



Enshrouder



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	*	*	4	2	2	d8



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Void Magic: Enshrouder] d10
15 Power
Cunning
Spellstretcher [1]



31

ABILITIES	EFFECTS
Cunning	Evade Test is +2, distance 0 to full. Treated as being on Hold instead of losing action.
Spellstretcher [1]	You may spend +2 power to add 1" AOE diameter, cone length, wall height.

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.



ENSHROUDER

SPELL (POWER)

VOID MAGIC: ENSHROUDER (ENERGY)

Darkness (2)	Place a 4" AoE entirely within 18" of you. The conditions of Darkness exist in and through the AoE.
Energy Drain (2)	Target is -2dl to all Attribute tests.
Implode (1)	d8 damage ranged attack. Those hit by the attack pass an END test or are -2dl DISC. Missile Spell .
Missed Opportunity (1)	Target friend cannot be the subject of a reaction.
Shroud (2)	Target cannot trace LOS to any model or point in the encounter area with which it is not in contact.
Stabilize (2)	One friendly die roll's final result may be changed to 4.
Void Blade (1)	Target is +1dl damage for 1 weapon. Those hit with this weapon lose all Magical effects and Energy Tokens.
Void Zone (3)	Place a 4" AoE entirely within 18" of you. Spells and ranged attacks that pass through or into this AoE are cancelled.

ENSHROUDER

SPELL (POWER)

VOID MAGIC: ENSHROUDER (ENERGY)

Void Wall (3)	Creates a wall in a straight line 1-6" long, 1" wide and 2" tall. Void Wall has no effect on LOS. Ranged attacks that trace LOS through a Void Wall are -1dl damage. Cannot be cast on top of models and models may not end their move on it. A Void Wall is Rough terrain. A model moving into contact with a Void Wall is placed in a random direction d6" from the spot at which it touched the wall, but retains the facing it had when it contacted the wall. Model stops at Impassable terrain, table edges, and friends or 1" from any enemy or engaged model. The model may continue any movement it had remaining. A model may only voluntarily contact a Void Wall once per turn. A Charge action may not include a model coming into contact with a Void Wall.
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ENSHROUDER



Irvlor



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d10	Club d6+1	*	*	4	4	3	d8



STR	d10
END	d12
ABL	d8

Hero

TALENTS & SKILLS	
Bribery	Die Hard [1]
Merchant [1]	Peddler

Irvlor only needs one non-allied Hero (not being counted by another ally) in the freeband to be taken.



26

ABILITIES	EFFECTS
Bribery	Negate 1LP loss/ Humanoid's melee: transfer gold or Magic Item, Hit and Run after. Enemy/Hero's Honor negates: DISC test.
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Merchant [1]	Not dropped/left encounter area: +1d6 gold: campaign game.
Peddler	If active, acquire one gear item/game for -1 gold.



NOV23

IRVLOR



Keldan



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d8	2 x Fists d4+1	*	*	4	4	3	d8



STR	d10
END	d12
ABL	d8

Hero

TALENTS & SKILLS	
Bribery	Die Hard [1]
Merchant [1]	Recruiter

Keldan only needs one non-allied Hero (not being counted by another ally) in the freeband to be taken.



26

ABILITIES	EFFECTS
Bribery	Negate 1LP loss/ Humanoid's melee: transfer gold or Magic Item, Hit and Run after. Enemy/Hero's Honor negates: DISC test.
Die Hard [1]	Pass END test 7 to ignore an LP loss [1]/turn.
Merchant [1]	Not dropped/left encounter area: +1d6 gold: campaign game.
Recruiter	If active, recruit one follower/game for -1 gold.



NOV23

KELDAN



Mizrakai



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



DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Accurate Strike [1]
Backstep
Impact



30

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R].
Accurate Strike [1]	TH 3 melee attack: target is AV4.
Backstep	Ready, engaged: after combat, move up to 3" directly, away not engaged. PCA
Impact	Charge: Advantage on damage tests.
Standoff (so)	Counterattack. 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).



NOV23

MIZRAKAI



Moon Talon



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
9	d10	Lance d10 shk OR Saber d8	*	*	5s	4	3	d10
	d8	Talon d6 pin						
	d8	Bite d6						



ABL	d8
Hero	

TALENTS & SKILLS		
Parry [1]	Fearsome	Darkvision
Swoop [Talon]	Backstep	Tough [1]
Cavalry	Fly [Low, SPD 8]	

A Moon Talon may only be taken in a freeband that does not have another flying model recruited in the freeband.

