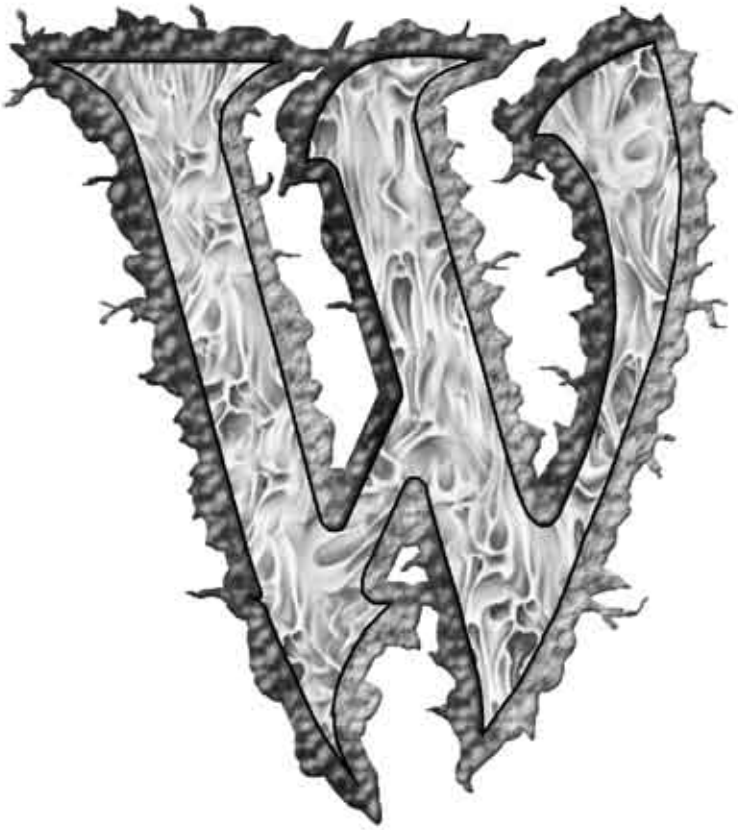

RAGE CHRONICLES 2008

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Errata

General Mechanics:
E) When returning Defensive Attacks, a Model must choose to return either Defensive Strikes, Defensive Magic, or Defensive Shots. A Model cannot return more than one kind of Defensive Attack per enemy Activation.

E) All Alone (page 54) doesn't apply to Solos.

E) [First Printing Only] On page 49, add the following paragraph to the "Adepts" section: "Beginning at 2000 points, and with every full 1000-point increment afterwards, a Fighting Company may field an additional Troop of Adepts of the same type. (2 at 2000+, 3 at 3000+, etc.)"

E) [First Printing Only] On page 51, in the "Large Operations" section, change the Warlord Model requirement to games of 1501 points instead of 1001.

Special Abilities:
E) On page 58, in the "Charge Bonus" table, remove everything but 'Base Charge +2 Mov'. Beast, Bloodlust, Mounted, and Runner no longer grant a Charge bonus. The Improved Charge SA replaces the +2 Mov Base Charge bonus with a greater Mov bonus.

E) On pages 68-72, replace all Special Abilities with the SAs in the Rage Chronicles 2008 document.

Melee Combat:
E) [First Printing Only] On page 62, under "How To Resolve Close Combat" step F, remove "valid front side" from the paragraph. Defenders may strike back against a Model touching any corner or non-rear side.

E) The Support Bonus for having friendly models in B2B contact with your target for Melee Attacks (pages 61-62) is now capped at +3. The Support Bonus does stack with the Reach Support Bonus.

Ranged Combat:
E) [Second Printing Only] On page 53 under "Determining Line of Sight," remove the second sentence: "If the LOS corridor is not fully Obstructred [sic], then the LOS corridor is only partially Obstructed and attacks against the target may suffer from Cover penalties (see Cover under Ranged Attacks)." Cover is determined separately from LOS.

E) [First Printing Only] On page 57 under "Resolving Troop Combat Actions," add two new sentences to the end of the paragraph: "If, after declaration of a Combat Action, it is discovered that the Model is out of Range, the Action is lost. For AoE attacks (e.g., spells), the attack is still resolved at its maximum range along the line of the original declaration."

E) [Second Printing Only] On page 57 under "Resolving Troop Combat Actions" add new last sentence: "For AoE attacks (e.g., spells), the attack is still resolved at its maximum range along the line of the original declaration."

E) Cover Penalties listed in the Ranged Combat Situational Modifiers table (page 64) do not stack with each other. Only the largest Cover Penalty applies.

E) On pages 64-65, remove the entire section on "Volley Ranged Attack." Volley is no longer part of the game.

E) [First Printing Only] On page 66, the final sentence of "How Cover Works" should read: "If the terrain Cover Type is larger than a Model's Base Size Value, then it blocks Line of Sight rather than provide any cover."

Spell Casting:
E) On page 60, under "Non-Attack Spell Resolution," remove the "Friendly Models" section. Non-Attack spells cast on a friendly Model no longer gain a +2 bonus to their rolls.

E) On pages 72-74, replace all Spells with the Spells in the Rage Chronicles 2008 document.

Equipment:
E) On pages 75-76, replace all Equipment with the Equipment in the Rage Chronicles 2008 document.

Data Cards:
E) On pages 80-109, replace all Data Cards with the Data Cards in the Rage Chronicles 2008 document.

Army Special Abilities:
E) On pages 110-112, replace all Army Special Abilities with the Army Faction Special Abilities in the Rage Chronicles 2008 document.

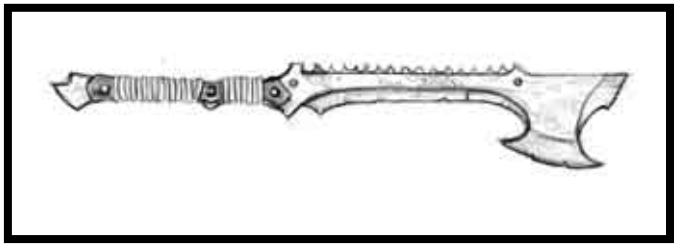
Faction Books:
E) All information contained in the 5 published Faction books (Necropolis, Reven, Crusaders, Overlords, and Nefsokar) is replaced with the information in the Rage Chronicles 2008 document.

E) All information contained in the Razig's Revenge PDF is replaced with the information in the Rage Chronicles 2008 document.



