

Ashmen Swordsman

→ Ashmen ←





Ashmen Swordsman

→ Ashmen ←

◇ Infantry ◇

Rank **1**
Base **30**
Size **2**
DZ **B**

SWORD SLASH

Melee | 1 | 00

SPECIAL ABILITIES

Act With Certainty: If this model is killed by an attack that did not generate an ☠ result, and is engaged with only 1 enemy, it may perform 1 of its melee attacks before being removed.

Deflection: This model may Parry ranged and magic attacks.

Duelist: While this model is engaged with only 1 enemy, and no other friendly model is engaging the same enemy, it gains **Offensive Mastery(1)**. This ability is ignored if an Assist Action is used on this model.

***Offensive Mastery(1):** This model may add up to (1) dice to any attacks it is participating in. Before results are generated, this model removes the same number of dice added to those attacks.

[Reaction] Counter Attack ⚔ (1): Once per attack, when a ⚔ is generated against this model, and this model is not killed, this model may perform 1 of its melee attacks on an active enemy in range, replacing the attack's rate with (1).

7 5 1 1

7 5 1 1

10 9 8 7 6 5 4 3 2 1

10 9 8 7 6 5 4 3 2 1

Ashmen Hakar

→ Ashmen ←





Ashmen Hakar

→ Ashmen ←

◇ Leader ◇

Rank **1**
Base **30**
Size **2**
DZ **B**

SWORD SLASH

Melee | 2 | 00

SPECIAL ABILITIES

Act With Certainty

Deflection

[Reaction] Counter Attack ⚔ (1)

Offensive Mastery(1): This model may add up to (1) dice to any attacks it is participating in. Before results are generated, this model removes the same number of dice added to those attacks.

COMMAND ABILITIES

Inspire: If this model begins its activation engaged, its melee attacks gain [+1] this activation.

Training: If this model engaged an enemy this activation, and would end their activation unengaged, it may move 3" toward the nearest enemy.

7 6 1 3

7 6 1 3

10 9 8 7 6 5 4 3 2 1

10 9 8 7 6 5 4 3 2 1

Alyana Heska

→ Ashmen ←





Alyana Heska

→ Ashmen ←

◇ Leader • Character ◇

Rank **2**
Base **30**
Size **2**
DZ **B**

GLACIAL STRIKE

Melee | 4 | 00

Shattering Strike(2): If this attack kills an enemy, all enemies within (2)" of the target suffer a (1) melee attack.

SPECIAL ABILITIES

Freezing Death: Aura 4", Enemy models that begin their activation in the area suffer [-2] this activation.

Offensive Mastery(2): This model may add up to (2) dice to any attacks it is participating in. Before results are generated, this model removes the same number of dice added to the attacks.

COMMAND ABILITIES

Inspire: This model's melee attacks gain **Shattering Strike(1)** this activation.

Training: This model's melee attacks gain **Sundering (+1)**.

***Sundering(x):** Replace (x) on the defender's chart with ⚡.

7 6 2 2

7 6 2 2

10 9 8 7 6 5 4 3 2 1

10 9 8 7 6 5 4 3 2 1

Pelegarth Bloodmask

→ Pelegarth ←



6

5

1

1



Rank 1

Base 30

Size 2

DZ C

SWORD AND BOARD

Melee 1 00

SHIELDBASH

Special

1 engaged enemy suffers Knockback(2).

*Knockback (2): Before results are generated, each enemy targeted is forced (2)" directly away. If that enemy's movement is stopped by another model, the model stopping it suffers a [1] melee attack.

SPECIAL ABILITIES

Evasion(1): When this model is attacked, after any re-rolls are made, it may adjust the results of up to (1) dice up or down by 1, keeping the adjusted result.

Shieldwall: Once per attack, when a is generated against this model, and this model is in contact with a friendly model, you may remove 1 result from the attack.

Pelegarth Howl

→ Pelegarth ←



6

6

1

3



Rank 1

Base 30

Size 2

DZ C

SWORD AND BOARD

Melee 2 00

SHIELDBASH

Special

1 engaged enemy suffers Knockback(2).

*Knockback (2): Before results are generated, each enemy targeted is forced (2)" directly away. If that enemy's movement is stopped by another model, the model stopping it suffers a [1] melee attack.

SPECIAL ABILITIES

Evasion(1)

Shieldwall

COMMAND ABILITIES

Inspire: If this model engages an enemy during this activation and triggers Knockback(x), it may move up to (x)" directly toward that enemy and perform 1 of its melee attacks.

