

Dragon Legionnaire

→ Dragon Guard ←





Rank 1

Base 30

Size 2

DZ B

TWIN BLADES

Melee

1

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

SPECIAL ABILITIES

Enlightenment (1): When this model activates, it may choose up to (1) Offensive Insights within range and apply its effect. Models activating in a combined activation must choose the same Offensive Insight. When this model is attacked, after results are generated, it may choose up to (1) Defensive Insights within range and apply their effects.

Healing Vapors: Each time this model is hit by a ⚡ result, and is in contact with a friendly model with the same trait, it may make a Will Check(1). On 1 or more successes it may ignore that ⚡.

Legion Tactics: When this model ends its movement, if it is not engaged, and is within 2" of a friendly model, it may move 2" toward the nearest friendly model.

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Dragon Legion Keeper

→ Dragon Guard ←





Rank 1

Base 30

Size 2

DZ B

RAZOR'S EDGE STRIKE

Melee

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If this attack generates 1 or more hits, this model may perform a sprint action after this attack is resolved, ignoring disengage costs.

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

SPECIAL ABILITIES

Enlightenment (1)

[Defensive Insight] Diamond Wall Stance: Aura 6". If this model is in contact with a friendly model it gains Guard(+1).

***Guard(1):** Replace the lowest ⚡ result on this model's defense chart with ⚡.

Legion Tactics

COMMAND ABILITIES

Inspire: As an attack action, this model may perform a [1] ⚡ magic attack on an enemy within 1".

Training: When this model is attacked and a ⚡ result is generated, and this model is not killed, it may be placed anywhere within 3" after the attack is resolved.

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The Winterhawk

→ Dragon Guard ←





Rank 2

Base 30

Size 2

DZ B

RAPTOR'S KISS

Melee

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

DRAGON'S BREATH

Magic

2

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SPECIAL ABILITIES

Enlightenment (2)

[Defensive Insight] Aura (6") Walking the Void Path: When this model is attacked and an ⚡ result is generated, it may make a Will Check(1). On 1 or more successes, all enemy models within 2" suffer 1 hit.

COMMAND ABILITIES

Inspire: While in contact with a friendly model, when this model performs a melee attack, after that attack is resolved, it may perform a [1] ⚡ melee attack on an enemy within 1".

Training: When this model is attacked and a ⚡ result is generated, you may have the attacker suffer Knockback(2) after the attack is resolved.

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

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The Wrath

→ The Children ←

Rank 2

Base 40

Size 3

DZ C

CRESCENT HOOK

Melee

2 2

After this attack is resolved, any enemies targeted by this attack may be forced up to 2" toward this model.

THUNDERFIST SLAM

Magic

1 00

This attack targets all enemies in range.

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

SPECIAL ABILITIES

Enlightenment (1): When this model activates, it may choose up to (1) Offensive Insights within range and apply its effect. Models activating in a combined activation must choose the same Offensive Insight. When this model is attacked, after results are generated, it may choose up to (1) Defensive Insights within range and apply their effects.

Against All Odds: While this model is in contact with 2 or more enemies, it gains Ward(1).

*Ward(1): Replace the lowest result on this model's defense chart with.

Big Sister

→ The Children ←

Rank 1

Base 30

Size 3

DZ C

EXECUTIONER STRIKE

Melee

2 2

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

Precision(1): When this model attacks, after re-rolls are made, it may adjust the result of (1) dice up or down by 1.

SPECIAL ABILITIES

Enlightenment (1)

[Offensive Insight] Mind's Eye Strike: Aura 6", While this model is engaged with 2 or more enemies, its attacks gain Precision(+1).

Against all Odds

COMMAND ABILITIES

Inspire: If this model is engaged with 2 or more enemies, it gains Offensive Expertise(1).

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

Training: When this model is in contact with 2 or more enemies, its melee attacks gain Suppression(+1).

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

The Warchild

→ The Children ←

Rank 2

Base 50

Size 4

DZ C

DEVASTATION

Melee

4 2

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

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

SPECIAL ABILITIES

Enlightenment (2)

[Offensive Insight] Eye of the Endless Storm Stance: Aura 6", While this model is engaged with 2 or more enemies, its melee attacks gain [+1].

Against all Odds

COMMAND ABILITIES

Inspire: If this model kills an enemy, and it was not part of a combined attack, it may make a Will Check(1). On a success, it may remove 1 damage.

Training: While engaged with 2 or more enemies, this model gains Sundering(+1).

Iron Lotus Warrior

→ Lotus Warrior←

Rank 1

Base 30

Size 2

DZ C

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LOTUS STRIKE

Melee

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If this model is not part of a Combined Attack, this attack may re-roll any dice.

SPECIAL ABILITIES

Enlightenment (1): When this model activates, it may choose up to (1) Offensive Insights within range and apply its effect. Models activating in a combined activation must choose the same Offensive Insight. When this model is attacked, after results are generated, it may choose up to (1) Defensive Insights within range and apply their effects.