Mercenary Rule
New Rule) Players may field up to 25% of the game's agreed point cost (e.g., 375 points in a 1500-point game) in Mercenary Faction Models and still retain their Faction's Army Faction Special Abilities (FAs), if the rest of their Army is composed only of a single non-Mercenary Faction (or a Sublist). These Mercenary models do not gain the Mercenary Army Special Abilities. Mercenary models must be fielded in separate troops from the Faction Troops. Troop–to-solo ratios apply separately to the faction and mercenary troops; therefore, you may not field more Mercenary Solos than Mercenary Troops, regardless of how many Faction Troops and Solos you are fielding, and vice versa. Chain of Command rules also apply separately, so a Mercenary Captain is required before you field a third Mercenary Sergeant, regardless of the Faction Leaders you are fielding, and vice versa. The highest ranking Mercenary Leader cannot be of a higher rank than the highest ranking Faction Leader (and therefore you cannot field a Mercenary Warlord as part of the 25%). Spells, Equipment, and other upgrades taken by Mercenary models apply against the 25% point value limit. Spells, Equipment, and other upgrades that affect your entire Army (such as a battle totem) do not affect Mercenary Models.

The Mercenary Models do not benefit from specific FAs. For example, they do not gain the Bane FA in a Dwarf Army, and cannot be saved via Pain Tokens in a Darkspawn Army. FAs that affect the enemy Army are still in effect though, so an enemy Mage would still suffer a -2 CP when casting a spell against a Mercenary in a Nefsokar Army.



Clarifications

General Mechanics:
C) You can activate a Troop and take no actions - this counts as the Troop's Activation.

C) Coup de Grace only slays Stunned Models. It does not prevent things like resurrection or Crossing Death's River. If a Special Ability is prevented by Coup de Grace, that will be specified in the SA's description.

C) All combat actions of the same type must be resolved at the same time. Actions that require a sequential order in order to complete (i.e., "First I must do this, then I can do this.") are, by definition, not "at the same time." For example, a spellcasting Model that has been teleported by another Spell Caster in the same Troop cannot cast a spell of its own. This is because in order to cast its own spell, it must first rely on another Model to complete its spell. All spells must be resolved at the same time. The Model that has been teleported can perform close combat or ranged combat as usual, so long as other Models in the Troop have not yet conducted their own close combat or ranged combat actions.

Special Abilities:
C) Special Abilities that require an Invoke Special Ability Action will specifically say they require it.

C) Powers/effects that allow you to do something during anyone else's Activation all explicitly say so.

Melee Combat:
C) Once a Model is in Base-to-Base contact with an enemy Model, it may not shift position or "slide" against that Base-to-Base contact. The only allowed movement is what is already delineated in the Attacker Adjust/Defender Adjust rules on page 61. Note that a Model can always succeed in a discipline check to break close combat and change position (see p. 58, Leaving Close Combat). The Model would still need to move away from Base-to-Base contact and then enter into Base-to-Base contact in the desired spot; sliding would not work since any Base-to-Base contact with an enemy Model ends movement (p. 58, Base-to-Base contact with an Enemy Model). Thus, a Model that has attackers on opposite sides would not be able to slide out from between them.

Ranged Combat:
C) The Base Size and Cover Values only refer to calculating whether an object obstructs Line of Sight.

C) The "half inch corridor" (p. 53) is a quarter inch on either side of a straight 1mm line drawn from Model to Model (i.e., the center of the opposite ends of the 1/2 inch LOS corridor must touch both Model bases.

Discipline:
C) There are three ways to retreat: Fail a Discipline check while shaken and out of cohesion, be affected by a spell (e.g., Fear, Scare, and so on) while shaken and out of cohesion, or fail a roll to leave close combat while shaken (even if in cohesion).

C) After a Regroup, a leader's Troop maximums are still observed, but the 4:1 ratio of non-elites to elites is no longer required.

Spell Casting:
C) Casting Checks for AoE Attack spells are rolled against each Model in the AoE. Some Models might be affected while others might not. Casting Checks for Non-Attack AoE spells are rolled a single time. All Models in the AoE are either affected or not.

C) The AoE of Part Death's River is centered on the caster.

Equipment:
C) Each Model may only take one of each Equipment Type. For example, you could give a single Model a Magic Weapon and Magic Armor, but you could not give it Divine Protection and Magic Armor, since they are both Armor Upgrades.

Special Abilities (SAs)

360 SA
Attacking Models do not gain the +1 Rear Close Combat Situational Modifier against defending Models with this SA (or +x, in the case of Backstab). Also, a Model with this SA can perform Melee Attacks and Defensive Strikes on any side of its base.

Amphibious SA
A Model with this SA treats marshy, boggy, swampy, river, water, or muddy terrain as if it were Open Terrain. It does not suffer the Ranged Combat Situational Modifiers when attacked by Ranged Attacks while in shallow water, a river, a marsh, or a bog.

AoE/# SA
A Model with this SA does not target and attack a single Model as in a normal Ranged Attack, but instead targets and attacks all Models inside the Area of Effect of its attack. The size of an AoE is listed as a number in the SA. The number is the radius of the AoE measured outward from the target point. AoE/2 would target and attack all friendly and enemy Models that have at least the center of their Model base area within the circular 2" radius (or 4" diameter).

Backstab/# SA
A Model with the Backstab/# SA in contact with the rear base side of a Model gains a +(#) Rear Close Combat Situational Modifier bonus, instead of the +1 Rear Close Combat Situational Modifier. When a Model with the Backstab/# SA comes into B2B contact with an enemy Model, the enemy Model may not take its free defender's facing change. However, if later a Model without the Backstab/# SA comes into B2B contact with the same defending Model, the defending Model may make its free defender's facing change, if eligible to do so.

Band SA
Any Soldier Model with the Band SA may be fielded as a Sergeant and gain Troop Capacity 4-6/0 when leading a Troop with at least three other models using the same Data Card. Models with other Data Cards may not be fielded in this Troop. The Leader Model should be marked in some way to distinguish it from the other Models in its Troop, and it will remain the Troop Leader for the entirety of the game. If the Leader Model dies, the Troop is considered Leaderless, and another Model in that Troop may not become a new Leader. The Sergeant Model cannot take equipment restricted to Leader Models, but counts as a Sergeant for all other purposes (e.g., Chain of Command Army Composition, taking Solos, etc).

Beast SA
A Model with this SA is considered a Beast for purposes of special rules or spell effects. This Model may not purchase Equipment unless the Equipment specifically states that a Beast may use it.