Training: If an enemy disengages this model, after that movement, 1 friendly model may move up to 4" toward that enemy. This ability may only trigger once per disengage.

Elsis Tagil, The Wail of War

→ Pelegarth ←



6

6

2

2



Rank 2

Base 30

Size 2

DZ C

UNLEASH FURY

Melee 3 00

Sundering(1): Replace (1) on the defender's chart with .

Unrelenting(1): Replace (1) on the defender's chart with .

Knockback (3): Before results are generated, each enemy targeted is forced (3)" directly away. If that enemy's movement is stopped by another model, the model stopping it suffers a [1] melee attack.

SPECIAL ABILITIES

Evasion(1)

Fierce Resistance: Aura 6", Friendly models in the area gain [+1].

Superior Blocking: Once per attack, when a result is generated against this model, you may remove 1 result from the attack.

COMMAND ABILITIES

Inspire: This model gains [+2] this activation.

Training: This model gains Evasion(+1) while in contact with 2 or more enemies.

Fel Hammer

→ Fel Warrior ←





10	👤
9	⚡
8	⚡
7	⚡
6	🌀
5	🌀
4	✖
3	✖
2	🌀
1	🌀

6

6

1

2

Fel Hammer

→ Fel Warrior ←

◇ Infantry ◇

Rank 2

Base 40

Size 3

DZ B

HAMMERING BLOWS

Melee | 2 | 00

Critical Blow(1): Replace (1) ⚡ on the defender's chart with 🦴.

SPECIAL ABILITIES

Unleash Fury: At the start of this model's activation it may choose to gain **Elemental Fury** until the end of this activation. If it does so, at the end of its activation, it must make a Will Check(2). For each failure it suffers 1 damage.


***Elemental Fury:** This model gains [+2] 🌀, and its melee attacks gain **Critical Blow(+1)** and **Offensive Expertise(+1)**.


***Offensive Expertise(1):** When this model performs an attack, before results are generated, it may re-roll up to (1) dice.

Elemental Unbound: When this model is killed, all models in contact without the Fel Warrior Trait suffer a [1] 🌀 magic attack.

The Unmasked

→ Fel Warrior ←





10	👤
9	⚡
8	⚡
7	🌀
6	🌀
5	✖
4	✖
3	🌀
2	🌀
1	🌀

6

6

1

3

The Unmasked

→ Fel Warrior ←

◇ Leader ◇

Rank 1

Base 30

Size 2

DZ B

DUAL STRIKE

Melee | 2 | 00

Critical Blow(1): Replace (1) ⚡ on the defender's chart with 🦴.

Precision(2): When this model performs an attack, after re-rolls are made, it may adjust the results of (2) dice up or down by 1.

SPECIAL ABILITIES

Elemental Unbound

Master of Deception: The first time each turn this model becomes engaged, it may may a Will Check(1). On a success, place this model anywhere within 3".

COMMAND ABILITIES

Inspire: Once per turn, if this model passes a Will Check, all engaged enemies suffer a [1] 🌀 magic attack.

Training: If this model fails a Will Check, or is hit, but not killed, by a Will Attack, it may move up to 3" and make a [1] 🌀 melee attack.

Arkan Thesh

→ Fel Warrior ←





10	👤
9	⚡
8	⚡
7	⚡
6	🌀
5	🌀
4	✖
3	✖
2	🌀
1	🌀

6

6

2

3

Arkan Thesh

→ Fel Warrior ←

◇ Leader • Character ◇

Rank 2

Base 50

Size 3

DZ B

CRUSHING STRIKE

Melee | 3 | 00

Enemies with a larger size that are hit suffer [-1] 🌀, to a minimum of [1], for this attack.

Critical Blow(1): Replace (1) ⚡ on the defender's chart with 🦴.

SPECIAL ABILITIES

Flying: During free movement, this model may move through models and terrain elements as long as that move does not end over a model's base or a terrain element it could not normally move on.

Dual Possession: At the beginning of this model's activation, it must make a Will Check(1). On a success, it gains **Elemental Fury**. On a failure, all models within 2" suffer a [1] 🌀 magic attack.

COMMAND ABILITIES

Inspire: If this model has Elemental Fury, if it kills an enemy it may move up to 2" and perform 1 of its melee attacks. If it does so it suffers [-1] 🌀 this activation.

