

GORE AND GLORY



SP
GAMEZ

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CHARACTER CREATION		LEVEL	GLORY COST	UPGRADE POINTS	CHARACTER UPGRADES	
1- CHOOSE CHARACTER 2- CHOOSE CLASS 3- CHOOSE LEVEL 4- DETERMINE GOLD 5- BUY EQUIPMENT		1	15	1	<u>Trait 1/1/2/4</u> The Model may gain a Trait from the Traits List. You cannot chose Traits with an *	
		2	30	3	<u>Skill Increase 1/1/2/2</u> The Model may increase its Cs, or Mi stat by 1	
		3	45	5	<u>Physical Increase 1/2/2/4</u>	
		4	60	7	The Model may increase its Ag or Bd, stat by 1. Each Stat may be increased by a maximum of +2	
		5	75	9		
CLOSE COMBAT WEAPONS						
NAME	WV	GC	TRAITS	ARMOR		
Unarmed	0	0	Non-Lethal	L. Armor	1	
Hand Weapon	1	5	None	M. Armor	2	
Large Weapon	2	20	Piercing (1), Heavy(1), Two Handed	H. Armor	3	
Flail	1	15	Heavy (1)	SHIELDS		
Staff	1	5	Non-Lethal, Reach (2)	Buckler	0	
Spear	1	10	Reach (2)	Light Shield	1	
Polearm	2	15	Reach (2), Heavy (1), Two Handed	Heavy Shield	2	
Paired Weapons	2	10	Precise (1), Two Handed	SPELLCASTERS		
RANGED WEAPONS						
NAME	Reload	WV	GC	TRAITS	Any Character may be a Spellcaster for +20 Gl. If a model's class or character is listed as a Spellcaster, then it does not have to pay the additional 20 Gl. If a model is a Spellcaster it knows all of the spells from the Universal and it's Factions Spell Lists	
Bow	2	1	10	Range (24)"		
Long Bow	1	1	15	Range (24)", Piercing (1)		
Crossbow	1	2	25	Range (18)", Heavy (1), Piercing (1)		
Thrown Weapons	2	0	5	Range (6)", Quick Shot		
Javelins	1	1	15	Range (12)", Heavy (1)		
SPECIAL ITEMS						
NAME	GC	DESCRIPTION				
Antidote	5	Choose this model or a model in base contact. The chosen model immediately removes a single Malady				
Health Potion	10	Choose this model or a model in base contact. The chosen model immediately removes up to (2) injury Markers				
Fatigue Potion	10	Choose this model or a model in base contact Remove all Fatigue Markers from the chosen model.				
Rope	5	Climbing during a Movement Actions is not considered Hindered Movement during an Activation in which a model uses this item.				
ENCUMBERED			UNSPENT UPGRADE POINTS		UNSPENT GLORY	
If a models WV is greater than its Body Stat, it is Encumbered. An Encumbered model suffers a -2 penalty to its Cs and Ag Stats. . A model can lose Encumbered if at any point during a game, if it gains additional Body, or the WV of its Equipment is reduced from any traits or abilities.			If a Character has any unspent Upgrade Points, it may exchange them for additional Gold that can only be spent on it's own equipment. For each point exchanged, gain 10 gold.		Any additional Glory left over from Character Creation may be used for additional gold. For every 5 Glory, gain 10 Gold. This Gold can be used for any Character in the Warband	

CHARACTER:			CLASS:		ABILITIES	TRAITS
CS-	AG-	BD-	GOLD	GLORY		
DT-	MI-	MR-	ACTION POOL			
WV-	Size-	Level-				
EQUIPMENT						
CHARACTER:			CLASS:		ABILITIES	TRAITS
CS-	AG-	BD-	GOLD	GLORY		
DT-	MI-	MR-	ACTION POOL			
WV-	Size-	Level-				
EQUIPMENT						
CHARACTER:			CLASS:		TRAITS	EQUIPMENT
CS-	AG-	BD-	GOLD	GLORY		
DT-	MI-	MR-	ACTION POOL			
WV-	Size-	Level-				
ABILITIES						
CHARACTER:			CLASS:		TRAITS	EQUIPMENT
CS-	AG-	BD-	GOLD	GLORY		
DT-	MI-	MR-	ACTION POOL			
WV-	Size-	Level-				
ABILITIES						

UNIVERSAL SPELLS

CONFUSION

(6") (CURSE) (CV-2)

The Target model must make a Mi Check with a dm of (1). If the check is failed, the target removes (1) Action Point from its Action Pool

CURE

(6") (BLESSING) (CV-X+3)

The Target removes up to X Damage Markers

DISABLE

(6") (CURSE) (CV-3)

The Target model must make a Mi Check. If the check is failed, increase the Action Cost of all of its Abilities by (1) Until the end of its next Activation

HARDEN

(12") (BLESSING) (CV-2)

Until the end of the targets next Activation, Damage Rolls against the target suffer a -1 Penalty

HASTE

(6") (BLESSING) (CV-3)

The Target model adds (1) Action point to its AP, and until end of the Targets next Activation, the Target gains a +1 bonus to its Ag stat

BOLT

(12") (CURSE) (CV-2)

The target must make an Ag Check with a dm of (1). If the Check is failed, the target gains (1) Injury Marker

PROTECTION

(12") (BLESSING) (CV-3)

Until the start of the targets next Activation, all Injury Rolls made against the target suffer a -1 Penalty

UNSEEN FORCE

(6") (CURSE) (CV-4)

The Caster may move the target up to 2", maintaining its rotation and the target must make an Ag Check. If the check is failed, the target gains the Prone Malady

UNIVERSAL TRAITS

ACROBATIC	This model ignores the Hindered Movement penalty for Jumping and Climbing
ARCANE PROWESS	This model may reroll its Mi Check when making a Concentration Test
BENEFACTORS	During Warband Creation, for each model with this trait gain an additional 25 gold to spend on equipment for itself
BRUTAL	This model may reroll one failed Damage Roll per Activation, when making a Close Combat Attack Action
CALM MIND	This model gains a +1 bonus to it's Mi stat when making Mind Stat Checks
DEADLY	This model may reroll one Injury Roll per Activation, when making a Close Combat Attack Action
DODGE	This model may use the Defend Action against Close Combat and Ranged Attack Actions.
FITNESS	This model may remove a single Fatigue Marker at the end of each of it's Activations
HARDY	This model adds a +1 bonus to it's Recovery Rolls when making a Recovery Action
HAWK EYED	This model may reroll one failed To Hit Roll per Activation, when making a Ranged Combat Attack Action
IMPLACABLE	This model increases its DT by 2
INSPIRING	Friendly models within 3" of this model gain a +1 Bonus to their Mr stats
INSTINCTS	This model ignores the Outnumbered Penalty
INTIMIDATION	When determining control of an Objective, ignore all enemy models within 1" of this model
KEEN SENSES	This model may draw LOS from its Front and Rear Arcs
LUCKY	Once per game when a model is selected as the target of an Attack Action, it may gain a +5 bonus to it's Ag stat for the duration of the Action
MAGICAL AFFINITY	Reduce the CV of a spell used by this model by (1) for a single Cast Action, once per Activation.

MARTIAL ARTIST	This model does not suffer the -2 Cs Penalty for using an Unarmed Weapon. In addition its Unarmed Weapon gains the Heavy (1) Trait
MARKSMAN	This model may reroll one failed Damage Roll per Activation, when making a Ranged Combat Attack Action
MEDIC	When a friendly model makes a Recovery Action within 2" of this model it may reroll any Natural Rolls of 1
PRECISE SHOT	This model may reroll one Injury Roll, one per Activation, when making a Ranged Combat Attack Action
QUICK HANDS	This model may increase the Reload from any Ranged weapons it has by (1)
SLIPPERY	This model may use the Disengage Action without spending an Action Point
STEALTHY	When This model is the target of a Ranged Combat Attack Action, it gains a +2 Bonus to its Ag Stat for the duration of the Attack Action
STALWART	This model may use the Defend Action once per turn without spending an Action Point.
STRONG BACK	This model gains a +1 bonus to its Bd stat when determining if it is Encumbered
STRONG CONSTITUTION	Once per turn, when this model would gain a Malady, it may immediately remove the Malady, and not suffer any penalties from it that would be applied.
STRONG MIND	This model may reroll results on the Unstable Magic Chart
SUMMONER	This model increases its Control Range by +3". In addition, ignore up to two summoned models when making Concentration Tests
TEMPERED	This model may reroll any failed Mr Stat Checks
UNCANNY SHOT	When making a Ranged Combat Attack Action, the Defender cannot benefit from Cover
UNSTOPPABLE	When making a Close Combat Attack Action, the Defender must spend an Additional (1) Action Point to use the Defend Action. This applies even if the Defend Action costs no Action Points
VIOLENT	This model may reroll one failed To Hit Roll per Activation, when making a Close Combat Attack Action