Berserker SA
A Model with this SA automatically passes any required discipline checks. Additionally, the Model may not leave B2B contact with an enemy Model unless it has been slain or Stunned. A Model with this SA can never receive a Shaken Token.

Blowthrough SA
A Model with this SA does not target and attack a single Model as in a normal Ranged Attack, but instead targets and attacks all Models inside the Area of Effect of its attack. To determine the AoE of a Blowthrough Ranged Attack, measure a solid line 1/2" wide from the center of the shooting Model's base out to the full distance of the Rng. Any Model's base touched by this line is in the AoE. The Attack Roll is rolled in order, beginning with the Model closest to the attacking Model. Each attack after the first receives a cumulative -1 modifier to the roll (-1 for the second attack, -2 for the third, and so on). The Attacker continues to roll attacks until the weapon has reached its maximum range. A Blowthrough Ranged Attack does not attack the same Model more than once.

Burrow SA
A Model with this SA has the ability to move underground. When above ground, the Model moves using its regular Mov. While Burrowing underground, the Model uses its Special Mov. Models with the Burrow SA may begin play Burrowed underground. If the Model begins play Burrowed and has the Ranger SA, it may use its Burrowing speed to take its Ranger movement.
While Burrowing, all Movement Cost Modifiers for terrain are x1. Unless specified otherwise prior to play, a Burrowing Model may move under obstructions and other Models. In the event that a Burrowed Model ends its movement, and remains Burrowed, with any part of its base occupying the same table space as a Model that is on the Ground or Burrowed/Flying, a place holding token should be used to mark placement of the Burrowed Model. Burrowed Models cannot block B2B contact between Ground Models. The token should be the same size as the Model's base and should be clearly identified to avoid any confusion. Suggested tokens include: pieces of paper, cardboard or felt cut to base size, or an empty base. Burrowing Models may not surface in the same space currently occupied by other Models. To Burrow underground from Ground level is an Invoke Action. As a Free Action, Burrowing Models may surface at the end of any Movement Action.

While Burrowing, a Model can only conduct or be targeted by Melee Attacks by other Models that are currently Burrowing. While Burrowing, a Model cannot conduct or be targeted by Ranged Attacks. Burrowing Models may not cast spells, nor may they be the target of any spells that require LOS. AoE spells do not affect both Burrowing Models and Models above ground unless the spell's description says so.

Champion SA
A Model with this SA may be fielded as an Elite Model in any Troop led by a Warlord.

Cleric X/Y SA
A Model with this SA has the ability to purchase and cast Cleric Spells. (X) is the highest rank spell the Model may purchase. (Y) is the Model's spell capacity in slots. Each spell takes up a number of slots equal to the Casting Rank of the spell. A Model may only purchase spells available to its affiliation and alignment. Casting a spell is a Combat Action, and once cast, a spell is lost.

Critical Shot/# SA
A Model with this SA has the ability to possibly inflict additional damage with its Ranged Attack. To do this, the Model with this SA sacrifices a Non-Combat Action to gain +(#) to its RAV. If its Ranged Attack is successful, the Ranged Attack inflicts 2 points of damage instead of 1. This ability may not be combined with or be used in the same Action Phase as the Marksman/# SA or the Indirect Shot SA.

Critical Strike/# SA
A Model with this SA sacrifices a Non-Combat Action to gain +(#) to its MAV for one of its Melee Attacks.

Defensive Magic SA
The Defensive Magic SA allows a Model with this SA to respond to spells cast against it or against a target(s) near it. Any time an enemy Model's spell targets a Model or a point on the table top within 6" of a Model with this SA, the Model with this SA may cast a Defensive Magic spell against the spell or against the attacking Casting Model. The 6" is measured from the center point of the defending Casting Model to the center of the targeted Model. For an AoE spell to trigger this SA, the center point of the AoE must be within 6" of the Model with this SA.
Every spell lists whether it is eligible to be cast Defensively. A Model with this SA may only respond against one spell per Activation.

Note: Spells cast on Flying (or Burrowing) Models do not count as being within 6" of Models that are not Flying (or Burrowing) and vice versa, and thus do not trigger the Defensive Magic SA.

Defensive Shot SA
When a Model with this SA is the target of a Ranged Attack, it can conduct a defensive Ranged Attack against one of the attacking Models, irrespective of LOS, as long as it is within Range. Spells do not trigger Defensive Shot.

Deflect/# SA
Ranged Attacks against a Model with this SA suffer a –(#) penalty.

Disable SA
A Model with this SA reduces both the number of MA and the Dis of each defending Model it attacks. When a Model with this SA conducts a Melee Attack Action, the defending Model(s) immediately loses 1 MA and 1 from its Dis. Additional Melee Attack Actions from multiple Models with this SA against the same target Model will stack, and the target's MAs can be reduced to 0. The defending Model(s) will always receive 1 Defensive Strike. This effect lasts until the next time the Model using this SA is Activated. The Disable effect is broken if either B2B contact is broken, or the Model using this SA takes any other Action besides conducting a Melee Attack.

Fearless SA
A Model with this SA can never receive a Shaken Token and also can never Retreat. Fearless Models are immune to the Fearsome SA.

Fearsome SA
An attacking Model must succeed in a Discipline Check in order to come into B2B contact with a Model that has this SA. The Discipline Check is performed before the enemy Model takes any movement. If successful, it may move into B2B contact. If the Model fails the check, it remains where it is and loses the declared Movement Action. Models with this SA do not need to make this check. Being based by a Model with this SA does not cause a Discipline Check. Models with the Fearless SA are immune to the Fearsome SA.

First-Strike SA
A Model with this SA may make one First Strike Attack in the initial round of combat. To receive this First Strike Attack, the Model may not have been in B2B contact with any enemy Model at the beginning of this Activation. The First Strike Attack does count as one of the Model's MAs or Defensive Strikes. Damage from First Strike Attacks applies before the rest of the combat's attacks and Defensive Strikes occur. In the event that both Models have the First Strike SA and both are eligible for First Strike Attacks, they conduct their First Strike Attacks simultaneously.

Flyer SA
A Model with this SA has the ability to fly. When on the ground, the Model moves using its regular Mov. While Flying in the air, the Model uses its Special Mov. Models with the Fly SA may begin play Flying. If the Model begins play Flying and has the Ranger SA, it may use its Flying speed to take its Ranger movement. While Flying, all Movement Cost Modifiers for terrain are x1. Unless specified otherwise prior to play, a Flying Model may fly over obstructions and other Models. In the event that a Flying Model ends its movement and remains Flying, with any part of its base occupying the same table space as a Model that is on the Ground or Burrowed/Flying, a place holding token should be used to mark placement of the Flying Model. Flying Models cannot block B2B contact between Ground Models. The token should be the same size as the Model's base and should be clearly identified to avoid any confusion. Suggested tokens include: pieces of paper, cardboard or felt cut to base size, or an empty base. Flying Models may not land in the same space currently occupied by other Models. To take-off into flight from ground level is an Invoke Action. As a Free Action, Flying Models may land at the end of any Movement Action.