50

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R]
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .
Darkvision	Ignore Gloom and Darkness .
Swoop [Talon]	Forgo normal attack: [Talon] attack during Maneuver over target.
Backstep	Ready, engaged: after combat, move up to 3" directly away not engaged. PCA
Tough [1]	Gain 1 LP. Included.
Cavalry	No Prone/Climb/Knock Down. +1 Jump. Hold to special action.
Fly [Low, SPD 8]	Ignore terrain, SPD 8 while flying. Intercepted only by flyer.
Shock (shk)	Charging: Gain Assault , Mighty , Impact , Support Contact with other Shock. No Parry/Dodge . Not Charging: -1dl damage.
Pin (pin)	Tgt hit is Dazed . TH5: Stunned , Crit: Restrained .



NOV25

MOON TALON



Nightwhisper



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Long Knife d6	d10	Roondar d6+1 sb 8"-16"-24"	5	3	2	d8

AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS		
Running Shot	Dodge [1]	Darkvision
Freerunner	Elusive [1]	Harasser
Leaper	Scout	

A Nightwhisper may only be recruited into a freeband whose leader is a woman. Has **Hate [Traazorites]** and any Traazorite engaged with her gains **Enraged**.



30

ABILITIES	EFFECTS
Running Shot	Ranged attack while move > SPD.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Darkvision	Ignore Gloom and Darkness .
Elusive [1]	Break Off: no attacks from [1] enemy.
Freerunner	Doors, Windows, Walls and Hedges are Easy .
Harasser	Break Off, Evade, Rear Facing: may make Ranged Attack.
Leaper	No test to climb/jump/jump gap up to 3". Can do this and Run.
Scout	Infiltrate SPD after deployment. +2 scout points.
Shieldbreaker (sb)	Ignore +1 of any shield- or weapon ability-based DEF modifier.



NOV23

NIGHTWHISPER



Stag Warrior



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Hartblade d10 let	*	*	4	3	3	d10

END	d10
SPR	d10
ABL	d8
Hero	

TALENTS & SKILLS
Parry [1]
Restore [1]
Assault
Heroic Attack
Hunt d8



31

ABILITIES	EFFECTS
Parry [1]	Replace DEF with MAR test [1] time/turn. Tarch: DEF 1 [R].
Restore [1]	Special Action SPR 7: recover 1 lost LP: for you/friend in contact. Open/Woods only.
Assault	Charging: Advantage for melee attack tests.
Heroic Attack	You may become -2 DEF to gain melee attack Crit Hit TH 5 against target on larger base. [O]
Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.
Lethal (let)	Critical Damage from this weapon is TH 8.



NOV23

STAG WARRIOR



Snake Mystic



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Barbed Javelin d6+1	*	*	4	2	2	d6



ABL	d8
Hero/Caster	

TALENTS & SKILLS
CAR [Serpent Magic] d10
15 Power
Serpent Dance
Slither
Ally [Trusted]



31

ABILITIES	EFFECTS
Serpent Dance	Ready, unengaged, Hold, no react/cast/counterspell: +1 DEF, Battler for friends within 9".
Slither	Amphibious and Arboreal .
Amphibious	Deep/Very Rough Watery = Rough, Watery = Easy , Conceals.
Arboreal	Woods terrain: No penalty.
Ally [Trusted]	1 only, per 2 faction Heroes. Faction, can't be Leader.

MAGIC BASICS

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DGS NOV23

SNAKE MYSTIC

SPELL (POWER)	SERPENT MAGIC (SPIRIT)
Enchant (3)	Target takes SPR test 5. If failed, you determine the only type of movement action target may take from: Charge, Hold, Maneuver, Run, Break Off. Affected targets may not make any reactions.
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.
Lure (2)	Target gains Taunt . Target is +1d1 DISC for the DISC test associated with the Taunt action.
Obscure (1)	Target is +2 to ranged DEF.
Poison Spit (1)	Maximum range 9", d10 damage ranged attack. Those hit by the attack take an immediate END test 5 before the damage roll and gain a Poison [END] token if the test is failed. Missile Spell .