ADAPTABLE*	During Warband Creation, This model may replace this Trait with any Trait from the Trait List, other than those marked with *
ALTERNATIVE SENSES*	This model cannot draw LOS outside of 6". It is considered to have LOS to every model within 6" regardless of arc, intervening models or terrain.
CANNIBAL*	If this model's Close Combat Attack Actions successfully Damages a model (step 5 of the Attack Sequence), than it may remove (1) Damage Marker
DEMON*	This model gains the Undead, Strong, and Tough Traits. Injury Rolls against this model suffer a -2 Penalty.
ETHEREAL*	This model gains the Undead, and Fly Traits. In addition this model may never be the target of Attack Actions, and cannot gain Maladies
FAST*	When This model performs a Move Action, it may move an additional 2"
FLY*	This model may move through models and terrain as if they were Open Ground. This model may not end its move on models, or Impassable Terrain. In addition this model can perform a Move Action if it is Base Contact with an enemy model, without using the Disengage Action first.
HARDENED*	Any Injury rolls made against this model suffer a -1 Penalty to a minimum of 1
IMMUNE (X)*	This model cannot be gain the (x) Malady. X will not be a number but will be the name of a Malady. A model may have multiples of this trait.
IN SIGNIFICANT*	Ignore this model when determining control of an Objective
NATURAL WEAPONS*	This model's Unarmed Close Combat Weapon loses the Non- Lethal Trait. In addition This model does not suffer the -2 Cs Penalty for using the Unarmed Weapon
REGENERATION*	This model may recover Injury Markers as if they were Fatigue Markers when making a Recovery Action
STRONG*	This model counts as one size larger when making Attack Actions. This can take it above size 3
TOUGH*	Damage Rolls suffer a -1 Penalty against this model
UNDEAD*	Models with this trait cannot become Bloodied. In addition, models with this trait may never gain Shaken Tokens or make the Recovery Action

CLASSES

ALCHEMIST CS:2 MI:4

ABILITY: Buff(Active)(1ac)- Choose a friendly model within 3". That model immediately gains a +1 Bonus to its Cs, Ag, or Mi stat until the start of this model's next Activation

ABILITY: Create Potion(Active)(3ac)- This model immediately gains a Health Potion, Fatigue Potion, or Antidote. This Ability cannot be Activated if it already has a Special item.

TRAIT: Throw Item- This model may use Health Potions, Fatigue Potions, and Antidotes on friendly models within 3". The chosen friendly model may not be in Base Contact with an enemy model. In addition, this model can have any number of special items

ASSASSIN CS:4 MI:2

ABILITY: Combat Roll(Reactive)(1ac)- This Ability may be activated after this model is chosen as the target of an Close Combat Attack Action. Once the Attack action is resolved, remove this model from the table and place it within 2" of its current location.

ABILITY: Murderous Reach(Active)(2ac)- Until the end of this model's Current Activation, its Close Combat Weapons gain the Reach (2) Trait. In addition, increase the Range of all Ranged Weapons by 4"

TRAIT: Dangerous Presence- Enemy models must perform a Disengage Action if they are within 3" of this model instead of base contact.

BATTLEMASTER CS:4 MI:2

ABILITY: Shove(Reactive)(1ac)- You may activate this ability after this model makes a successful Damage roll with a Close Combat Attack Action. Immediately move the defender up to 2" in a straight line directly away from this model, maintaining its rotation. This may cause a model to fall

ABILITY: Lock Down(Active)(2ac)- Choose an enemy model within 2". That model must make an Ag check. If the check is failed, the model immediately gains the Pinned Malady.

TRAIT: Controlling- Any enemy models while moving within 3" of this model are subject to Hindered Movement

BERSERKER CS:5 MI:1

ABILITY: Rage(Active)(2ac)- Add +4 Action Points to this model's Action Pool. These Action Points can only be spent on Attack Actions. A model gains (2) Fatigue Markers at the end of any Activation in which it performed the Rage Ability.

ABILITY: Bloodlust(Reactive)(1ac)- This Ability may be activated when this model successfully removes an enemy model as a casualty with an Attack Action. Immediately move this model up to 6" following all normal movement rules.

TRAIT: Undaunted- This model gains a +2 to its Mr stat if there are two or more enemy models within 3" of it.

COMMANDER CS:3 MI:3

ABILITY: Order(Active)(2ac)- Choose a friendly model within 6" and LOS or all friendly models within 2". The target models adds (1) Action Point to their Action Pool.

ABILITY: Move, Move, Move!(Active)(2ac)- All friendly models within 3" and LOS, and not within 1" of an enemy model, may move 4" following all normal rules for movement and terrain

TRAIT: HOLD!- At the end of this models Activation, choose a friendly model within 6". Remove a Shaken token from the target

DUELIST CS:4 MI:2

ABILITY: Counter(Reactive)(1ac)- This ability may be activated if this model is the defender of a Close Combat Attack Action and the Attacker fails the To Hit roll. This model may immediately make a Close Combat Attack Action against the previous Attacker (spending Action Points as normal)

ABILITY: Fighting Stance (Active)(1ac)- When this ability is activated, until the start of this models next Activation it gains either +2 Cs and -1Ag, or +2 Ag and -1 Cs.

TRAIT: En Garde- After this model successfully damages an enemy model with a Close Combat Attack Action (*step 5 of the Attack sequence*). It may choose for the Defender to gain the Disarmed Malady instead of taking and Injury Test.

HUNTER CS:3 MI:3

ABILITY: Mark(Active)(1ac)- Choose an enemy model within 12" and LOS. Until the start of this model's next Activation, the target is this model's marked target. This model always has LOS, and gets a +1 Bonus on its To Hit Rolls against its marked target. A model may use this Ability once per turn

ABILITY: Take Down(Active)(1ac)- Choose one of this model's Marked Targets within 1" and LOS that is Bloodied. This model and the target must make an opposed Cs check. If this model is the winner, the target model gains the Prone and Disarmed Maladies

TRAIT: Redeploy- Once per turn, when an enemy model is placed or finishes a move action within 6" of this model, and there are no enemy models within 1" of this model, Move this model up to 4" following all normal rules for Movement after the enemy has completed their Action

SABATEUR CS:3 MI:3

ABILITY: Traps(Active)(2ac)- Place a size 0 Trap Marker within 1" of this model. If any enemy model ends or starts a Move Action within 3" of the Trap Marker it must make an Ag check with a dm of (1). If the check is failed the model gains an Injury Marker. Models may move through, but may not end their movement on a Trap Marker

ABILITY: Sow Confusion(Active)(2ac)- Choose an enemy model within 3". That model must make a Mi Check with a Dm of (1). If the check is failed, that model gains the Insignificant Trait until the end of the current turn.

TRAIT: Covert- This model does not deploy normally. Instead, when separating your warband for Deployment, put all models with this trait aside. After both players have finished deploying their Warbands, alternate deploying models with covert starting with the player that deployed first. Models with covert may be deployed anywhere on the table outside of 6" of enemy models.

SOLDIER CS:4 MI:2

ABILITY: Fortify(Active)(1ac)- Until the start of this model's next activation, it gains a +1 bonus to its AV, even if it does not have Armor or a Large Shield. This Ability may be Activated once per turn.

ABILITY: Bodyguard(Reactive)(1ac)- This Ability may be activated if any friendly model within 1" of this model is the target of an Attack Action. This model becomes the target instead regardless of targeting restrictions.

TRAIT: Second Wind- Once per game, at the start of this model's Activation, if it is Bloodied, it removes all of its Fatigue Markers and adds (2) Action Points to its Action Pool

STALKER CS:3 MI:3

ABILITY: Fade Away(Reactive)(1ac)- This Ability may be activated after an Attack Action against this model fails To Hit. Remove this model from the table and place it within 4" of its current Location

ABILITY: Vanish(Active)(2ac)- Until the start of this models next activation, enemy models may not draw LOS to this model unless they are within 6" of it

TRAIT: Camouflage- When this model is in Cover it receives a +2 bonus to its Ag stat.

BATTLE MAGE CS:3 MI:3 SPELCASTER

ABILITY: Empower Weapon (Active)(1ac)- Choose a weapon equipped by this model. Until the start of it's next Activation, the chosen weapon gains either Precise (+1) or Heavy (+1). This Ability can be Activated once per Activation.