Indomitable Will: This model may never be targeted by Will Attacks.

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

Black Lotus

→ Lotus Warrior←

Rank 1

Base 30

Size 2

DZ C

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WAR FAN

Melee

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The first time each turn this attack kills an enemy, this model may be placed anywhere in contact with an enemy within 2". This model may then perform 1 War Fan attack.

SPECIAL ABILITIES

Enlightenment (1)

Indomitable Will

[Reaction] Sidestep

[Offensive Insight] Channeling the Winds of Sorrow: Aura 6", If this model rolls a and kills an enemy, 1 enemy within 6" of that enemy suffers a [1] magic attack.

COMMAND ABILITIES

Inspire: When this model performs a melee attack, it may have that attack gain [+1]. If it does, at the end of its activation, it must make a Will Check(1). On a failure, it suffers 1 damage.

Training: If an enemy engaged with this model fails a Will Check, that enemy immediately suffers a [1] magic attack.

Madam Mui

→ Lotus Warrior←

Rank 2

Base 30

Size 2

DZ C

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DANCE OF SCYTHING DEATH

Melee

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Once this attack is completed, this model may be placed anywhere within 2", and then perform 1 Dance of Scything Death attack. This may be repeated up to 5 additional times per activation.

SPECIAL ABILITIES

Enlightenment (1)

[Offensive Insight] Unleashing the Soul Storm: Aura 6", If this model's melee attacks generate an result, all enemies within 2" of the target must make a Will Check(1). On a failure they suffer 1 hit.

COMMAND ABILITIES

Inspire: If this model engages an enemy this activation, its melee attacks gain Critical Blow(+1).

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

Training: If this model generates a result against an enemy, 1 enemy within 2" of the target suffers a [1] melee attack.

Shield of Taelfon




Rank 1
Base 30
Size 2
DZ B

Specialist

CELESTIAL BOLT

Magic
1
6

Enemies targeted by this attack suffer [-1], to a minimum of [1], for this attack. This attack does not suffer from Backlash.

SPECIAL ABILITIES

Enlightenment (1)

[Defensive Insight] Ignite the Spirit Fire: Aura 6", Once per attack, when this model is attacked and a * result is generated, 1 attacking model suffers Backlash.

Increased Backlash: This model generates an additional attack when causing Backlash.

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Hammer of Heaven




Rank 1
Base 40
Size 2
DZ C

Specialist

SPIKED CHAIN

Melee
2
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Enchanted: When using this attack, before attack dice are rolled, its type may be replaced with Magic.

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

Grab: Enemies targeted by this attack are forced into contact with this model.

SPECIAL ABILITIES

Enlightenment (1)

[Offensive Insight] Heaven's Judgment Strike: Aura 6" This model gains Enchanted and Suppression(+1) to all melee attacks.

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

Swinging Chain: Aura 2", Enemies treat the area in the aura as Rough(1).

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Fulung Devourer




Rank 2
Base 80
Size 5
DZ A

Specialist

CHOMP

Melee
2
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Critical Blow(1): Replace (1) on the defender's chart with .

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

SPEAR OF LIGHT

Magic
4
8

Target an enemy in range. This model may allocate attack dice to the target and any enemy between. No model may be allocated more than 2 dice.

SPECIAL ABILITIES

Enlightenment (2)

[Offensive Insight] Setting Sun Strike: Aura 6", This model gains Critical Blow(+1) to all melee attacks.

Radiance of Dawn Stance: When attacking this model, enemies must make a Will Check(1). On 1 or more failures they lose Precision(x), Offensive Expertise(x), and Offensive Mastery(x) this activation.

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Hong Yao





Hong Yao

◇ Specialist • Character ◇

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

INFERNAL STRIKE

Melee

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

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

DEMON FIRE

Magic

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Target an enemy. Allocates 2 attack dice to all models between this model and the target, including the target.

SPECIAL ABILITIES

Enlightenment (2)

The Solitary Path: When this model activates, if it chooses not to apply any Offensive Insights, it gains +2 and may ignore models when moving this turn.

Infernal Fortitude: For each damage this model suffers it may make a Will Check(1). On 1 a success it does not suffer that damage.

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The Red Willow





The Red Willow

◇ Specialist • Character ◇

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

WHIRLING BLADE

Melee

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This attack targets all enemies in range.

STEAM GAUNTLET

Melee

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| | 3 | 00 |
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Enchanted: When using this attack, before attack dice are rolled, its type may be replaced with Magic.

SPECIAL ABILITIES

Enlightenment (2)

[Offensive Insight] Dawning the Guise of Shrouded Death: Aura 6", When attacking an enemy that has not activated this round this model gains **Offensive Expertise(+1)**.

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

From the Shadows: You may choose not to deploy this model at the start of the game. Instead, when an enemy is killed, before that model is removed, you may place this model anywhere in contact with that enemy.