SNAKE MYSTIC

SPELL (POWER)	SERPENT MAGIC (SPIRIT)
Scared (2)	Target enemy takes a SPR test 5 and if it fails, treats all your friends as Fearsome .
Serpentine (1)	Target gains Slither .
Slippery (2)	Target gains Elusive [+2].
Summon Shalkarak (3)	A Shalkarak Creature model is placed within 6" of you and at least 6" from any enemy. The Shalkarak is removed in the End Phase of the turn. Spell is Target Number 4 to cast.



DEC20

SNAKE MYSTIC

Shalkarak (Summoned)



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Fangs d8+1 ven	*	*	4	3	2	d10



ABL	d8
Creature	

TALENTS & SKILLS
Fearsome
Feral
Slither
Summoned
Crush

ABILITIES	EFFECTS
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .
Feral	No: Targeting, Evade, KNW, Delay, dropped Morale tests. No: Leader, items, Fatestones, AP. Must pursue.
Slither	Amphibious and Arboreal .
Amphibious	Deep/Very Rough Watery = Rough , Watery = Easy , Conceals.
Arboreal	Woods terrain: No penalty.
Summoned	Dropped: No friend Morale tests. Ignore Leader, pass Morale tests.
Crush	Each extra turn attacking same enemy: Critical Hit and Damage TH: -4 for each turn >1.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.



Stalker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Longsword d8	d12	Longbow d8 12"-24"-36"	5	3	2	d8



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [1]	Quarry
Sharpshooter	Scout
Subdue	Shoot Them!
Arboreal	Hunt d8



ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Quarry	After Deployment: designate 1 enemy. Attacks by you v. this enemy are +2dl. Bonded.
Sharpshooter	Ranged attack: Ignore the +1 DEF of a target's concealment.
Scout	Infiltrate SPD after deployment. +2 scout points.
Subdue	Special Action: engaged enemy END Test. Crit: No Effect, Pass: Dazed, Fail: Stunned, Tarch: Knocked Down.
Shoot Them!	Friends within 6": choose ranged target.
Arboreal	Woods terrain: No penalty.
Hunt d8	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.



Takar Hunter



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Taumari d10 qs	d6	Talon d4+1 4"-8"-12"	5	4	2	d10



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS	
Dodge [1]	Hunt d10
Quick	Pathfinder
Hunting Raptor	Scout
Winged Companion	



36

ABILITIES	EFFECTS
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Hunt d10	Opposed test v Stealth/Camo skill or TN 4. Pass: remove token.
Quick	Ignores the first penalty to DEF from Piling On.
Hunting Raptor	You can make a Hunt test within 18" with target not in LOS.
Pathfinder	Amphibious, Arboreal, Mountaineer.
Scout	Infiltrate SPD after deployment. +2 scout points.
Winged Companion	Melee attack MAR d6 Talon d4+1 or Engaged enemy Melee DEF -2. [O]
Quick Strike (qs)	Counterattack. Unless target > DISC, +1d1 DISC for sequence.



NOV23

TAKAR HUNTER



Tarch



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	Petadrakh d8+1 qs ven	*	*	6	2	2	d10



AGL	d14
ABL	d8
Hero	

TALENTS & SKILLS	
Wild Magic [d6, Cloak, Illusionary Blades, Mask]	
Dodge [2]	
Rash Magic	
Tarch's Fate	



32

ABILITIES	EFFECTS
Wild Magic [d6, spells]	Cast [spell], CAR [d6]. Counter: 1 Energy power. Spell choices: <u>Cloak</u> : Target friend gains a Stealth Token. <u>Illusionary Blades</u> : Melee attacks by the target model cannot be Parried or Dodged unless the model attempting to Parry or Dodge passes a KNW test 7 for each Parry or Dodge attempt. <u>Mask</u> : Unengaged target gains the Disguise talent.
Dodge [2]	Replace DEF with AGL test [2] times/turn. Tarch: DEF 1. [R]
Rash Magic	If you Tarch a Casting test, roll on the Gaalbohr.
Tarch's Fate	2 consecutive Tarches: next die roll auto-Spikes.
Quick Strike (qs)	Counterattack. Unless target > DISC, +1d1 DISC for sequence.
Venomous (ven)	Target hit takes END test: fail: Poison [END] token.