ABILITY: Magical Infusion (Active)(1ac)- Increase this model's Bd, or Ag stat by +1 until the start of its next Activation. This Ability may be used once per Activation.

TRAIT: Combat Casting- After this model successfully performs a Cast Action, it gains a +2 Bonus to its Cs Stat until the end of its current Activation.

WIZARD CS:1 MI:5 SPELCASTER

ABILITY: Channel Active)(1ac)- Add +2 AP to this model's Action Pool. These AP can only be spent on Cast Actions.

ABILITY: Aether Siphon(Active)(2ac)- Until the start of this models next Activation, increase the CV of all spells for all enemy models within 12" of it by (1).

TRAIT: Aetheric Mastery- When making a Concentration Test for this model, it counts as having performed one less Cast Action during it's Activation to a minimum of 0. (it will still need to make the Concentration Test with no penalty)

AMAZONS FACTION RULES

Contest of Blood- Whenever a model from this Warband removes an enemy model as a Casualty (other than fleeing), all friendly models within 3" and LOS of the model that removed the enemy model must choose to either remove up to (1) Fatigue Marker or gain a +1 Bonus to their Cs Stat until the end of their next Activation. A model may be affected by this rule multiple times in a Turn but may only gain the Cs bonus a maximum of twice. In addition, no models in this warband may equip any armor other than Light Armor and/or a shield.

Synchronized Strikes- While this model is within 2" of another friendly model, it receives a +1 bonus to its Ag and Cs stats. In addition, all models in this Warband gain the Acrobatic Assault Ability.

ABILITY: Acrobatic Assault (Reactive)(1ac)- After this model successfully damages an enemy (step 5 of the attack sequence) you may move the enemy model, or this model up to 2", ignoring all rules for disengaging.

AMAZONS FACTION EQUIPMENT LIST

WEAPONS

NAME	WV	GC	TRAITS
Glaive	2	15	Two Handed, Bleeding (D), Piercing (1)
Harpy Claw Gauntlet	1	10	Bleeding (D)
Barbed Net	1	15	Prone (H), Bleeding (D), Non Lethal (0)

AMAZONS FACTION SPELLS

BATTLE HAZE

(Focused)(CV-3)

Until the start of the Caster's next Activation, all friendly models within 3" of the Caster may reroll any Natural "1"s on their To Hit and Damage Rolls.

VENGEANCE UNBOUND

(Focused)(CV-2)

Until the end of the Caster's next Activation, increase this model's Cs and Ag stats by X. X equals the number of Damage currently on the model.

SHROUD OF TERROR

(Focused)(CV-2)

Until the start of the Caster's next Activation, all enemy models within 3" of the caster suffer a -2 penalty to their Mr Stat

SLAUGHTER PRAYER

(Focused)CV-2

Until the end of the Caster's Activation, it gains a +1 bonus on Injury Rolls

AMAZONS CHARACTERS

AMAZONIAN

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	5	1	20

Fitness, Unstoppable

TRAIT: Daughters of Battle- This model gains a +1 bonus to its Mr stat for each Injury Marker it has

HARPY

AGILITY	BODY	MORALE	SIZE	GLORY
5	2	5	1	20

Fly, Natural Weapons

TRAIT: Savage Talons- This model's Unarmed weapon gains the Bleeding (D) Malady

VALKYRIE

AGILITY	BODY	MORALE	SIZE	GLORY
2	5	5	1	25

Fitness, Tough

TRAIT: Daughters of Ice and Blood- This model does not gain a Shaken Token when it becomes Bloodied

GORGON

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	5	2	30

Intimidation, Slippery

ABILITY: Terrifying Stare (Active)(1ac)- Choose an enemy model within 3" and LOS. That model must take a Mi Check. If the check is failed the target model gains a Shaken Token.

BARAK'SHI FACTION RULES

Arcane Power- Each model in this Warband gains X Arcane Power Markers at the beginning of the first Objectives Phase of the game. X equals the models level. Whenever a model performs the Cast action, it may spend an Arcane Power Marker to reduce the CV of the spell by (1) to a minimum of (1). A model may not spend more than one Arcane Power Marker per Cast Action.

Traveling Sages- Models in this Warband may not purchase any armor or Shields other than light armor and/or Bucklers.

Masters of War and Philosophy- During Warband Creation, if this model takes a skill increase (CS/MI), instead of increasing one stat by 1, you may increase both by 1 instead.

BARAK'SHI SPELLS

MIND WIPE

(3") (Curse) (CV-4)

This model makes an Opposed Mi Check against the target model. If this model wins, the target model removes (3) Action Points from its Action Pool

BATTLE TRANCE

(3") (Aura) (CV-2)

Until the start of this models next Activation, all target models gain a +1 bonus to their Cs Stat. A model may benefit from this Spell no more than twice per turn.

AERTHERBLADE

(Focused) (CV-2)

Until the start of this models next Activation, its Close Combat Weapons gain the Lethal (1) trait

AETHERIC CONDUIT

(3") (Aura) (CV-4)

All target models gain (1) Arcane Power Marker

BARAK'SHI CHARACTERS

SCHOLARIS

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	6	1	50

Spellcaster, Strong Constitution, Dodge Strong Mind, Arcane Prowess

ABILITY: Commune with the Aether (Active) (2ac)- Choose this model or a friendly model within 6". The chosen model gains an Arcane Power Marker

BARAK'SHI CHARACTERS

BELLATORIS

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	6	1	50

Spellcaster, Strong Constitution, Dodge, Unstoppable, Immune: Disarmed

ABILITY: Aetheric Strike (Active)(1ac)- In addition to the Action Points, to activate this Ability, this model must spend (1) Arcane Power Marker. Until the end of this models current Activation, it's weapons gain the Lethal (1) and Piercing (1) traits

PROTECTORIS

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	6	1	50

Spellcaster, Strong Constitution, Dodge, Stalwart, Medic

ABILITY: Aetheric Aura (Reactive)(1ac)- In addition to the Action Points, to activate this Ability, this model must spend (1) Arcane Power Marker. This ability may be activated when it is the Defender of an Attack Action. The Attacker receives a -1 penalty to their To Hit and Damage Rolls for the duration of the Attack Action.

QUAESITORIS

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	6	1	50

Spellcaster, Strong Constitution, Dodge, Fast, Acrobatic

ABILITY: Aetheric Infusion (Active)(1ac)- In addition to the Action Points, to activate this Ability, this model must spend (1) Arcane Power Marker. Until the start of this model's next Activation, increase this models CS or Mi stats by 2.

CULT OF THE DAMNED FACTION RULES

Hierarchy- Each Warband must choose a Magister to be the Cult Leader. If this model is slain, all friendly models suffer a -3 Penalty to their Mr Stat for the remainder of the game.

The Walking Dead- All enemy models suffer a -1 penalty to their Mr stat while they are within 6" of one or more models from this Faction.

Cult Artifacts- Magisters and Vampire Characters can purchase Cult Artifacts. Cult Artifacts do not count toward the number of Special items a model can have and do not have a WV. A model may only have a single Cult Artifact and they may not be duplicated in a Warband.

NAME	GC	DESCRIPTION
Liber Necris	50	When this model Summons a model with the Undead Trait, you may choose to place a second identical model up within the Casters Control Range and within 3" of the summoned model
Rod of Undeath	35	Whenever a model without the Undead, Demon, or Ethereal Traits is removed as a Casualty other than Fleeing within 6", Immediately add a Zombie to your Warband placing the model as close to the removed models position as possible.
Hellshade Cloak	50	This model may perform the Defend Action without spending Action Points.

CULT OF THE DAMNED FACTION SPELLS

LIFE DRAIN

(6")/Nova)(CV-4)

All target models, other than models with the Undead Trait, and the Caster, must pass a Bd Check. Each target that fails gains (1) Injury Marker. For each target that failed, you may remove (1) Damage Marker from a friendly model within range.

EMPOWER MINIONS

(X")/Aura)(CV-3)

X equals the Casters Control Range. All friendly summoned models within range add (1) Action Point to their Action Pool.

ABSORB ENERGY

(X")/Unique)(CV-1)

X equals the Casters Control Range. Choose a friendly Summoned model in range. Remove that model from the game as a Casualty, and the Caster adds (2) Action Points to its Action Pool.