Training: When this model makes a Will Check, or is the target of a Will Attack, it may gain [+1] 🌀 or [-1] 🌀 for that check or attack.

Longhorn





Rank 1

Base 40

Size 3

DZ C

Specialist

SWORD STRIKE

Melee

3 00

Sundering(1): Replace (1) on the defender's chart with

Unrelenting(1): Replace (1) on the defender's chart with

CLEAR A PATH

Special

Enemies within 2" of this model are forced 3" away, in the order of this model's choosing. This model may then move up to 4" and perform 1 of its melee attacks.

SPECIAL ABILITIES

None

10

9

8

7

6

5

4

3

2

1

7

5

1

3

Rathor





Rank 1

Base 50

Size 3

DZ B

Specialist

EFRENTI BLAST

Magic

1 8

Bounce(1): When the dice for this attack are assigned, this model may assign 1 additional die to up to (1) additional enemies within 3" of a target, ignoring Line of Sight.

EFRENTI STRENGTH

Melee

2 00

Sundering(1): Replace (1) on the defender's chart with

Knockback (2): Before results are generated, each enemy targeted is forced (2)" directly away. If that enemy's movement is stopped by another model, the model stopping it suffers a [1] melee attack.

SPECIAL ABILITIES

Efrenti Fury: Aura 6", Enemies in the area lose Defensive Mastery(x), Defensive Expertise(x), and Evasion(x).

10

9

8

7

6

5

4

3

2

1

6

6

1

3

Greathorn





Rank 2

Base 80

Size 5

DZ B

Specialist

EXPLOSIVE CONFLAGRATION

Melee

* 2

Target up to 3 enemies in range. This attack generates (x) attack dice against each of those enemies, where (x) is equal to the number of targets selected.

Sundering(1): Replace (1) on the defender's chart with

Unrelenting(1): Replace (1) on the defender's chart with

IMMOLATE

Magic

4 6

Critical Blow(1): Replace (1) on the defender's chart with

SPECIAL ABILITIES

Wreathed in Flame: When this model activates all enemies within 1" suffer a [1] magic attack These attacks cannot generate Backlash.

10

9

8

7

6

5

4

3

2

1

6

6

2

3

The Blind Hakar



Rank **2**
Base **40**
Size **2**
DZ **C**

Specialist • Character

VENGEANCE STRIKE
Melee | 1 | 00
This attack can only be selected if engaged with only 1 enemy. Enemies with a size of 3 or smaller hit by this attack are killed.

ARCING STRIKE
Melee | 1 | 00
This attack targets all enemies in range.

SPECIAL ABILITIES
Duelist: While this model is engaged with only 1 enemy, and no other friendly models are engaging the same enemy, it gains **Offensive Mastery(1)**. This ability is ignored if an Assist Action is used on this model.
***Offensive Mastery(1):** This model may add up to (1) dice to any attacks it is participating in. Before results are generated, this model removes the same number of dice added to those attacks.
Guard Dog: Once per turn, if an enemy becomes engaged with this model, that enemy suffers a [1] magic attack.
Riposte: Each time this model is missed by a melee attack, and not killed, 1 enemy in contact suffers a [1] magic attack.

10 (Skull)
9 (Lightning)
8 (Lightning)
7 (Lightning)
6 (Lightning)
5 (Lightning)
4 (Lightning)
3 (Lightning)
2 (Lightning)
1 (Lightning)

7 (Green)
7 (Fire)
2 (Blue)
2 (Red)

Shadrus Arikim



Rank **2**
Base **40**
Size **3**
DZ **B**

Specialist • Character

FIERY ARC
Melee | 3 | 2
Once this attack is completed, up to 3 enemies targeted by this attack suffers a [1] magic attack.
Sundering(1): Replace (1) on the defender's chart with.


ANGER OF THE INFERNO
Magic | 2 | 8

SPECIAL ABILITIES
Volcanic Fury: For each damage on this model its attacks gain [+1] to a max of [+3].

10 (Lightning)
9 (Lightning)
8 (Lightning)
7 (Lightning)
6 (Lightning)
5 (Lightning)
4 (Lightning)
3 (Lightning)
2 (Lightning)
1 (Lightning)

7 (Green)
6 (Fire)
1 (Blue)
5 (Red)

The Bloodchild



Rank **2**
Base **50**
Size **3**
DZ **B**

Specialist • Character

SMOLDERING STRIKE
Melee | 3 | 00
Critical Blow(1): Replace (1) on the defender's chart with.
Unstoppable(1): Replace (1) Non-Non- on the defender's chart with.