NOV23

TARCH



Truthseeker



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10	2 x Sanghara d6	*	*	6	2	2	d10



AGL	d14
KNW	d10
ABL	d8
Hero	

TALENTS & SKILLS
Accurate Strike [1]
Dodge [1]
Swordsman [Sanghara]
Bladedancer
Find d10



35

ABILITIES	EFFECTS
Accurate Strike [1]	TH 3 melee attack: target is AV4.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Swordsman [Sanghara]	May forgo attack with [Sanghara] and either: 1) raise Melee DEF +1, or 2) attack with [Sanghara]: hit raises another melee attack by +1d1 instead of doing damage. [O]
Bladedancer	Elusive[1]. Break Off = Maneuver after reactions.
Elusive [1]	Break Off: no attacks from [1] enemy.
Find d10	May use this rating instead of ABL when making a Find test.



NOV23

TRUTHSEEKER



Tyrzan



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d10+1	Sakhazet d8+1 let	d10+1	Hatchet d6+1, thr 2"-4"-6"	5	3	2	d8



AGL	d12
DEX	d10
ABL	d8
Hero	

TALENTS & SKILLS
Champion [Irvlor, Keldan]
Dodge [2]
Freerunner
Raven Stance [1]
Stealth d8
Thievery d8



35

ABILITIES	EFFECTS
Champion [Irvlor, Keldan]	While [Irvlor, Keldan] engaged: Break off = Maneuver, gain Elusive [1].
Dodge [2]	Replace DEF with AGL test [2] time/turn. Tarch: DEF 1. [R]
Freerunner	Doors, Windows, Walls and Hedges are Easy.
Raven Stance [1]	Not charging: attacks are +1d1 DISC for combat sequence.
Stealth d8	Special action: Stealth test: gain Stealth Token. -4 if not Concealed. May start with Stealth Token.
Thievery d8	Special action: Thievery test to transfer item involuntarily.
Lethal (let)	Critical Damage from this weapon is TH 8.
Thrown (thr)	Move: -0, Run: -1. Can be used on initial contact.



NOV23

TYRSAN



Wandering Bard



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Dagger d4	*	*	5	2	2	d8



AGL	d10
ABL	d8
Hero	

TALENTS & SKILLS
Perform [Bardsong, 3] d10
Outperform
Dodge [1]
Elusive [1]
Protected
Ally [Trusted]

BARDSONG PERFORMANCE	EFFECT
Song of Battle	Friends gain +1dl MAR and RAR.
Song of Courage	Friends gain +1dl to Morale and Fear tests, TN 2 to Rally.
Song of Dread	Enemies pass SPR test or are -2dl to Fear and Morale tests.
Song of Guard	Friends gain +1 DEF and Battler .
Song of Haste	Friends gain March .
Song of Rage	Friends gain Power Attack [+1].
Song of Resilience	Friends gain Die Hard [+1]. TN 4.
Song of Resistance	Friends remove Conditions and Tokens they choose. TN 4.
Song of Seduction	One target enemy passes a SPR test 6 or must Hold and may not attack you, cast spells, counterspell, shoot, take actions, change facing, or react.

WANDERING BARD

ABILITIES	EFFECTS
Perform [Bardsong, 3] d10	Special action, Ready, unengaged: employ a [Bardsong]. May have [3]: 2 selected and 1 random.
Outperform	Ready, unengaged: use Perform to counter Perform within 18".
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
Protected	Humanoids cannot attack you unless only eligible melee/ closest ranged target in LOS.
Ally [Trusted]	1 only, per 2 faction Heroes. Faction, can't be Leader.



NOV23

WANDERING BARD

PERFORM
Perform permits you to employ one of the Performances of the Performance Type for which you are eligible. The range of effect of a Performance is 9" and there is no LOS requirement. You must be Ready and unengaged to employ Perform. Perform is TN 2 unless otherwise indicated by the specific Performance. The TN is +2 if part of a Maneuver Action. The TN is +2 for every consecutive turn that specific Performance has been used. Any measurements made to employ one-time effects are made from your location at the point the test is taken. Employing Perform is a special action. Any existing Performance ends immediately when you become engaged or Panic. The effect of any Performance is measured from your current location. A Performance lasts from the moment it succeeds until the end of the turn unless you lose Ready status or become engaged. The +2 TN for consecutive uses does not apply if your Perform test was failed last turn.



FEB22

WANDERING BARD



Wandering Wizard



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 [Earth Magic] d10
15 Power
Fireworks



31

ABILITIES	EFFECTS
Fireworks	Special Action: Place 2" AoE within 12". No LOS in/through.
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 v. Sorcery). Counterspell requires LOS to target, effect or Caster.