While Flying, a Model can only conduct or be targeted by Melee Attacks by other Models that are currently Flying. Models in flight have LOS to the entire board and vice versa, except to interior spaces (i.e., inside a building). Models not in flight targeting Flying Models (or vice versa) have the range of their Ranged Attacks and Spells reduced by half. AoE spells do not affect both Flying Models and Models on the ground unless the spell's description says so.

Frenzy SA
A Model with this SA may increase the number of MAs or Defensive Strikes up to twice their normal amount (or the amount they currently have available, in cases where they lose some Attacks, such as from Disable). However, for every extra MA or Defensive Strike taken, the Model receives a cumulative -1 penalty to its MAV for all of its attack rolls. A Model that chooses to Frenzy may not also make a First Strike Attack.

Healer SA
A Model with this SA may heal another Model it is in B2B contact with, but is not able to heal itself. To do this, the Model will use an Invoke Action to remove 1 point of damage from the Model.

Hover SA
A Model with this SA moves over terrain without touching the ground, and as such is not affected by any Movement Cost Modifiers. The Model may also move over models on the ground, but may not end its movement in the same table top space as another Model. Hovering Models may not pass through impassable objects like buildings.

Improved Charge/# SA
A Model with this SA gains +(#)" instead of the normal Charge Bonus of 2". Normal Charge Bonus rules apply.

Indirect Shot SA
A Model with this SA may sacrifice a Non-Combat Action to make a Ranged Attack against a target it does not have LOS with. An Indirect Shot Ranged Attack has its Rng cut in half, and the target is also considered to be in Heavy Cover, so the Ranged Attack also suffers a Heavy Cover Penalty.

Innate Spell/# (spell name) SA
A Model with the Innate Spell (x) SA possesses the named spell and does not need to purchase the spell. Innate Spells are not lost when cast. If the Model does not have a CP of its own, the Innate Spell is conducted with a CP equal to #. If the Model does not have the Defensive Magic SA, it cannot cast the spell defensively.

Leap SA
A Model with the Leap SA can spend extra movement to jump over Models and Terrain of equal or smaller base size. The total movement spent to Leap is twice the distance being leaped, must be in a straight line, and must be completed in a single Movement Action. A Leaping Model must have enough space to land and must end its Activation on the ground. Bonus movement from charging can be combined with a Leap, but still must be in a straight line. For example, a Model with Leap wants to Move 3" forward, but a line of enemy Models blocks the path. The Leaping Model can instead spend 6" and Leap over the Models, spending the remainder of its movement as normal.

Lock Shields SA
A Model with this SA may perform a Lock Shields Action. A Lock Shields Action requires an Invoke Action and lasts until the Model's next Activation, or until it performs any Action other than Lock Shields, including Defensive Strikes. All Models that conduct a Lock Shields Action and have at least two other Models conducting Lock Shields in valid B2B contact with them (or in a row with them), are immune to Ranged Attacks, unless the Ranged Attack is made with the Blowthrough SA. Thus, if a straight line of 3 Lock Shields Models in B2B contact with each other conduct Lock Shields, all 3 Models are immune to Ranged Attacks, not just the center Model.

If at any time a Model no longer has the requisite 2 other Models that have performed Lock Shields in valid B2B contact (or in a row), the Model is no longer under the effect of Lock Shields. Thus, if a straight line of 4 Lock Shields Models in B2B contact with each other conduct Lock Shields, and 1 of the 2 Models in the middle of the line conducts Defensive Strike(s), all 4 Models lose Lock Shields; however, if one of the 2 Models on either end of the line breaks, the remaining 3 Models are still Locking Shields, since they are still a group of 3 or more.

Mage X/Y SA
A Model with this SA has the ability to purchase and cast Mage Spells. (X) is the highest rank spell the Model may purchase. (Y) is the Model's spell capacity in slots. Each spell takes up a number of slots equal to the Casting Rank of the spell. A Model may only purchase spells available to its affiliation and alignment. Casting a spell is a Combat Action, and once cast, a spell is lost.

Marksman/# SA
A Model with this SA gains the option to take additional Ranged Attacks. To do this, the Model must sacrifice a Non-Combat Action and, in turn, can take up to the (#) in additional Ranged Attacks. This SA cannot be used in the same Activation with the Critical Shot/# SA or the Indirect Shot SA.

Mob Leader/# SA
A Model with this SA may take additional Models above its normal Troop Capacity, equal to (#). The additional Models taken must have the Mob SA.

Mob SA
A Model with this SA may be taken as an extra Model in a Troop that is led by a Model with the Mob Leader/# SA.

Mounted SA
A Model with this SA is considered Mounted for purposes of special rules or spell effects.

Necromancer SA
A Model with this SA may purchase spells that require the caster to have the Undead SA, as long as the Model fulfills all other requirements.

Non-Corporeal SA
A Model with this SA has the ability to move through terrain and solid objects with no penalty and is not affected by any Movement Cost Modifiers. The Model cannot move through other Models unless those Models have either the Non-Corporeal SA or the Undead SA. Non-Corporeal Models may not end their movement in the same table-top space as another Model or inside any piece of terrain.

Outrider SA
A Model with this SA may be fielded as a Solo Model instead of as its normal type. Models fielded as Solos in this manner cost an additional 5 points to field. If the Model is a Unique Model, it is still a Unique Model and may only be fielded once. Outrider Models are considered generic Solos, neither Monster nor Solitaire, so Smite (Monster) would not affect them.

Poison Shot SA
A Model with this SA has the ability to cause additional damage using poison. Any time a Model with this SA does Ranged Attack damage to an enemy Model, the enemy Model automatically takes a Poison Token. Poison Tokens do not stack. At the end of a turn, a Model with a Poison Token must make a successful Poison Check or suffer one point of damage. A Model making a Poison Check must roll a 10 on a d10. Models with the Tough SA will add their Tough number to this roll. Regardless of success or failure of this roll, the Poison Token is removed.