SUMMON ZOMBIE

(6")/Summoning)(CV-4)

Summon a Zombie model

CULT OF THE DAMNED FACTION SPELLS

SUMMON SKELETON

(6")*(Summoning)(CV-4)*

Summon a Skeleton model

SUMMON SPIRIT

(6")*(Summoning)(CV-6)*

Summon a Spirit model

SUMMON ABOOMINATION

(6")*(Summoning)(CV-8)*

Summon an Abomination model

CULT OF THE DAMNED CHARACTERS

MAGISTER

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	7	1	40

Spellcaster, Summoner, Arcane Prowess, Inspiring

TRAIT: To Me!- This model gains +1 Ag for each friendly Cultist within 3" to a maximum of +3.

Gifted by Death- During Character Creation, this model may gain the Vampiric, Fast and Undead traits for an additional 30 Glory.

VAMPIRE

AGILITY	BODY	MORALE	SIZE	GLORY
4	4	7	1	45

Undead, Fast

TRAIT: Vampiric- While This model is within 3" of a model that is Bloodied, then it gains the Natural Weapons, and Strong Traits.

CULT OF THE DAMNED CHARACTERS

CULTIST

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	3	1	20

Tempered, Stalwart

TRAIT: Eternal Service- When this model is removed as a Casualty other than fleeing, add a Zombie model to your warband and place it in the removed model's location

GHOUL

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	5	1	25

Cannibal, Stealthy

ABILITY: Devour (Active)(2ac)- If this model is in base contact with an enemy model that is Bloodied and Prone, it may make an Opposed Bd Check with the target enemy model, if this model succeeds the Opposed Skill Check, the enemy model is removed as a Casualty

LYCANTHROPE

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	5	1	30

Natural Weapons, Fast

TRAIT: Transform- Immediately after this model removes an enemy model as a Casualty with a Close Combat Attack Action, it gains the Strong Trait. In addition, its Mi Stat is reduced to 1.

CULT OF THE DAMNED SUMMONS

ZOMBIE

CS	AG	BD	MI	MR	AP	SIZE	DT
1	1	5	1	10	3	1	3

Undead, Natural Weapons, Insignificant

TRAIT: Mindless- This model does not count as being in Control Range for Concentration Tests. If this model's Caster is killed it is not removed from play. This model may Activate even if it is outside its Casters Control Range

SKELETON

CS	AG	BD	MI	MR	AP	SIZE	DT
3	2	3	1	10	4	1	4

Undead, Instincts, Insignificant

TRAIT: Assorted Weapons- When this model is summoned, the Player that summoned it must choose one weapon for it to have

SPIRIT

CS	AG	BD	MI	MR	AP	SIZE	DT
1	10	10	1	10	3	1	3

Ethereal, Insignificant

ABILITY: Ghostly Shriek: Active (2ac)- All enemy models within 6" of this model must pass a Mi Check with a Dm of (1). Each model that fails immediately gains a Shaken Token

ABOMINATION

CS	AG	BD	MI	MR	AP	SIZE	DT
3	1	6	1	10	4	2	4

Undead, Natural Weapons, Tough, Insignificant

TRAIT: Mass of Flesh- When this model would gain an Injury Marker, it instead gains a Fatigue Marker. This model counts as two models when the Caster makes a Concentration Test

DWAR SULTANATE FACTION RULES

Master Inventors- During Character Creation this Warband gains X Inventor Points shared between all models. X equals the Glory total of the game divided by 250, rounding fractions down. A model in this Warband may add a single trait to any of its weapons. A weapon may only be chosen once. For each weapon chosen, reduce your total Inventor Points by 1. (The Blast Trait may not be Chosen)

Science over Faith- No models in this warband may become a spellcaster. In addition, each model in this Warband gains a +1 bonus to its Mi stat.

Renowned Armorers- During Warband Creation, when a model purchases Armor it may choose to reduce its WV by 1 or increase its AV by 1.

DWAR SULTANATE FACTION EQUIPMENT LIST

WEAPONS

NAME	RELOAD	WV	GC	TRAITS
Pistol	1	1	15	Range (8"), Lethal (1), Quick Shot
Rifle	1	2	30	Range (16"), Heavy (1), Lethal (1), Dangerous
Deck Sweeper	1	2	30	Range (8"), Heavy (1), Piercing (1) Lethal (1), Dangerous
Grenade	1	1	15	Range (8"), Blast, Piercing (1), Dangerous

DWAR SULTANATE CHARACTERS

SHEIKH

AGILITY	BODY	MORALE	SIZE	GLORY
2	5	6	1	45

Medic, Lucky

TRAIT: Tinkerer- Each model with this trait gets +1 Inventor Point that can only be spent on their weapons and is not shared with the warband.

DWAR SULTANATE CHARACTERS

JANISSARY

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	6	1	45

Hardy, Strong Back

ABILITY: Agents of the Vizier(Active)(4ac)- Until the start of the next turn, While enemy models are within 2" of this model , they gain the Insignificant Trait.

BARBAR

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	6	1	35

Dodge, Fitness

TRAIT: Denizens of the Deep Desert- This model may not equip any armor other than light armor and/or a shield. In addition, this model may Push It, every turn instead of once per game

AYAN

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	6	1	35

Benefactors, Stalwart

ABILITY: Soldier Nobility(Active)(3ac)- Until the start of this models next Activation, any Attack Actions made against it cannot have a To Hit Modifier Greater than 0.

FAE COURTS FACTION RULES

Magical Bloom- After a model from this warband successfully Casts a spell, you may place a Plant Marker within 6" of the target, and outside 3" of any Objective Markers and other Plant Markers. Plant markers are on a 30mm base and block LOS for enemy models. Model may not move through or be placed on Plant Markers. All Cast Actions from this warband can use a friendly Plant Marker for LOS and Range. Any model may remove a plant marker if it is in base contact and spends (1) Action Point

Denizens of the Fae Woods- Models in this warband may not purchase any type of Crossbows, Hand Crossbows, or suits of Armor. In addition, all models in this Warband gain the Fae Walk Ability

ABILITY: Fae Walk (Active)(3ac)- Remove this model from the table and place it anywhere on the table at least 6" away from an enemy model.

FAE COURTS FACTION SPELLS

UNCONTROLLABLE GROWTH

(6") (Unique) (CV-3)

Choose a friendly Plant Marker within range. Replace the Plant Marker with a new Marker that is on a 60mm Base. Place the center of the new Plant Marker as close to the center of the replaced marker or as close as possible without overlapping any terrain or model's base. This plant marker now costs (2) Ap to remove instead of (1).

GRASPING VINES

(6") (Hex) (CV-3)

All targets must pass an Ag Check with a DM of (1). Any targets that fail gain the Slow Malady

RAZOR THORNS

(6") (Hex) (CV-3)

All targets must pass a Bd Check with a DM of (1). Any targets that fail gain the Bleeding Malady

DISORIENTING UNDERGROWTH

(6") (Hex) (CV-3)

All targets must pass a Mi Check with a dm of (1). Any targets that fail gain the Prone Malady

FAE COURTS FACTION CHARACTERS

SIDHE

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	5	1	40

Spellcaster, Keen Senses, Medic

TRAIT: Master Hunters- Increase the Reload of any Ranged Weapon equipped by This model by (+1)

FAE COURTS CHARACTERS

SATYR

AGILITY	BODY	MORALE	SIZE	GLORY
5	2	5	1	40

Spellcaster, Inspiring, Dodge

TRAIT: Enchanting Tune- Whenever this model is chosen as the target of an Attack Action; the Attacker must take a Mi Check. If the Check is failed, this model may perform the Defend action at no cost when it is the target of any Attack Actions performed by the target until the end of the turn

NATURE SPIRIT

AGILITY	BODY	MORALE	SIZE	GLORY
2	5	6	1	40

Spellcaster, Natural Weapons, Implacable

TRAIT: Organic Armor- This model has an AV of 2

CENTAUR

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	5	2	50

Spellcaster, Fast, Slippery

TRAIT: Unshakeable Footing- This model never suffers Hindered Movement but cannot perform the Climb Move

MINOTAUR

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	5	3	60

Spellcaster, Instincts, Unstoppable

ABILITY: Gore (Active)(Xac)- Move this model up to X", following all rules for disengaging and movement. If this move brings this model into Base Contact with an enemy model, this model may perform a Close Combat Attack Action using this model's Unarmed Weapon without spending Action Points. For the duration of the Attack Action, this model's Unarmed Weapon gains the Heavy (+1) and Lethal (+1) Traits and loses the Non-Lethal Trait.

GLUTTON STATES FACTION RULES

Terrifying Lords- When friendly Hobgoblin or Snackling models are removed as Casualties, they do not cause friendly models to gain Shaken Tokens. In addition, all Hobgoblin and Snackling models have a Mr stat of 10 while they are within LOS of a Friendly Ogre model. A Warband must include at least one Ogre Character.

