Stealth d10	

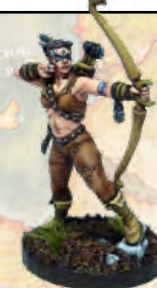
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## Night Hunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d8	Short Sword d6	d12	Bow d6 8"-16"-24"	5	2	2	d8



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Accurate Shot [2]	
Dodge [1]	
Scout	
Sniper [1]	
Hunt d8	
Stealth d8	

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ABILITIES	EFFECTS
Assault	<i>Charging: Advantage for melee attack tests.</i>
Infiltrate	<i>Free Move up to your SPD after all sides have deployed.</i>
Pouncer	<i>Stealth token, Charge: all attacks against you -2dl.</i>
Tough [1]	<i>Gain 1 LP. Included.</i>
Arboreal	<i>Woods terrain: No penalty.</i>
Hunt d8	<i>Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.</i>
Stealth d10	<i>Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.</i>



DEC20

LIONESS



DEC20

NIGHT HUNTER

ABILITIES	EFFECTS
Accurate Shot [2]	<i>TH 3 ranged attack: target is AV3.</i>
Dodge [1]	<i>Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]</i>
Scout	<i>Infiltrate SPD after deployment. +2 scout points.</i>
Infiltrate	<i>Free Move up to your SPD after all sides have deployed.</i>
Sniper [1]	<i>Stationary: up to -[1] range modifier removed from your attack.</i>
Hunt d8	<i>Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.</i>
Stealth d8	<i>Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.</i>



## Hunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Short Sword d6	d8	Bow d6 8"-16"-24"	4	2	1	d6



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ABL	d6
Follower	

TALENTS & SKILLS
Scout
Hunt d6
Limited

ABILITIES	EFFECTS
Scout	<i>Infiltrate</i> SPD after deployment. +2 scout points.
Infiltrate	<i>Free Move</i> up to your SPD after all sides have deployed.
Hunt d6	<i>Opposed test</i> vs Stealth/Camo skill or TN 4. Pass: remove token.
Limited	May not have > one of this model type for every full 75 gold in the freeband's base cost.



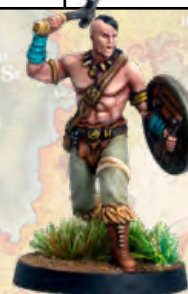
HUNTER



## 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





## Slinger



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d4	Knife d4	d6	Sling d8 6"-12"-18"	4	2	1	d6



8

ABL	d6
Follower	

TALENTS & SKILLS
Find d8

ABILITIES	EFFECTS
Find d8	May use this rating instead of ABL when making a Find test.



DEC20

SLINGER



## Unproven



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Longspear d8 so	*	*	5s	3	1	d6



12

ABL	d6
Follower	

TALENTS & SKILLS
None

ABILITIES	EFFECTS
Standoff (so)	<b>Counterattack.</b> May fight in support contact.
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Shield (s)	DEF +1 through front arc (already included).



DEC20

UNPROVEN



## Bear Form (Spell Form)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	2 x Claws d8	*	*	4	3	[Caster]	[Caster]



ABL	d8
Hero	

TALENTS & SKILLS
Fearsome
Bear Hug
Die Hard [+1]
END [+1dl]

ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = Fearsome.
Bear Hug	If both attacks hit same target: target must pass a STR test or be Restrained.
Die Hard [+1]	Pass END test 7 to ignore an LP loss [1]/turn.
END [+1dl]	Caster gains +1dl END.



DEC20

BEAR FORM (SPELL FORM)



## Baeorl



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



END	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Die Hard [1]	Fearsome
Hardened	Warbeast
Bear Hug	
Bonded [Daughter of the Bear]	
Protective [Daughter of the Bear]	

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ABILITIES	EFFECTS
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Fearsome	Enemies who contact you: Fear test. Ignore <b>Fearsome</b> . <b>Terrifying</b> = Fearsome.
Hardened	Critical Damage against you is TH 15.
Warbeast	<b>Feral</b> , except for Fatestones, campaign related (see full rules).
Bear Hug	If both attacks hit same target: target must pass a STR test or be Restrained.
Bonded [Daughter of the Bear]	Bonded within 6": Both +1 to DEF, Bonded model uses the [master] model's DISC for all purposes, Bonded talents shared.
Protective [Daughter of the Bear]	[Friend] engaged, <starting LP: DISC test or contact enemy engaged w [Friend]. Includes <b>Champion</b> [Friend]. [M]