Stunned Models that have a Poison Token must still make a Poison Check. Failure of this check means they are slain. If a Model with a Poison Token is ever successfully healed, the Poison Token is removed. Models with the Undead SA or the Non-Corporeal SA are immune to Poison Tokens.



Poison Strike SA
A Model with this SA has the ability to cause additional damage using poison. Any time a Model with this SA does melee damage to an enemy Model, the enemy Model automatically takes a Poison Token. Poison Tokens do not stack. At the end of a turn, a Model with a Poison Token must make a successful Poison Check or suffer one point of damage. A Model making a Poison Check must roll a 10 on a d10. Models with the Tough SA will add their Tough number to this roll. Regardless of success or failure of this roll, the Poison Token is removed.

Stunned Models that have a Poison Token must still make a Poison Check. Failure of this check means they are slain. If a Model with a Poison Token is ever successfully healed, the Poison Token is removed. Models with the Undead SA or the Non-Corporeal SA are immune to Poison Tokens.

Raider/# SA
A Model with this SA gains +(#) to any Discipline Check when attempting to Disengage from B2B contact.

Ranger SA
A Model with this SA may conduct a single Movement Action during the Pre-Battle Phase.

Ranked SA
A Model with this SA gains LOS through a friendly Model it is in B2B contact with, as long as the friendly Model is of the same base size or smaller. Defensive Shots provoked by a Model using this SA are resolved against it even if no LOS is present for the defending Model.

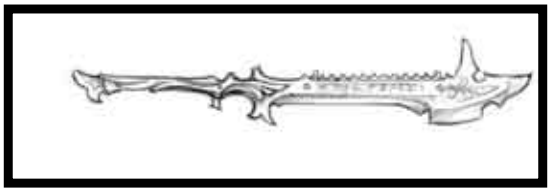
Reach SA
A Model with this SA helps support melee combat with a pole arm, such as a spear. To do this, the Model providing the Reach support must be both facing the target and in B2B contact with at least one friendly Model of equal or smaller base size, which is in B2B contact with the enemy Model. Any Models conducting Melee Attacks (not just the Model in between) against the enemy Model will gain a +1 Reach bonus to their MAV. Multiple Reach bonuses against a single Model do stack, up to a maximum of +3. Reach bonuses also stack with the normal Support bonus. A Model may only provide a Reach bonus against one Model. A Model with this SA in B2B contact with an enemy Model may not provide a Reach bonus.

Ridge Runner SA
A Model with this SA treats rough and rocky terrain as if it were Open Terrain for purposes of movement.

Ronin SA
A Model with this SA ignores All Alone penalties.

Shock SA
Sometimes you have no time to prepare yourself for an attack. To use this SA, the Model must begin its Activation not in B2B contact with an enemy Model. When the Model moves into B2B contact with an enemy Model and conducts a Melee Attack, the attacked Model must first make a successful Discipline Check to get its Defensive Strike(s). A failed Discipline Check means no Defensive Strike(s) (even if attacked by another Model). If multiple Models with the Shock SA charge and conduct Melee Attacks against the same Model, it must make a Discipline Check for each Model with the Shock SA that charged and attacked. Models with the Fearless SA, the Berserker SA, Undead SA, or the Shock SA are immune to the effects of Shock.

Slow Fire SA
Some weapons require more time to prepare a shot. To represent this, a Model with this SA must use both Actions to conduct a Ranged Attack. If the Model's Ranged Attack is successful, the attack inflicts 2 points of damage instead of the normal 1 point. A Model with this SA and Defensive Shot SA does 2 points of damage with its Defensive Shots.



Smite (x)/# SA
A Model with the Smite (x) SA gains a bonus when conducting a Melee Attack against any Models of the (x) type. (x) can be anything including a Model type, SA, Alignment, or Affiliation. When a Model with this SA attacks a Model that is the (x) listed in this SA, it adds +(#) to all attack rolls. Smite stacks with other melee bonuses such as Critical Strike and other Smite SAs. Thus a Model with Smite (Evil)/2 and Smite (Undead)/2 gains +4 against Evil Undead Models. Smite provides no bonus to Spells/ Ranged Attacks.

Sniper SA
A Model with this SA ignores opponent's Deflect when making Ranged Attacks. This SA cannot be used with Indirect Shot.

Spy SA
A Model with this SA grants the player the ability to bury one Deployment Card to the bottom of the Deployment Draw Deck during the Deployment Phase. Only one card may be buried in this manner for each Model that possesses this SA.

Summoned (x) SA
A Model with this SA does not have to be deployed at the start of the game. It can be summoned during play by (x), and (x) can be anything such as Model type, SA, Alignment, or Affiliation. If a Model is not deployed during the Deployment phase, it adds no cards to the Deployment Deck, nor does it add any cards the Initiative Deck until it has been brought into play.

By using an Invoke Action, any (x) Model may summon the Model with the Summoned (x) SA into play. The center of the Model with the Summoned (x) SA must be placed within 2" of any edge of the Model that is summoning it into play. The Summoned Model must be placed on the same level as the Model summoning it (e.g., Flying, ground level, or Burrowed) and must, therefore, be able to be placed on that level (e.g., a Flying Mage can not summon a flightless Model). After the Model with the Summoned (x) SA has been placed, it may take one Action, either Combat or Non-Combat.

If the Model is not a Solo Model, it automatically joins the Summoner's Troop, ignoring Troop Capacity. A summoned Solo Model will add a card to the Initiative Deck in the next Turn and activate as a Solo. A non-Solo Model summoned by a Solo activates with that Solo, and the Solo acts as a Leader.

Sure Shot SA
A Model with this SA may re-roll 1 missed Ranged Attack or Defensive Shot per Activation.

Tactician SA
A Model with this SA grants a bonus card for your Initiative Deck. Tactician does not grant the ability to bury the extra Initiative card. Players may choose not to include bonus cards on a per-Turn basis.

Tough / # SA
A Model with this SA has the ability to recover from damage that would kill other creatures. When a Model with this SA that takes sufficient damage to remove it from play, it is not marked as a casualty. Instead, it is considered Stunned. A Stunned Model is placed on its side or replaced with a token. At any point during the next Action Phase for the Troop the Stunned Model is in, the controlling player may roll 1d10 and add the indicated Tough value. If the result is equal to or greater than 10, the Model returns to play on its last damage track. If the result is less than 10, the Model is removed as a casualty. Before the Model's next Action Phase, it may be killed via a Coup de Grace Loot Action or healed via magic from another Model as normal (even while it is Stunned). For healing purposes, the Stunned Model is considered to be one beyond its normal number of damage tracks. For example, healing one point of damage returns the Model to its last damage track.