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The Deathbloom





The Deathbloom

◇ Specialist • Character ◇

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

CELESTIAL BLADE

Melee

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Feint(3): Replace (3) ⚡ on the defender's chart with ⚡.

BLADE OF THE CELESTIAL WINDS

Magic

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

SPECIAL ABILITIES

Enlightenment (2)

[Offensive Insight] Riding the Unseen Winds: Aura 6", This model gains **Stalker**.

***Stalker:** This model ignores disengage costs and may engage models after disengaging.

Fueled by Combat: At the end of any turn in which this model killed an enemy, it may remove 1 damage.

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Avatar of the Monkey
→ Celestial ←

Rank 1
Base 30
Size 2
DZ C

Leader

MONKEY'S GRACE
Melee 2 00
If there is another friendly model engaging the target, this model may re-roll up to 1 die.

SPECIAL ABILITIES
[Reaction] Counter Attack (2): 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 (2).
Unstable: If an enemy would generate Backlash when attacking this model, this model suffers that Backlash instead.

COMMAND ABILITIES
Inspire: This model's melee attacks gain Enchanted. This turn, its attacks cannot generate Backlash.
*Enchanted: When using this attack, before attack dice are rolled, its type may be replaced with Magic.
Training: Enemy abilities and effects may never reduce this model's Willpower.

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Avatar of the Serpent
→ Celestial ←

Rank 2
Base 40
Size 2
DZ C

Infantry

COIL SERPENT STRIKE
Melee 2 00
Move this model up to 3" before or after resolving this attack.

SPECIAL ABILITIES
Fast: This model may Sprint 6" instead of the normal 4".
Paralytic Presence: Enemies cannot disengage from this model during free movement.
Skirmisher: During free movement, this model may pass through friendly models as long as that movement does not end over a model's base.
Stalker: This model ignores disengage penalties and may engage models after disengaging.
Unstable: If an enemy would generate Backlash when attacking this model, this model suffers that Backlash instead.

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Avatar of the Bear
→ Celestial ←

Rank 2
Base 40
Size 3
DZ C

Infantry

BEAR'S FURY
Melee 2 00
Unstoppable(1): Replace (1) Non-⚡ Non-💀 on the defender's chart with ⚡.

SPECIAL ABILITIES
Unleash Rage: At the start of this model's activation it may choose to have its melee attacks gain [+1] ⚡, Critical Blow(+1), and Unstoppable(+1) this turn. If it does, at the end of its activation it must make a Will Check(1). On a failure it suffers 1 damage.
*Critical Blow(1): Replace (1) ⚡ on the defender's chart with ⚡.
*Unstoppable(1): Replace (1) Non-⚡ Non-💀 on the defender's chart with ⚡.
Unstable: If an enemy would generate Backlash when attacking this model, this model suffers that Backlash instead.

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Avatar of the Elephant
→ Celestial ←

Rank 2
Base 50
Size 5
DZ C

Infantry

ELEPHANT'S MIGHT
Melee 2 1
Perform this attack against all enemies in range.
Knockback(2): Before results are generated, each enemy targeted by this attack is forced (2)" directly away. If that model's movement is stopped by another model the model stopping it suffers a [1] ⚡ melee attack.

SPECIAL ABILITIES
Immovable: This model cannot be moved by enemy effects or abilities.
Unstable: If an enemy would generate Backlash when attacking this model, this model suffers that Backlash instead.

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Celestial Gatekeeper

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Rank 1

Base 50

Size 4

DZ C

Specialist

JAWS OF THE WORLD CRUSHER

Melee

2

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

SPECIAL ABILITIES

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

Indomitable Will: This model may never be targeted by Will Attacks.

Unstable: If an enemy would generate Backlash when attacking this model, this model suffers that Backlash instead.

Vigilance: If an enemy disengages from this model, this model may immediately perform one of its melee attacks. All dice from that attack must target that enemy model.

Celestial Trickster

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Rank 1

Base 30

Size 2

DZ C

Specialist

PROMISES OF THE LORD OF LIES

Will

2

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On a success, choose 1 of the target's attacks. Make that attack against that model, or a model within 2".

THE PATH OF FALSE HOPE

Will

2

6

For each success, force the target up to 3" toward this model.

SPECIAL ABILITIES

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

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

Unstable: If an enemy would generate Backlash when attacking this model, this model suffers that Backlash instead.

Paragon of Wrath

→ The Children ←

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Rank 1

Base 40

Size 3

DZ C

Specialist

HEAVEN'S FURY STRIKE

Melee

2

2

SPECIAL ABILITIES

Enlightenment(1)

Bodyguard: When another model with the same trait is within 2" and is Hit, this model may suffer that Hit instead. Bodyguard may not trigger from Hits moved via Bodyguard.

Indomitable Will: This model may never be targeted by Will Attacks.

The Flickering Flame: This model gains [+1] and its melee attacks gain [+1] for each damage on it.

Singular Purpose: This model may never benefit from Inspire abilities.