ELEMENTAL BLAST
Magic | 4 | 6
For each hit generated by this attack, this model may perform a [1] magic attack on an enemy within 3" of the target.

SPECIAL ABILITIES
Elemental Feedback: Whenever an enemy fails to hit this model with a Will Attack, that enemy suffers a [1] magic attack.
Flying: During free movement, this model may move through models and terrain elements as long as that move does not end over a model's base or a terrain element it could not normally move on.
Strong Will: When this model makes a Will Check or is the target of a Will Attack, it gains re-roll(+1).
Rally Point: Aura 4", Friendly models in the area have Strong Will.

10 (Skull)
9 (Lightning)
8 (Lightning)
7 (Lightning)
6 (Lightning)
5 (Lightning)
4 (Lightning)
3 (Lightning)
2 (Lightning)
1 (Lightning)

8 (Green)
7 (Fire)
2 (Blue)
2 (Red)

Pelegarth Brute

→ Pelegarth ←





10	⚡
9	⚡
8	⚡
7	⚡
6	✖
5	✖
4	✖
3	⚡
2	⚡
1	⚡

Pelegarth Brute

→ Pelegarth ←

◇ Infantry ◇

Rank **2**
Base **40**
Size **3**
DZ **C**

CHAIN LASH

Melee | 2 | 3

Feint(2): Replace (2) ⚡ on the defender's chart with ⚡.

CHAIN PULL

Melee | 1 | 3

After this attack is complete, you may force 1 model targeted by this attack up to 3" directly toward this model.

SPECIAL ABILITIES

Drag Along: When this model disengages, after that move is complete, it may immediately perform 1 free Chain Pull attack against 1 model it disengaged from.

Brute Warden

→ Pelegarth ←





10	⚡
9	⚡
8	⚡
7	⚡
6	✖
5	✖
4	✖
3	⚡
2	⚡
1	⚡

Brute Warden

→ Pelegarth ←

◇ Leader ◇

Rank **1**
Base **40**
Size **3**
DZ **C**

SWORD STRIKE

Melee | 2 | 00

SPECIAL ABILITIES

Evasion(1): When this model is attacked, after any re-rolls are made, it may adjust the results of up to (1) dice up or down by 1, keeping the adjusted result.

COMMAND ABILITIES

Inspire: If this model engages an enemy during its maneuver, that enemy immediately suffers a [1] ⚡ melee attack.

Training: When this model begins its activation engaged with 2 or more enemies, its melee attacks gain **Unstoppable(1)**.

***Unstoppable(x):** Replace (x) Non-⚡ Non-⚡ on the defender's chart with ⚡.

Ashmen Firehawk

→ Ashmen ←





10	⚡
9	⚡
8	⚡
7	⚡
6	⚡
5	⚡
4	⚡
3	⚡
2	⚡
1	⚡

Ashmen Firehawk

→ Ashmen ←

◇ Infantry ◇

Rank **2**
Base **30**
Size **2**
DZ **C**

WAR TRIDENT

Melee | 1 | 2

EMPOWERED ASSAULT

Special

This action may only be used if this model did not begin its activation engaged.

Move this model up to 2", and then perform 1 War Trident attack. Until the end of this activation, War Trident gains [+1] ⚡ and **Unstoppable(1)**.

***Unstoppable(1):** Replace (1) Non-⚡ Non-⚡ on the defender's chart with ⚡.

SPECIAL ABILITIES

Onslaught: The first time each turn this model kills an enemy, it may immediately perform 1 of its melee attacks.

Firehawk Raid Leader

→ Ashmen ←





10	⚡
9	⚡
8	⚡
7	⚡
6	⚡
5	⚡
4	⚡
3	⚡
2	⚡
1	⚡

Firehawk Raid Leader

→ Ashmen ←

◇ Leader ◇

Rank **1**
Base **40**
Size **2**
DZ **C**

WAR TRIDENT

Melee | 1 | 2

SPECIAL ABILITIES

Onslaught: The first time each turn this model kills an enemy, it may immediately perform 1 of its melee attacks.

Tactical Expertise: During a combined activation, this model may perform an Assist Action on any active model, regardless of range. That attack gains **Precision(+1)**.

***Precision(1):** When this model performs an attack, after re-roll are made, it may adjust the results of (1) dice up or down by 1.