Stunned Models do not block Line of Sight. Stunned Models do not count as being in Base-to-Base contact with other Models for purposes of SAs such as First Strike and Shock. Enemy Models do not need to perform a Discipline check to leave Base-to-Base contact with Stunned Models. Stunned Models can, however, be charged.

Performing a Coup de Grace on a Stunned Model requires your Model to be in Base-to-Base contact with the Stunned Model, so any Special Abilities that come into play when moving into Base-to-Base contact (e.g., Fearsome) are still in effect.

Stunned leader models still provide command radius until they are removed from play. A sole standing Model in a Troop with Stunned models will not become automatically shaken from the All Alone rule until all Stunned models are removed from play.

A Model that received a Shaken Token and was then damaged enough to become Stunned does not automatically remove the token when recovering from being Stunned.

Stunned models do not lend support to friendly models. Stunned models that were in Base-to-Base contact with an enemy Model at the time they were Stunned are still in Base-to-Base contact when they are revived; they stand up in the exact spot where they fell. Adjustment of facing follows the normal rules for Attacker/Defender adjust on page 61.

If a Stunned Model is in the way of another Model's movement, the Stunned Model is moved out of the way. Stunned models that are moved due to another Model's movement are moved a distance no greater than the edge of the Model displacing the downed Model (as models cannot coexist in the same space). This does not put them into Base-to-Base contact. When revived, the Stunned Model stands up directly on the spot where it was lying. If confusion or sportsmanship do not allow for a conclusive agreement between both sides, we suggest using a tombstone marker, red pipe cleaners on the Model standing up, or any other way of marking a Stunned Model while leaving its base in contact with the ground to completely avoid confusion.

Trencher SA
A Model with this SA may add Reach bonuses to its Defensive Strikes.

Undead SA
A Model with this SA is considered Undead for purposes of special rules or spell effects, and can never receive a Shaken Token.

Warmaster SA
A Model with this SA has as many Defensive Strikes as it has MAs.

Wood Strider SA
A Model with this SA treats scrub, light woods, and heavy woods as if it were Open Terrain, for purposes of movement.

Army Faction SAs (FAs)

Each of the Armies in Warlord has Special Abilities that are unique to them. The only way to gain an Army Faction Special Ability is to field only Models from that particular Faction or Faction Sublist. If a Fighting Company includes Models from another Faction, then it does not gain the benefits of its Army Faction Special Ability. If a Sublist of a given Faction is used, the Sublist's Army Faction Special Abilities are used in place of that Faction's default Army Faction Special Abilities.

The Army Faction Special Abilities appear with each Army's faction lists and Data Cards.



Equipment

Force Upgrades

Totem of Battle
Availability: Any
Type: Force Upgrade
Point Cost: 10% of Maximum Force Size
Unique: Yes
Effects: All Models in your Force gain +1 to MAV.
Notes: This bonus stacks with other Equipment bonuses and spell effects unless their descriptions say otherwise. The Totem must be mounted on a Giant Base, and is placed within the player's Deployment Zone during the Deployment Phase.

An opposing player may interrupt the effects of a Totem of Battle by moving a Model to within 2" of the Totem. If 6 successive Loot Actions are performed on a Totem of Battle, it is removed from play.

If the player wishes to move the Totem of Battle, four models must simultaneously perform a Pick-Up/Carry Object Action on it.

The point cost is based on the size of the game being played. For example, if playing a 1500 point game, the Totem of Battle costs 150 points, even if your Army total is less than 1500.

Amulet of the Albatross
Availability: Any Force that does not carry a Luckstone
Type: Force Upgrade
Point Cost: -3
Unique: Yes
Effects: Once per game, an opposing player may force you to reroll any one die roll.
Notes: This upgrade costs negative 3 points, making your force cheaper. You must inform your opponent at the beginning of the game that you've taken this upgrade.

Luckstone
Availability: Any Force that does not carry an Amulet of the Albatross
Type: Force Upgrade
Point Cost: 3
Unique: Yes
Effects: Once per game, you may add +1 to any single die roll. This can be done even after the roll is made and the results are known. You must inform your opponent at the beginning of the game that you've taken this upgrade.

Melee Weapons

No Model may purchase more than one Melee Weapon.

The Avenger
Availability: All non-Soldier Models
Type: Melee Weapon
Point Cost: 45
Unique: Yes
Effects: Model gains a +2 MAV and the First Strike SA
Notes: None

Bonesplitter
Availability: Warlord Models in Reven Lists
Type: Melee Weapon
Point Cost: 45
Unique: Yes
Effects: Model gains a +2 MAV, and when conducting Melee Attacks or Defensive Strikes against targets with current DVs higher than 13, their DVs are considered to be 13 against attacks made by the equipped Model.
Notes: None

Greater Magic Weapon
Availability: Leader or Elite Models
Type: Melee Weapon
Point Cost: 30
Unique: No
Effects: Model gains a +2 MAV
Notes: None

Holy Weapon
Availability: Good Models with the Cleric SA
Type: Melee Weapon
Point Cost: 45
Unique: No
Effects: Model gains a +1 MAV and may re-roll one missed MA or Defensive Strike per Activation
Notes: None

Magical Weapon
Availability: Any
Type: Melee Weapon
Point Cost: 10
Unique: No
Effects: Model gains a +1 MAV
Notes: None

Sword of Venom
Availability: Evil Leader or Elite Models
Type: Melee Weapon
Point Cost: 60
Unique: No
Effects: Model gains the Poison Strike SA and +2 MAV
Notes: None

Ranged Weapons

No Model may purchase more than one Ranged Weapon.

Greater Magical Ranged Weapon
Availability: Any Models with a Ranged Attack
Type: Ranged Weapon
Point Cost: 50
Unique: No
Effects: Model gains a +2 RAV
Notes: None

Magical Ranged Weapon
Availability: Any Models with a Ranged Attack
Type: Ranged Weapon
Point Cost: 20
Unique: No
Effects: Model gains a +1 RAV
Notes: None

Armor Upgrade

No Model may purchase more than one Armor Upgrade.