United We Devour- During Warband Creation, each Ogre Character must choose it's Culture. It can choose either Khan, Corsair, Cook or Crusader. A Character may only have a single Culture. Characters gain the Trait of their Chosen Culture.

CULTURE	TRAIT
Khan	Fast
Corsair	Tough
Cook	Regeneration
Crusader	Strong

Seasoning- A model may purchase a Seasoning below during character creation for the Gold cost listed. A model can have a total of two Seasonings and does not count toward the number of special items a model may have. A model may purchase the same seasoning more than once. All seasonings are one use only. Before a model uses the Lunch! Ability, it may choose one of its Seasonings. It gains the effects of the chosen seasoning until the start of this models next Activation. The effects of Seasonings are not cumulative. A model can only be under the effects of one Seasoning.

SEASONING	GC	EFFECT
Blood Paste	15	Injury Rolls made against this model suffer a -1 Penalty
Spice Gruel	15	When this model would gain an Injury Marker, it gains a Fatigue Marker Instead.
Herb Powder	5	This model gains the Strong Constitution Trait
Go Dust	10	This model gains an Action Point. The Seasoning effect then ends
Marrow Rub	10	This model gains a +1 bonus on its Damage Rolls for Close Combat Attack Actions

GLUTTON STATES CHARACTERS

SNACKLING

AGILITY	BODY	MORALE	SIZE	GLORY
2	3	1	1	5

Insignificant

TRAIT: Delicious - When this model is Chosen as the target of the Lunch! Ability, the model that used the Ability removes (1) Damage Marker in addition to any other effects

TRAIT: Just Food– This model may never be greater than level 1, may not be a Spellcaster, and does not choose a Class during Warband Creation. Its CS and Mi stats are 1 and it may not purchase Traits during Warband Creation

GLUTTON STATES CHARACTERS

HOBGOBLIN

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	4	1	15

Slippery, Medic

ABILITY: Loyal Servant (Active)(3ac) - Choose a Friendly Ogre model within 2". That model adds (1) Action Point to it's Action Pool

OGRE

AGILITY	BODY	MORALE	SIZE	GLORY
2	5	6	2	40

Cannibal, Hardy, Brutal

ABILITY: Lunch! (Active)(1ac) - Choose a Friendly Snackling or Hobgoblin model within 2". Remove the chosen model as a Casualty. Remove up to (2) Damage Markers or a Malady from this model

ABILITY: Catch! (Active)(2ac) - Choose a friendly Snackling or Hobgoblin within 2". Remove the chosen model from the table. Choose a point within 6". Place the Snackling or Hobgoblin model with its center as close to the chosen point as possible. Then you may choose a Friendly Ogre model, or Enemy model within 1" of the placed model's location. If a friendly Ogre is chosen, that model may immediately perform the Lunch! Ability (without spending Action Points) choosing the Snackling or Hobgoblin that was placed as the target. If an enemy model is chosen, it must make an Ag Check with a dm of (1). If the check is failed, the enemy model gains (1) Injury Marker and the Prone Malady. In addition, the chosen Snackling or Hobgoblin model rolls on the Injury Chart and applies the result.

HAITANA KAI FACTION RULES

Hatred of Magic- No model in this warband may be a Spellcaster. In addition, increase the CV of all enemy spells by (1)

Skilled Mercenaries- During Warband Creation, when this model is level 3 it may gain all the Abilities and Traits of an additional class. When it is level 5 it may gain all Abilities and Traits of a 3rd class.

World Renowned- Models from this Warband may choose Weapons and Special Items from any Factions Equipment List for an additional 20GC.

HAITANA KAI CHARACTERS

HAITANA

AGILITY	BODY	MORALE	SIZE	GLORY
3	5	5	1	50

Unstoppable, Strong Back, Adaptable, Strong Constitution

ABILITY: Demon Blood(1ac)(Reactive)- This Ability may be Activated when this model gains an Injury Marker. This model instead gains a Fatigue Marker. A model may be affected by this Ability more than once per turn.

IMPERIAL ECCLESIArchY

Magic Tempered by Faith - Zealots may not be Spellcasters. A Spellcaster in this Warband may only ever cast one spell per activation. In addition, it automatically passes all Concentration Tests.

Fervent Prayers- All models in this Warband gain the Pray Ability. A model may only have a single Prayer Marker. A model may spend a Prayer Marker to use an effect on the Prayer Table. Prayer Markers can be spent at any time. A model can still Pray if it has a Prayer Marker but can only ever have one.

Ability: Pray (Active)(2ac)- This model gains a Prayer Marker.

Imperial Requisitions– This Warband may purchase equipment from the Imperial Rangers Equipment List

PRAYER TABLE

Reroll a To Hit Roll
Reroll a Damage Roll
Reroll a Stat Check
An enemy model rerolls a To Hit Roll
An enemy model rerolls a Damage Roll
An enemy model rerolls an Injury Roll
An enemy model rerolls a Stat Check

IMPERIAL ECCLESIArchY FACTION EQUIPMENT LIST

SPECIAL ITEMS

NAME	GC	EFFECT
Holy Symbol	40	At the beginning of this model's Activation, if it does not have a Prayer Marker, it gains one
Scroll of Arcane Protection	15	One use only. When this model is selected as the target of a Cast Action, increase the cv of the Spell targeting this model by (2). If the Caster does not have enough Action Points to Cast the spell after this item is used, the Action Points it does have are lost and the spell is not Cast.

IMPERIAL ECCLESIArchY CHARACTERS

ZEALOT

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	4	1	15

Hardened, Tempered

ABILITY: Flagellate (Active)(0ac)- This model adds (1) Action Point to its Action Pool. In addition, this model gains (1) Injury Marker

IMPERIAL ECCLESIARCHY CHARACTERS

BISHOP

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	5	1	30

Inspiring, Medic, Spellcaster

TRAIT: Preach- When this model uses the Pray Ability, it may choose a friendly model within 6" and LOS to gain a Prayer Marker in addition to itself

PALADIN

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	5	1	45

Spellcaster, Tough, Intimidation

ABILITY: Bless Weapon (Active)(1ac)- Choose a single weapon this model or a friendly model within 3" has. The chosen weapon gains the Heavy (1) or Precise (1) Traits. A model may be affected by this Ability more than once per turn, but each weapon may only be affected by this Ability once per turn.

INQUISITOR

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	5	1	45

Spellcaster, Keen Senses, Instincts

ABILITY: Accuse (Active)(2ac)- choose an enemy model within 3" and LOS. Until the start of this models next activation, friendly models receive a +1 bonus on To Hit Rolls against the target.

IMPERIAL RANGERS FACTION RULES

Magical Regulations- No model in this Warband may be a Spellcaster

Chain of Command- Models in this Warband gain a trait and stat bonus based on their level, in addition to traits and stat bonuses from lower levels. The number of models per level that are allowed in a Warband are limited and listed below

Professional Training- Each model in this Warband receives a +X Bonus to its Mr and Cs stats. X equals the number of friendly models (not including itself) within 2" of this model, to a maximum of +2.

Provincial Recruitment- During Warband Creation, when you are creating your Characters, you must choose an Imperial Province that they have been recruited from and gain the relevant Trait

PROVINCE	TRAIT
Amathira	Lucky
Balthas	Benefactors
Heartlands	Hardy
Vandra	Stalwart

LEVEL	# OF MODELS	LEVEL BONUS
1	unlimited	+1 CS, Dodge
2	(# level 1 models) minus 1	+1 MR, Tempered
3	(# level 1 models) minus 2	+1 CS, Instincts
4	(# level 1 models) minus 3	+1 MR, Inspiring
5	(# level 1 models) minus 4	+1 CS, Keen Senses

IMPERIAL RANGERS FACTION EQUIPMENT LIST

NAME	RELOAD	WV	GC	TRAITS
Pistol	1	1	15	Range (8") Lethal (1), Quick Shot, Dangerous
Rifle	1	2	30	Range (16"), Heavy (1), Lethal (1), Dangerous

IMPERIAL RANGERS CHARACTERS

RANGER

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	3	1	20

Adaptable, Strong Back

MAEORC TAUAS FACTION RULES

Haka- After deployment has been completed, but before the first turn begins the Maeorc Tauas Player must choose a Haka below. All Haka rules are only active during the first game turn. If both players have this special rule, their choices are revealed simultaneously.