NOV23

WANDERING WIZARD

SPELL (POWER)	EARTH MAGIC (ENERGY)
Loose Earth (1)	Place a 4" AoE entirely within 18" of you. The AoE is treated as Rocky terrain. This area may be placed under models but may not be placed over existing terrain features.
Rock Blast (2)	2" AoE, d8 damage. Those hit by the attack pass a STR test or are Knocked Down. Missile Spell .
Rockfoot (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.
Shard Spray (2)	Creates a d8 damage cone. Those hit by this attack pass a STR test or are Knocked Down.
Stonefist (2)	Target gains +2dl STR and Bonecrusher .
Stoneskin (3)	Target is AV+1 and Hardened .

SPELL (POWER)	EARTH MAGIC (ENERGY)
Tremor (3)	Place a 4" AoE within 18" and LOS. All models touching the AoE must take an AGL test 5 or be Knocked Down. Models on 50 mm or larger bases must Tarch the test to be Knocked Down.
Unstable Footing (1)	Target makes an AGL test 6 or is placed in a random direction d4". It retains the facing it had before it was placed. The target's placement is adjusted by the minimum distance necessary to avoid being placed on another model or Impassable terrain feature. The target counts as having moved this turn, no matter what it does with its activation.
Wall of Stone (3)	Creates a wall in a straight line 1-6" long, 1" wide and 1.5" tall. The line is a high wall, Solid, Very Rough terrain feature. Cannot be cast on top of models and models cannot end their move on it.



DEC20

WANDERING WIZARD



Wildwing



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Dagger d4	*	*	5	2	2	d8



AGL	d12
ABL	d8
Hero	

TALENTS & SKILLS
Perform [Wing Dances, 5] d10
Outperform
Dodge [1]
Cunning
Protected
Ally [Trusted]



31

ABILITIES	EFFECTS
Perform [Wing Dances, 5] d10	Special action, Ready, unengaged: employ a [Wing Dance]. May have [5]: 4 selected and 1 random.
Outperform	Ready, unengaged: use Perform to counter Perform within 18".
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Cunning	Evade Test is +2, distance 0 to full. Treated as being on Hold instead of losing action.
Protected	Humanoids cannot attack you unless only eligible melee/ closest ranged target in LOS.
Ally [Trusted]	1 only, per 2 faction Heroes. Faction, can't be Leader.



NOV23

WILDWING

WING DANCE PERFORMANCE	EFFECT
Dance of the Bat	Attacks that hit enemies within 9" are +2 to the Damage test.
Dance of the Eagle	The dancer gains Battlecry .
Dance of the Falcon	Friends within 9" gain Assault .
Dance of the Owl	Friends within 9" gain +3dl KNW.
Dance of the Raven	Friends within 9" gain Raven Stance [+2] .
Dance of the Vulture	Enemies within 9" are -2dl to Morale and Fear tests and are TN 5 to Rally.

WILDWING

PERFORM
Perform permits you to employ one of the Performances of the Performance Type for which you are eligible. The range of effect of a Performance is 9" and there is no LOS requirement. You must be Ready and unengaged to employ Perform. Perform is TN 2 unless otherwise indicated by the specific Performance. The TN is +2 if part of a Maneuver Action. The TN is +2 for every consecutive turn that specific Performance has been used. Any measurements made to employ one-time effects are made from your location at the point the test is taken. Employing Perform is a special action. Any existing Performance ends immediately when you become engaged or Panic. The effect of any Performance is measured from your current location. A Performance lasts from the moment it succeeds until the end of the turn unless you lose Ready status or become engaged. The +2 TN for consecutive uses does not apply if your Perform test was failed last turn.



DEC20

WILDWING



Zetakor



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
Conquer
Taunt

A Zetakor may not be recruited into a freeband whose leader is a woman.



30

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



NOV23

ZETAKOR





Merchant



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
7	d6	Dagger d4	*	*	4	2	1	d6



AGL	d8	TALENTS & SKILLS	
KNW	d8	Merchant [2]	Dodge [1]
ABL	d6	Elusive [1]	Scrounge
Follower		Bribery	Find d8

The Merchant may be taken as a Hireling. He may substitute the result "Coin Talent or Skill" for any "+1d1 MAR or RAR" result on the Advance Table.