Divine Protection
Availability: Models with Cleric SA
Type: Armor Upgrade
Point Cost: 30
Unique: No
Effects: Model gains a +2 MD and a +1 DV
Notes: None

Greater Magical Armor
Availability: Leader or Elite Models
Type: Armor Upgrade
Point Cost: 30
Unique: No
Effects: Model gains a +2 DV
Notes: None

Greater Magical Protection
Availability: Any
Type: Armor Upgrade
Point Cost: 20
Unique: No
Effects: Model gains a +2 MD
Notes: None

Magical Armor
Availability: Any
Type: Armor Upgrade
Point Cost: 15
Unique: No
Effects: Model gains a +1 DV
Notes: None

Magical Protection
Availability: Any
Type: Armor Upgrade
Point Cost: 10
Unique: No
Effects: Model gains a +1 MD
Notes: None

Spiked Armor
Availability: Leader or Elite Models in Overlord Lists
Type: Armor Upgrade
Point Cost: 25
Unique: Yes
Effects: Model gains +1 DV and one additional Defensive Strike
Notes: None

Casting Upgrades

No Model may purchase more than one Casting Upgrade.

Familiar
Availability: Models with the Mage SA or Cleric SA
Type: Casting Upgrade
Point Cost: 15
Unique: No
Effects: Model gains a +1 CP
Notes: If any spell has no effect (i.e., the casting roll failed on a Non-Attack Spell, or no enemy Models were affected by an Attack Spell), this upgrade will return the spell to the casting Model's list of uncast spells to allow the spell to be cast again in a later Activation. Note that spells that could affect more than one Model (such as spells with an AoE) are still considered successfully cast even if only one Model was actually affected.

Greater Familiar
Availability: Models with Mage SA
Type: Casting Upgrade
Point Cost: 30
Unique: No
Effects: Model gains a +2 CP
Notes: If any spell has no effect (i.e., the casting roll failed on a Non-Attack Spell, or no enemy Models were affected by an Attack Spell), this upgrade will return the spell to the casting Model's list of uncast spells to allow the spell to be cast again in a later Activation. Note that spells that could affect more than one Model (such as spells with an AoE) are still considered successfully cast even if only one Model was actually affected.

Gruesome Familiar
Availability: Necropolis Models with Mage SA
Type: Casting Upgrade
Point Cost: 35
Unique: No
Effects: Model gains a +2 CP and the Fearsome SA
Notes: If any spell has no effect (i.e., the casting roll failed on a Non-Attack Spell, or no enemy Models were affected by an Attack Spell), this upgrade will return the spell to the casting Model's list of uncast spells to allow the spell to be cast again in a later Activation. Note that spells that could affect more than one Model (such as spells with an AoE) are still considered successfully cast even if only one Model was actually affected.

Holy Symbol
Availability: Models with Cleric SA
Type: Casting Upgrade
Point Cost: 25
Unique: No
Effects: Model gains a +2 CP to Non-Attack Spells and a +1 CP to Attack Spells
Notes: If any spell has no effect (i.e., the casting roll failed on a Non-Attack Spell, or no enemy Models were affected by an Attack Spell), this upgrade will return the spell to the casting Model's list of uncast spells to allow the spell to be cast again in a later Activation. Note that spells that could affect more than one Model (such as spells with an AoE) are still considered successfully cast even if only one Model was actually affected.



Specialty Upgrades

Book of Tactics
Availability: Leader Model
Type: Specialty Upgrade
Point Cost: 20
Unique: Yes
Effects: Model gains the Tactician SA
Notes: Models that already have the Tactician SA gain no benefit from this item.

Canopic Jar
Availability: Leader Models or Elite Models in Nefsokar Lists
Type: Specialty Upgrade
Point Cost: 10 + cost of spell
Unique: Yes
Effects: The possessor of the jar gains a single casting of a clerical spell of up to Casting Rank 2. Model uses its own CP or an innate CP of 6 if it has none.
Notes: None

Chilling Aura
Availability: Leaders or Elites with Undead SA
Type: Specialty Upgrade
Point Cost: 8
Unique: No
Effects: Model gains the Fearsome SA
Notes: Models that already have the Fearsome SA gain no benefit from this item.

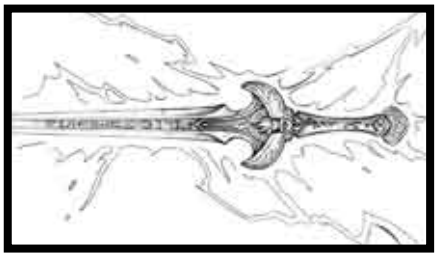
Cloak of the Dunewalker
Availability: Leader or Elite Models in Nefsokar Lists
Type: Specialty Upgrade
Point Cost: 15
Unique: Yes
Effects: Model Gains the Non-Corporeal SA and +1 Mov
Notes: Unavailable to Models with the Mounted SA

Fire Keg
Availability: Reven Lists
Type: Specialty Upgrade
Point Cost: 12
Unique: Yes
Effects: As an Invoke Action, an explosive 2" AoE Fireball is centered on the equipped Model and is resolved with a CP of 6. The equipped Model is destroyed when this item is used.
Notes: The equipped Model must be visibly designated in some way to indicate possession of this item.

Hooves of the Nightmare
Availability: Non-Soldier Models with the Mounted SA in Overlord Lists
Type: Specialty Upgrades
Point Cost: 30
Unique: Yes
Effects: Model gains the Flyer SA
Notes: Flying Special Mov is equal to the Model's normal Mov

Page
Availability: Good Leader Models
Type: Specialty Upgrade
Point Cost: 5
Unique: No
Effects: Leader Model may perform a Regroup Action as a Free Action instead of a Non-Combat Action.
Notes: None

Shadowy Contacts
Availability: Leader Models
Type: Specialty Upgrade
Point Cost: 10
Unique: Yes
Effects: Model Gains the Spy SA
Notes: None



Sokar's Presence
Availability: Specific Models in a Nefsokar List
Type: Specialty Upgrade
Point Cost: 50
Unique: Yes
Effects: Friendly Nefsokar Models within 12" of the Model gain a +1 bonus to their MAV.
Notes: This bonus does not stack with the bonus provide by a Totem of Battle, but it does stack with any equipment bonuses or any spell effects currently affecting the Model. This item may only be purchased for the Models listed below:

Avatar of Sekhmet
Ammat
Thoth
Sokar's Avatar



Troop Upgrades

Troop Musician
Availability: Soldier Models
Type: Troop Upgrade
Point Cost: 15
Unique: No
Effects: All Models in the Troop gain +1 Mov. Flying and Burrowing Mov is also affected.
Notes: Only one Troop Musician is allowed per Troop.