HAKA	EFFECT
Whakamataku	All enemy models suffer a -2 penalty to their Mr Stat
Whakapouri	All enemy models suffer a -2 penalty to their Cs Stat
Patu	All enemy models suffer a -1 penalty to their Ag Stat
Utu	All friendly models gain (1) Action Point that can only be spent on the Move Action
Hiahia Toto	All friendly models gain a +2 bonus to their Cs Stat

The Kahuna- This Warband may include at least one Maeorc Character to be the Kahuna for an additional 20 Glory. It must be equal to or the highest level model in the Warband. This model gains the Strong and Tough Traits. If this model is ever removed as a Casualty, the rest of the Warband suffers a permanent -2 penalty to their Mr stat

Tribal Warband- No model may purchase Crossbows, or Heavy Armor. In addition each model in this Warband gains the Ancestors Call, and Mana Absorption Abilities

ABILITY: Ancestor's Call (Active)(2ac)- This Ability may be used once per Activation. Place a Ghostly Ancestor Marker within 3" and not within 6" of another Ghostly Ancestor Marker. Ghostly Ancestor Markers are on a 30mm base and do not block LOS. Models may move through but cannot be placed on a Ghostly Ancestor Marker. When the Marker is placed choose a Haka from the table. Apply the Haka's effects to all models within 3". Once a Haka is chosen all Ghostly Ancestor Markers placed during the same Activation must choose the same Haka. At the end of each Objectives Phase, a new Haka may be chosen to apply to all Ghostly Ancestor Markers. If a model is in range of multiple Ghostly Ancestor Markers the effects are not cumulative. This Ability may not be used on the first turn.

ABILITY: Mana Absorption (Reactive)(2ac)- After this model removes an enemy model as a Casualty (Other than fleeing), with a Close Combat Attack Action, it may increase a single Stat by +1. A Stat can only be chosen once per game by this Ability.

MAEORC TAUAS FACTION EQUIPMENT LIST

WEAPONS

NAME	WV	GC	TRAITS
Leio Mano	0	10	Lethal (2), Bleeding (H), Ceremonial Bone

Ceremonial Bone- If this model triggers the Mana Absorption Ability after making an Attack Action with this weapon, you may increase an additional stat by +1. One Use Only

MAEORC TAUAS CHARACTERS

MAEORC

AGILITY	BODY	MORALE	SIZE	GLORY
2	5	5	1	30

Brutal, Implacable

ABILITY: Deathblow (Reactive)(1ac)- This Ability may be used when this model is removed as a Casualty other than fleeing. This model may immediately make an Attack Action without spending Action Points. This Attack Action must be against the model that caused this model to be removed as a Casualty

PONATURI

AGILITY	BODY	MORALE	SIZE	GLORY
5	2	3	1	20

Slippery, Stalwart

TRAIT: Barbed Fins- Once per turn, If this model successfully uses the Defend Action against a Close Combat Attack Action, the Attacker gains the Poisoned Malady

NGARRA

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	5	1	30

Natural Weapons, Fast

TRAIT: Poison Bite- This model's unarmed Weapon gains the Bleeding (D) and Poison (D) Trait

TANIWHA

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	5	3	60

Strong, Tough

TRAIT: Blood Scent- This models Unarmed Weapon gains the Bleed (H) Malady and gains a +1 Bonus on Injury Rolls when the Defender is Bloodied

MERCENARY COMPANIES

Money Talks - During Warband Creation, this Warband can purchase Gold Markers for 20gc. These Gold Markers can be spent during the game when a model must test to remove a Shaken Token or takes a Stat Check. If it is to remove a Shaken Token, the model automatically passes its Mr Check without having to roll. If a Gold Marker is used for any other Stat Check, the chosen model may reroll their Stat Check.

Spoils of War - This Warband may purchase Weapons and Special Items from another Warbands Equipment List for an addition 10 GC. In addition, this Warband gains an addition 50 gold during Warband Creation, for each 500 Glory

MERCENARY COMPANIES CHARACTERS

MERCHANT

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	4	1	15

Adaptable, Benefactors, Inspiring

Trait: Deep Pockets - During Warband Creation, add 20 gold to your warbands Gold Pool

IN SIGNUS

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	5	1	15

Adaptable, Inspiring, Tempered

Ability: Rallying Cry (Reactive)(2ac) - You may activate this Ability when a friendly model within 12" would flee off the board from the result of a failed Shaken Test, it instead stops at the board edge and is not removed as a casualty

SELL SWORD

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	4	1	20

Adaptable, Instincts

Trait: For Glory.. or Gold - While this model is Bloodied, it gains a +4 bonus to its Cs stat

MERCENARY COMPANIES CHARACTERS

SORCERER

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	4	1	30

Spellcaster, Adaptable

Trait: Unrestrained Magic— Once per game, this model may choose to automatically pass a Concentration Test. In addition anytime this model rolls on the Unstable Magic Chart, it receives a +1 to the roll

ROGUE

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	4	1	20

Adaptable, Slippery

Trait: Dirty Fighter— When this model moves out of base contact with an enemy model, the enemy model must pass an Ag check with a Dm of (1). If the check is failed, the enemy model gains (2) Fatigue Markers

BRUTE

AGILITY	BODY	MORALE	SIZE	GLORY
2	5	4	2	30

Adaptable, Brutal

Trait: The Muscle— This model may reroll Bd checks

MIRE TRIBES FACTION RULES

Booby Traps- Immediately after Objectives have been placed the Mire Tribes player must secretly select 3 of the Objective Markers on the table, secretly making a note of the Objective Markers chosen. These Objective Markers are considered Trapped. At the beginning of the Scoring phase if any enemy models have control of any Trapped Objective Markers, the model in control and all other models within 2" of the Trapped Objective Marker must make an Ag check with a Dm of (1). Each model that fails gains the Poison Malady, and gains (1) Injury Marker. After a Trapped Objective Marker has been revealed, it is no longer considered Trapped

Deadly Preparations- After terrain has been placed, this Warband may select one terrain feature on the table. That Terrain feature gains the Dangerous Terrain Trait in addition to its other rules

MIRE TRIBES FACTION EQUIPMENT LIST

SPECIAL ITEMS

NAME	GC	EFFECT
Swamp Poisons	10	You may choose to use this item at the beginning of this models Activation. All Weapons equipped by the model gain the Poison Malady until the end of this models current Activation.
Boglin Brew	20	At the beginning of a model's activation that has Boglin Brew, they may take a swig. If a model takes a swig, it must take a Bd Check with a Dm of x. X equals the number of swigs this model has taken during the game. If the test is passed the model may immediately remove up to (2) Damage Markers. If the test is failed the model is Drunk. Drunk models suffer a -2 penalty to their Cs, Ag, and Mi stats, but gains a +1 bonus to their Bd stat until the end of the game. A model that becomes Drunk cannot use Boglin Brew again
Pocket Spores	20	At any point during this model's activation, a model has Pocket Spores may choose an enemy model with 2". The chosen model must make an Ag Check. If the model fails, the target model immediately gains the Blind Malady.

WEAPONS

NAME	RELOAD	WV	GC	TRAITS
Blow Pipe	3	0	15	Range(8"), Non-Lethal (1), Poison (D), Quick Shot
Bola	1	1	15	Range (6"), Prone (H) , Non- Lethal (1)
Molotov	1	1	25	Range (6"), Blast, Burning (D)

MIRE TRIBES FACTION SPELLS

MIRE'S EMBRACE

(6")*(Curse)(CV-3)*

Target model must pass a Bd Check. If the check is failed, the target gains a Mire Embrace Marker. A Mire Embrace Marker can be removed in the same manner as a Malady. A model with a Mire Embrace Marker suffers the effects of Weakened and Disoriented Malady, until the Mire Embrace Marker is removed.

VIRULENT SICKNESS

(6")*(Curse)(CV-3)*

Target model must pass a Bd Check. If the check is failed the target gains a Virulent Sickness Marker. This Marker can be removed in the same manner as a Malady. A model may never have more than one Virulent Sickness Marker. A model with a Virulent Sickness Marker suffers the effects from the Bleeding and Poisoned Maladies, until the Virulent Sickness Marker is removed.

MIND FOG

(6")*(Curse)(CV-3)*

Target model must make a Mi Check. If the Check is failed the target gains a Mind Fog Marker. A Mind Fog Marker can be removed in the same manner as a Malady. A model with a Mind Fog Marker suffers the effects of the Blind and Slow Maladies until the Mind Fog Marker is removed.