15

ABILITIES	EFFECTS
Merchant [2]	Not dropped/left encounter area: +2d6 gold: campaign game.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Elusive [1]	Break Off: no attacks from [1] enemy.
Scrounge	You may reroll a Find test to locate or acquire an item.
Bribery	Negate 1LP loss/ Humanoid's melee: transfer gold or Magic Item, Hit and Run after. Enemy/Hero's Honor negates: DISC test.
Find d8	May use this rating instead of its ABL when making a Find test.



NOV23

MERCHANT



Standard Bearer



SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Dagger d4	*	*	4	4	1	d6



ABL	d6	TALENTS & SKILLS	
Follower		Banner	Protected



10

ABILITIES	EFFECTS
Banner	May choose up to one Upgrade when recruited. Friends within 9" and LOS gain +1 to DISC tests and the Upgrade game effect.
Protected	Humanoids cannot attack you unless only eligible melee/closest ranged target in LOS.

UPGRADE	EFFECT
Rally Banner	Friends within 9" automatically pass Rally tests. +1
Steadfast Banner	Friends within 9" gain Advantage on Fear, Terror, and Delay tests. +2
Howling Banner	Friends that begin their activation within 9" gain Fearsome when Charging. +3
War Banner	Friends that begin their activation within 9" gain +1 to their melee attack test when Charging. +3

DGS NOV25

STANDARD BEARER

Wandering Allies Rules Reference



MODEL TYPE	FREEBAND ASSEMBLY RULES
Allies	The Freeblades Living Rulebook provides full guidance on how Allies can be taken in a freeband and the Allies available for each faction (see the Allies section and the Ally Table, in FREEBANDS). One Ally may be included for every two of the same type model (Hero or Follower). No more than one of any given Ally. There are two categories of Allies. <u>Unless otherwise indicated</u>, Allies are Ally [Independent]. They are friendly models but cannot gain benefit from the Leader talent nor from any game effect targeting a faction model. Those specifically identified as Ally [Trusted] are considered faction models for all purposes except they may not make use of the alternate leader rules.

REFERENCE	EFFECTS
Ally [Independent]	1 only, per 2 faction Heroes. Not faction, no Leader bonus.
Ally [Trusted]	1 only, per 2 faction Heroes. Faction, can't be Leader.
Amphibious	Deep/Very Rough Watery = Rough , Watery = Easy , Conceals.
Arboreal	Woods terrain: No penalty.
Assault	Charging: Advantage for melee attack tests.
Battlecry	Ready, end of activation: unengaged, Ready, not yet activated faction models may Free Move 3" directly toward you.
Battler	Takes two enemies for each -1 DEF applied from Piling On.
Bonecrusher	Causes a Critical Hit on successful melee attack on TH 5.



NOV23

WANDERING ALLIES RULES REFERENCE

Wandering Allies Rules Reference



REFERENCE	EFFECTS
Counterattack	Braced, unengaged at start: go first in combat sequence. [R]
Die Hard [X]	Pass END test 7 to ignore an LP loss [X]/turn.
Disguise	Unless you reveal or enemy with LOS passes Special Action KNW test 7: No attack, engagement, spell v you.
Elusive [X]	Break Off: no attacks from [X] enemy.
Enraged	Lose 1LP to negate failed Morale test.
Fearless	Pass all Morale tests, not affected by Fearsome or Terrifying .
Fearsome	Enemies who contact you: Fear test. Ignore Fearsome . Terrifying = Fearsome .

REFERENCE	EFFECTS
Hardened	Critical Damage against you is TH 15.
Hate [Type]	Fearless while engaged with [type].
Impact	Charge: Advantage on Damage tests.
March	When you conduct a Maneuver action, treat it as SPD+1".
Mighty (mi)	Parry attempts vs attacks made with this weapon are -1.
Mountaineer	Rocky terrain: No penalty. +1dl to Climb tests.
Power Attack [X]	You may become -X melee DEF for +Xdl to melee damage. [O]
Raven Stance [X]	Not charging: attacks are +[X]dl DISC for combat sequence.
Slither	Amphibious and Arboreal .
Taunt	Replace activation, Ready, Unengaged, Enemy in LOS, 12" not activated: Opposed DISC: Enemy fail: must charge you.

DGS NOV23

WANDERING ALLIES RULES REFERENCE

Wandering Allies Rules Reference



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.

REFERENCE	EFFECTS
Stealth and Camouflage Tokens	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")