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BAEORL





## Daughter of the Bear



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	2 x War Axe d8	*	*	4	3	3	d10



END	d10
ABL	d8
Hero	

TALENTS & SKILLS
Die Hard [2]
Hardened
Shield Hook

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ABILITIES	EFFECTS
Die Hard [2]	Pass END test 7 to ignore an LP loss [2]/turn.
Hardened	Critical Damage against you is TH 15.
Shield Hook	Choose 1+ attack: first in sequence, no Damage. Hit target: no shield. [O]



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DAUGHTER OF THE BEAR



## Dire Rider



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d10	Wolfsword d10+1 mi	*	*	4	3	4	d10
	d8	Bite d8						



STR	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Fearsome	Fearless
Fast	Furious
Parry [1]	Tough [2]
Cavalry	Hunt d8

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ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome. Terrifying = Fearsome.
Fearless	Pass all Morale tests, not affected by Fearsome or Terrifying.
Fast	Variable moves: +d6".
Furious	For each LP lost and not regained: +1d1 to melee damage. (Rider only.)
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Tough [2]	Gain 2 LP. Included.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Hunt d8	Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.
Mighty (mi)	Parry attempts vs attacks made with this weapon are -1.



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DIRE RIDER



## Battle Maiden



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



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ABL	d6
Follower	

TALENTS & SKILLS
Frenzy

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



NOV22

BATTLE MAIDEN







# Urdaggar Tribes of Valor

## Rules Reference



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

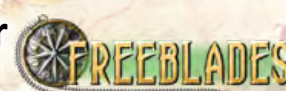
MODEL TYPE	FREEBAND ASSEMBLY RULES
<b>Allies</b>	One Ally may be included for every two of the same type model (Hero or Follower). No more than one of any given Ally. See the Allies section of the Living Rulebook for additional restrictions and Allies available for this faction.
<b>Urdaggar Faction</b>	May not have more than one Hunter for every full 75 gold in the freeband's base cost.

FACTION THEME RULE	EFFECTS
<b>Battle Lust</b>	Faction models are +1dl to Morale tests while engaged. Valor faction Hero models may not Evade.
<b>Hunter's Mark</b>	All faction models armed with ranged weapon from the bow or crossbow groups start with a token. When making a ranged attack, the model may discard the token to receive a +1dl modification to RAR for that attack.



# Urdaggar Tribes of Valor

## Rules Reference



REFERENCE	EFFECTS
<b>Bonded [Model Type]</b>	<b>Bonded</b> within 6": Both +1 to DEF, <b>Bonded</b> model uses the [master] model's DISC for all purposes, <b>Bonded</b> talents shared.
<b>Bold</b>	No Fear tests. Terrifying tests = Fear tests instead.
<b>Champion [Friend]</b>	While [Friend] engaged: Break off = Maneuver, gain <b>Elusive</b> [1].
<b>Counterattack</b>	Braced, unengaged at start: go first in combat sequence. [R]
<b>Elusive [X]</b>	Break Off: no attacks from [X] enemy.
<b>Feral</b>	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
<b>Power Attack [X]</b>	You may become -X melee DEF for +Xdl to melee Damage tests.[O]

REFERENCE	EFFECTS
<b>Sharpshooter</b>	Ranged attack: Ignore the +1 DEF of a target's Concealment.
<b>Shoot Them!</b>	Friends within 6": choose ranged target.
<b>Spirit</b>	Not slowed by terrain. +1AV/DEF vs non-Magical attacks. Attacks= <b>Magical</b> . May Discorporate.
<b>Stealth and Camouflage Tokens</b>	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.  Stealth Token lost: within 3" of an enemy (6" with Scout), exceeds SPD not Concealed, employs <b>Fly</b> , 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")