SWAMP FOOT

(6")*(Curse)(CV-3)*

Target model must make an Ag Check. If the Check is failed, the target gains a Swamp Foot Marker. A Swamp Foot Marker can be removed in the same manner as a Malady. A model with a Swamp Foot Marker treats all Terrain and Open Ground as Dangerous until the Swamp Foot Marker is removed.

MIRE TRIBES CHARACTERS

QUETZAL

AGILITY	BODY	MORALE	SIZE	GLORY
5	2	5	2	40

Fast, Immune: Prone

ABILITY: Constrict (3ac)- Choose an enemy model within 1". That model must make an Ag Test with a DM of (1). If the target fails it is considered Constricted. Constricted models may not perform any Actions other than Struggle. This model may only have a single model Constricted and cannot perform Move Actions while it has a target Constricted.

STRUGGLE— This Action costs 2 Action Points. This model and the one which made it Constricted take an Opposed Body Test. If this model is the winner, or the test is a draw, this model is no longer considered Constricted and can perform Actions as normal.

MIRE TRIBES CHARACTERS

BOGLIN

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	3	1	15

Lucky, Slippery

TRAIT: Drunken Menace— Enemy models within 3" of this model suffer a –1 penalty to their CS and Ag Stats. This is not cumulative with other instances of Drunken Menace

CROAKIN

AGILITY	BODY	MORALE	SIZE	GLORY
5	2	4	1	15

Acrobatic, Stealthy

ABILITY: Excrete Poison (Active)(2ac)- Until the end of this model's current Activation, its weapons gain the Poison (H) Malady

CIPACTLI

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	5	2	30

Natural Weapons, Cannibal

ABILITY: Spine-Breaking Bite(Active)(2ac)- Until the end of this model's current Activation, this model's Unarmed Weapon gains the Lethal (1) and Heavy (1) Traits

KEYA

AGILITY	BODY	MORALE	SIZE	GLORY
5	2	5	3	40

Hardened, Stalwart

TRAIT: Massive Shell— Enemy models must reroll any Natural Rolls of '6' when making Damage rolls against this model

PRIMAL HORDE

Primal Evolution— During Warband Creation, when selecting Traits (including adaptable) characters from this Warband can select Traits with an * other than Adaptable, Undead, Ethereal or Demon. If a model chooses the Immune trait, it must select the Malady it is immune to as well.

The Biggest and Baddest— During Warband Creation you must select one model to be the Alpha. The Alpha increases its Size by 1 (including base size). If the chosen model is a Destroyer, it instead gains the Strong Trait. Friendly models within 6" of the Alpha cannot gain Shaken tokens. The Alpha must be the highest level model in the Warband.

Just a bunch of Animals— During Warband Creation this Warband cannot purchase Equipment, they instead purchase Species Traits from the table below. In addition, no model in this Warband can be a Spellcaster.

Useless Coins— During Warband Creation, this Warband may spend gold for Primal Markers. Each Primal Marker costs 50 gold. A Primal Marker can be spent during any models Activation to reroll a single To Hit, Damage or Injury Roll.

Species Traits— A model may only have a single Species Trait, if it is the Alpha it can instead have two but cannot select the same Species Trait more than once

SPECIES TRAIT	GC	EFFECT
SHARP CLAWS	10	This models Unarmed Weapon gains the Piercing (1) trait
CRUSHING BLOWS	15	This models Unarmed Weapon gains the Heavy (1) trait
QUICK STRIKES	15	This models Unarmed Weapon gains the Precise (1) trait
LONG LIMBS	10	This models Unarmed Weapon gains the Reach (1) trait
KILLER INSTINCT	20	This models Unarmed Weapon gains the Lethal (1) trait
CAUSTIC SPIT	15	This model gains a Thrown Weapon, which cannot be affected with the Disarmed Malady
LAUNCHING SPINES	20	This model gains a Javelin, which cannot be affected with the Disarmed Malady
THICK SKIN	10	This model gains a +1 to its AV
CARAPACE	30	This model gains a +2 to its AV

PRIMAL HORDE CHARACTERS

SWARMER

AGILITY	BODY	MORALE	SIZE	GLORY
2	2	2	1	5

Natural Weapons, Cannibal, Insignificant

TRAIT: They keep coming!- This model may never be greater than level 1, and cannot choose a Class. When this model is removed as a Casualty, at the beginning of the next Objectives phase, add another level 1 Swarmer to your Warband (with the same Upgrades) and place on the table edge of one of your Deployment Zones. When a Swarmer character is removed as a Casualty, it does not cause friendly models to gain Shaken tokens. A Swarmer Characters Cs and Mi stats are 3.

RAVAGER

AGILITY	BODY	MORALE	SIZE	GLORY
2	4	2	1	20

Natural Weapons, Cannibal, Adaptable

TRAIT: Pack Hunter- This model gains a +1 bonus to its Cs Stat for each model within 3" of it that also has this Trait. A model's Cs Stat can be increased by a maximum of X with this Trait. X equals this model's level.

CREEPER

AGILITY	BODY	MORALE	SIZE	GLORY
4	2	2	1	20

Natural Weapons, Cannibal, Adaptable

TRAIT: Ambush Predator- when this model is the Attacker, and there are no enemy models within 3" of the Defender, this model gains a +1 bonus to its to Hit and Damage Rolls

PRIMAL HORDE CHARACTERS

CRUSHER

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	3	2	40

Natural Weapons, Cannibal, Adaptable

ABILITY: Brutal Charge (Active)(2ac)- Move this model up to 3", ignoring rules for Terrain (other than Impassable) and disengaging. If this move brings this model into base contact with an enemy model, it must take an Ag check. If the check is failed, the enemy model gains the Prone Malady and (1) Fatigue Marker. This Ability may be used X times per turn, X equals the model's level

LURKER

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	3	2	40

Natural Weapons, Cannibal, Adaptable

ABILITY: Hunting Leap (Active)(2ac)- if this model is within 4" of an enemy model, you may remove this model from the table and place it in base contact with an enemy model within 4", keeping its rotation.

DESTROYER

AGILITY	BODY	MORALE	SIZE	GLORY
4	5	4	3	80

Natural Weapons, Cannibal, Adaptable

TRAIT: Monster of Legend- Enemy models that end their activation within 3" of this model, gain a Shaken Token. In addition, any model that can draw LOS to this model receive a -1 penalty to their Mr stat

ROMIRRI TROUPES

Divination— When choosing Secondary Objectives, this Warband keeps their Secondary Objective a secret and is revealed at the final turn of the game at the same time as their Secret Objective. When choosing Secret Objectives, this Warbands opponent must reveal their Secret Objective at the beginning of the first Objectives Phase instead of the last Objectives Phase of the game.

Romirri Curse— When a model from this Warband is removed as a Casualty from an Attack Action, this Warbands player rolls on the Injury Table with a -1 penalty and apply the result to the model that caused the Casualty

Travelling Performers— During Warband Creation, models in this Warband cannot purchase any suits of Armor or Shields other than light armor and or bucklers.

ROMIRRI TROUPES SPELLS

THE FINAL ACT (Focused)(CV-4)

A model must be Bloodied to Cast this spell. Remove this model from the game as a Casualty. All models within 3" must make an Ag Check with a Dm of (2). Each model that fails gains (2) Injury Markers.

THE OL' SWITCHEROO (3")(Blessing)(CV-2)

Choose either the target models Combat Skill or Mind Stat. Until the start of this models next Activation, it switches its chosen stat with the target.

FIREBREATHING (Unique)(CV-4)

Choose either all enemy models within 2", or a single enemy model within 6". The target must pass an Ag Check with a DM of (1). If the check is failed, the target gains the Burning Malady

PHANTASMAL APPARITIONS (Focused)(CV-3)

Until the start of this models next Activation, when it is the Defender of an Attack Action, the To Hit Modifier against it cannot be greater than 0.

ROMIRRI TROUPES FACTION EQUIPMENT LIST

WEAPONS

NAME	RELOAD	WV	GC	TRAITS
Firework	1	1	25	Range 8", Blast, Non-Lethal (1), Burning (D)
Exploding Deck	3	0	20	Range 8", Quick Shot, Non-Lethal (1), Blind (D)

ROMIRRI TROUPES EQUIPMENT LIST

SPECIAL ITEMS

NAME	GC	EFFECT
Flash Powder	20	One use only. At any point during its Activation, a model may use its Flash Powder. All other models within 3" must pass an Bd Check with a Dm of (1). Each model that fails gains Blind Malady.
Ringleaders Cloak	40	A Warband may have a single Ringleaders Cloak. The model that has this item gains +1 to its AV and +1 to its AG stats. In addition, it gains the Inspiring Trait.
Mime Mask	20	One use only. At any point during its Activation, A model that has a Mime Mask may exchange one of its traits with one from the Traits List other than those marked with an *.
Hallucination Gas	15	One use only. At any point during its Activation, a model may use its Hallucination Gas. All other models within 3" must pass an Mi Check with a Dm of (1). Each model that fails gains the Terrified Malady.
Caltrops	20	One use only. At any point during its Activation, a model may use its Caltrops. All other models within 3" must pass an Ag Check with a Dm of (1). Each model that fails gains the Prone Malady.