COMMAND ABILITIES

Inspire: When performing a combined attack, enemies may not use actions or abilities that trigger off of Defense Chart results.

Training: Friendly models gain **Bolster**.

***Bolster:** This model may make an Assist Action on a model up to 2" away.

Arkazan Greatwing




Arkazan Greatwing
Rank 1
Base 50
Size 4
DZ B

Specialist

SLAYER'S BLADES
Melee
2
00

Enemies targeted by this attack suffer [-1], to a minimum of [1], for this attack.

Unstoppable(1): Replace (1) Non- on the defender's chart with .

SPECIAL ABILITIES

Deflection: This model may Parry ranged and magic attacks.

Wing Buffet: When this model activates it may force all enemies of size 3 or less in contact directly away 2".

10
9
8
7
6
5
4
3
2
1

6
6
1
3

Sarvoth Shadow-Veil




Sarvoth Shadow-Veil
Rank 1
Base 40
Size 3
DZ B

Specialist

VEIL HAMMER
Melee
2
2

Knockback (2): Before results are generated, each enemy targeted by this attack is forced (2)" away. If that enemy's movement is stopped by another model the model stopping it suffers a [1] melee attack.

SPECIAL ABILITIES

Shadowstep: During free movement, this model may move through, but not end on, friendly and enemy models (it is not engaging enemies unless it ends in contact).

[Reaction] Counter Attack * (1): Once per attack, when a * is generated against this model, and this model is not killed, this model may perform 1 of its melee attacks on an active enemy in range, replacing the attack's rate with (1).

[Reaction] Sidestep : Once per attack, when a result is generated against this model, and this model is not killed, this model may immediately perform a free Sprint action, ignoring disengage penalties.

10
9
8
7
6
5
4
3
2
1

6
4
2
2

Izari Warhounds




Izari Warhound
Rank 1
Base 40
Size 2
DZ C

Specialist

RIP AND MAUL
Melee
2
00

If engaged with only 1 enemy, this attack gains Offensive Expertise(1).

Offensive Expertise(1): When this model performs an attack, before results are generated, it may re-roll up to (1) dice.

SPECIAL ABILITIES

Fast: This model may Sprint 6" instead of the normal 4".

Guard Dog: Once per turn, if an enemy becomes engaged with this model, that enemy suffers a [1] melee attack.


Lash Out: Each time this model is hit, but not killed, 1 active enemy within 2" suffers a [1] melee attack.


Relentless: If an enemy disengages from this model, this model may immediately perform a free Sprint action.

10
9
8
7
6
5
4
3
2
1


6
5
1
3


Kor Kallum, Greatwing Prototype














Kor Kallum

◇ Specialist • Character ◇

EFRENTI BLADES

Melee

3
2

EFRENTI DOMINANCE

Toggle

Choose 1:

- Enemies that become engaged, or begin their activation engaged with this model, suffer a [2] magic attack.
- Aura 6", Enemies in the area suffer [-2] and cannot disengage from friendly models.
- This model's attacks gain [+2] and **Precision(2)**

***Precision(2):** When this model performs an attack, after re-roll are made, it may adjust the results of (2) dice up or down by 1.

SPECIAL ABILITIES

Flying: During free movement, this model may move through models and terrain elements as long as that move does not end over a model's base or a terrain element it could not normally move on.

Master of Masks: Once during its activation, this model may select 1 **Efrenti Dominance** Toggle and activate it without spending an action.

Vallanya Rhabar, The Shadow's Step



7

5

1

2



10	
9	
8	
7	
6	
5	
4	
3	
2	
1	

Vallanya Rhabar

◇ Specialist • Character ◇

SHADOW CLAW

Melee

Backstab: Replace the lowest result on the defender's chart with ⚡. Hits from this ⚡ automatically deal 1 damage to the target.

SPECIAL ABILITIES

Fast: This model may Sprint 6" instead of the normal 4".

Infiltrate: This model only deploys after all other models have been deployed. You may deploy this model anywhere in No Man's Land or a friendly deployment zone.

Shadowstep: During free movement, this model may move through, but not end on, friendly and enemy models (it is not engaging enemies unless it ends in contact).

[Reaction] Sidestep ➤: Once per attack, when a ➤ result is generated against this model, and this model is not killed, this model may immediately perform a free Sprint action, ignoring disengage penalties.

Rank 1

Base 30

Size 2

DZ ★