ROMIRRI TROUPES CHARACTERS

ACROBAT

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	6	1	30

Acrobatic, Fast

Ability: Graceful Dodge (Reactive)(2ac)-When this model is the Defender of an Attack Action and the Attacker fails the To Hit Roll, you may move this model up to 3" ignoring rules for Disengaging, following all other rules for movement

STRONGMAN

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	6	1	40

Strong, Unstoppable

Ability: Feat of Strength (Active)(2ac)- until the end of this models Activation, it's Close Combat Weapons gain the Heavy (2) trait

ROMIRRI TROUPES CHARACTERS

DANCER

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	6	1	30

Slippery, Dodge

Ability: Sleight of Hand (Active) (2ac)- choose an enemy model within 3". The chosen model must pass an Ag Check with a DM of (1). If the target fails, it gains the Disarmed Malady or you may remove one Special item from the chosen model and this model gains the Special item. This cannot allow this model to have more than one special item.

JESTER

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	6	1	40

Lucky, Intimidation

Trait: Unrelenting Mockery- When this model is the Defender of an Attack Action and is Bloodied, the Attacker receives a -1 Penalty to its To Hit and Damage Rolls for the duration of the Attack Action.

MIME

AGILITY	BODY	MORALE	SIZE	GLORY
3	3	6	1	50

Adaptable, Immune:all

Trait: Jack of all Trades– This model does not pick a class during Warband Creation. At the beginning of each Objectives Phase, choose a class for each Mime in your Warband (each mime can choose a different class). Until the start of the next Objectives phase, the Mime gains all Traits and Abilities of the chosen class. During Warband Creation a Mimes starting Cs and MI stats are 3.

VALKYR CLANS FACTION RULES

Forces of Nature- Each Character in this warband may dedicate itself to one of the four Natural Elements for an additional +15 GI. A Character may only have a single Dedication. Each Dedication will grant a single Trait and the Infuse Weapon Ability. If a Character has a Dedication and is a Spellcaster, all Spells that are successfully cast by the Character may also confer the Casters Dedication Malady in addition to the Spell effects.

ABILITY: Infuse Weapons (Active)(1ac)- This models weapons gain the Malady listed with the Character's dedication until the end of this models Activation.

Element	Trait	Malady
Fire	Immune (Burning)	Burning(H)
Ice	Natural Weapons	Slow (H)
Earth	Hardy	Pinned (H)
Storm	Stealthy	Stunned (H)

Ancestral Weapons- During Warband Creation, each weapon in this Warband may be upgraded to an Ancestral Weapon. These weapons can be given a single Malady or Trait listed below for additional Gold.

Ancestral Armor- During Warband Creation each suit of Armor may be upgraded to Ancestral Armor. This Armor can be given a single Trait listed for additional Gold.

Ancestral Shields- During Warband Creation each Shield may be upgraded to an Ancestral Shield. This Armor can be given a single Trait listed on the Ancestral Armor Table for additional Gold.

Ancestral Weapon		Ancestral Armor	
GC	Trait/Malady	GC	Trait
10	Reach (1)/Range (2)	30	Regeneration
20	Heavy (1)	20	Strong Constitution
10	Piercing (1)	20	Hardy
20	Lethal (1)	20	Keen Senses
15	Precise (1)	15	Dodge
15	Poisoned (D)	25	Implacable
20	Bleeding (D)	25	Hardened

VALKYR CLANS CHARACTERS

KARL

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	5	1	30

Tough, Strong

ABILITY: Glory! (Active)(2ac)- This Ability may be activated once per game. This model receives a +2 bonus to its Cs and receives a -2 Penalty to its Ag stat until the end of the

VALKYR CLANS CHARACTERS

EINHERJAR

AGILITY	BODY	MORALE	SIZE	GLORY
4	4	6	1	50

Strong, Tough, Implacable

TRAIT: Greatest of Mortals— This model can never gain Shaken Tokens. In addition, during Warband Creation it must choose a Dedication without paying the additional Glory

GRENDELKIN

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	5	2	40

Fast, Violent

ABILITY: Unleash the Beast (Active)(2ac)— Until the end of this models next Activation, it gains the Strong and Natural Weapons Traits

JOTUNSMALR

AGILITY	BODY	MORALE	SIZE	GLORY
2	5	6	3	60

Unstoppable, Brutal

TRAIT: Terrifying Presence— All enemy models within 6" of This model suffer a -2 penalty to their Mr stat

YOKAI SHOGUNATE

Yokai Curse- Models in this Warband may never remove Damage Markers, and increase the Dm of Injury Tests by (1). In addition, anytime a model in this Warband would gain an Injury Marker due to an Attack or Cast Action, it instead gains a Fatigue Marker. Finally all models in this Warband gain The Yokai's Bargain Trait.

TRAIT: The Yokai's Bargain— Once per Activation, Instead of spending Action Points when making Cast or Attack Actions, this model may instead gain Injury Markers equal to the CV of the Spell, or Ap cost of the Attack Action.

YOKAI SHOGUNATE FACTION EQUIPMENT LIST

WEAPONS

NAME	WV	GC	TRAITS
Katana	1	20	Piercing (1), Precise (1), Two Handed
Kanabo	2	25	Heavy (1), Prone (D), Two Handed
Nunchaku	0	15	Stun (H), Non Lethal

YOKAI SHOGUNATE SPELLS

CURSE OF THE SHADOW DRAGON

(6") (Curse) (CV-3)

Target model must take an Ag Check. If the check is failed, the target gains the Burning and Blind Maladies

SHADOW FORM

(Focused) (CV-3)

Until the start of this model's next Activation, enemy models receive a -1 penalty to their To Hit Rolls when targeting this model.

SOUL STRIKE

(Focused) (CV-2)

During this model's next Attack Action, its Weapons gain the Lethal (+2) Trait. If the next Attack Action does not cause an enemy model to be removed as a Casualty, the Caster gains (3) Injury Markers

YOKAIS GIFT

(6") (Curse) (CV-3)

Target model must take a Mi Check. If this check is failed, the target gains Fatigue Markers equal to the number of Injury Markers on the Caster.

YOKAI SHOGUNATE CHARACTERS

KAPPA

AGILITY	BODY	MORALE	SIZE	GLORY
2	5	5	1	20

Alternative Senses, Strong Constitution

ABILITY: Inner Power (Active)(2ac)- Until the end of this model's current Activation, it is a Spellcaster.

TRAIT: Wise- During Character Creation, this model receives a +1 bonus to its Mind Stat after it has chosen its class.

GEISHA

AGILITY	BODY	MORALE	SIZE	GLORY
5	2	5	1	30

Dodge, Intimidation

ABILITY: Shapeshift (Active)(3ac)- Until the start of this model's next Activation, when it is the target of an Attack Action, enemy models must use their Mi stat in place of Cs stat for the Attack Sequence.

SHINOBI

AGILITY	BODY	MORALE	SIZE	GLORY
4	3	5	1	30

Unstoppable, Stealthy

TRAIT: From the Shadows- Enemy models cannot use the Rotate Action when they are the target of this models Attacks, Abilities or Spells.

YOKAI SHOGUNATE CHARACTERS

SOHEI

AGILITY	BODY	MORALE	SIZE	GLORY
3	4	5	1	30

Martial Artist, Tough

ABILITY: Align Chakras (Active)(2ac)- Remove a single Malady from this model

RONIN

AGILITY	BODY	MORALE	SIZE	GLORY
4	4	5	1	50

Brutal, Violent

TRAIT: Scions of the Daimyo- This model does not reduce it's stats when it becomes Bloodied. (its Action Pool is reduced as normal)

ONI

AGILITY	BODY	MORALE	SIZE	GLORY
4	4	5	3	60

Implacable, Immune: Burning

ABILITY: Burning Soul (Active)(2ac)- Until the end of the model's current Activation, it may perform Close Combat Attack Actions for (1) AC instead of (2) AC. In addition, at the end of this model's Activation, it gains (X) Injury Markers. X equals the number of Attack Actions this model performed during its current Activation.