Troop Standard
Availability: Soldier Models
Type: Troop Upgrade
Point Cost: 15
Unique: No
Effects: All Models in the Troop may re-roll any failed Discipline Checks one time, and will not retreat.
Notes: Only one Troop Standard is allowed per Troop. If the Model is slain, the controlling player may have another Soldier Model in the same Troop pick up the Troop Standard by conducting a Loot Action. Models from other Troops gain no benefit from another Troop's Troop Standard.



Spells

Grade 1 Mage Spells

Bolt
Casting Grade: Mage 1
Availability: Any
Type: Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 1 Point
LOS: Yes
Cast Defensively: Yes
Notes: None

Draining Touch
Casting Grade: Mage 1
Availability: Models with the Undead SA
Type: Attack
Point Cost: 5
Range: B2B contact
Area of Effect: N/A
Models Affected: 1
Damage: 1 point
LOS: Yes
Cast Defensively: No
Notes: If cast successfully, target Model suffers 1 point of damage, and the Casting Model heals itself by removing 1 point of damage from itself. If the Casting Model has no damage to remove, the spell has no extra effect beyond damaging the target Model. Casting this spell does not provoke Defensive Strikes. Target Models with the Undead SA are immune to this spell.

Fear
Casting Grade: Mage 1
Availability: Any
Type: Attack
Point Cost: 5
Range: 24"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Affected Model receives a Shaken Token. Models that are immune to Shaken Tokens are not affected by this spell.

Ice Shards
Casting Grade: 1
Availability: Any
Type: Attack
Point Cost: 8
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 2 Point
LOS: Yes
Cast Defensively: No
Notes: None

Poison
Casting Grade: Mage 1
Availability: Any
Type: Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: No
Cast Defensively: Yes
Notes: Target Model receives a Poison Token. Poison Tokens do not stack. At the end of a turn, a Model with a Poison Token must make a successful Poison Check or suffer one point of damage. A Model making a Poison Check must roll a 10 on a d10. Models with the Tough SA will add their Tough number to this roll. Regardless of success or failure of this roll, the Poison Token is removed.

Stunned Models that have a Poison Token must still make a Poison Check. Failure of this Poison Check means they are slain. If a Model with a Poison Token is ever successfully healed, the Poison Token is removed. Models with the Undead SA or the Non-Corporeal SA are immune to Poison Tokens.

Rock Friends
Casting Grade: Mage 1
Availability: Any
Type: Attack
Point Cost: 5
Range: 12"
Area of Effect: 4"
Models Affected: All Burrowing Models
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Affected Burrowing Models beneath the AoE of this spell are brought up to the surface. If the Burrowing Model was occupying the same space on the board as another Model, the Burrowing Model is moved to the nearest open space in a direction decided by the controller of the Burrowing Model. The Burrowing Model will not be in B2B contact with ground models when it surfaces.

Shockwave
Casting Grade: Mage 1
Availability: Any
Type: Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: The target of this spell is moved 12" in a straight line away from the Spell Caster. Movement Cost Modifiers do not apply. Models may not be moved up or down, only along the surface of the ground. A Model cannot be forced to leave the table, nor can it be moved into B2B contact with any other Model. If the target is moved into an illegal situation (e.g., impenetrable terrain, etc.) the target stops short. This spell cannot be used on friendly Models.

Venom
Casting Grade: Mage 1
Availability: Reptus Lists
Type: Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 1 Point
LOS: Yes
Cast Defensively: Yes
Notes: Target Model receives a Poison Token. Poison Tokens do not stack. At the end of a turn, a Model with a Poison Token must make a successful Poison Check or suffer one point of damage. A Model making a Poison Check must roll a 10 on a d10. Models with the Tough SA will add their Tough number to this roll. Regardless of success or failure of this roll, the Poison Token is removed.

Stunned Models that have a Poison Token must still make a Poison Check. Failure of this Poison Check means they are slain. If a Model with a Poison Token is ever successfully healed, the Poison Token is removed. Models with the Undead SA or the Non-Corporeal SA are immune to Poison Tokens.

Wind Blast
Casting Grade: Mage 1
Availability: Any
Type: Attack
Point Cost: 5
Range: 24" (12")
Area of Effect: 4"
Models Affected: All Flying Models
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Affected Flying Models are brought down to the surface. The Range is 24" if the Casting Model is Flying, 12" if the Casting Model is on the ground. If the Flying Model was occupying the same space on the board as another Model, the Flying Model is moved to the nearest open space in a direction decided by the controller of the Flying Model. The Flying Model will not be in B2B contact with ground models when it lands.

Grade 2 Mage Spells

Arcane Blast
Casting Grade: Mage 2
Availability: Elf Lists
Type: Attack
Point Cost: 15
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 3 Points
LOS: Yes
Cast Defensively: Yes
Notes: None

Counter Spell
Casting Grade: Mage 2
Availability: Any
Type: Non-Attack
Point Cost: 10
Range: 6"
Area of Effect: Special
Models Affected: Special
Damage: None
LOS: No
Cast Defensively: Yes
Notes: This spell is cast in an attempt to disrupt an enemy's Attack spell that has been cast against your Mage or at a target within 6" of your Mage. If Counter Spell is cast successfully, the enemy casting Model receives a -6 to its Casting Roll. In cases where multiple Models are affected by the Attack spell, the -6 penalty applies to all Casting Rolls. Counter Spell cannot counter Non-Attack Spells.

Fireball
Casting Grade: Mage 2
Availability: Any
Type: Attack
Point Cost: 12
Range: 18"
Area of Effect: 2"
Models Affected: All
Damage: 1 Point
LOS: Yes
Cast Defensively: No
Notes: None

Ghost Form
Casting Grade: Mage 2
Availability: Necropolis Lists
Type: Non-Attack
Point Cost: 5
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Target Model gains the Non Corporeal SA until the end of its next Activation.

Ice Blast
Casting Grade: Mage 2
Availability: Any
Type: Attack
Point Cost: 15
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 3 Points
LOS: Yes
Cast Defensively: No
Notes: None

Invisibility
Casting Grade: Mage 2
Availability: Any
Type: Non-Attack
Point Cost: 10
Range: Caster
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Until the beginning of its next Activation, the Caster gains Raider/4 and cannot be the target of Ranged Attacks or Spells. It can still be affected by AoE spells.

Life Drain
Casting Grade: Mage 2
Availability: Models with Undead SA
Type: Attack
Point Cost: 12
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 1 Point
LOS: Yes
Cast Defensively: No
Notes: If cast successfully, target Model suffers 1 point of damage, and the Casting Model heals itself by removing 1 point of damage from itself. If the Casting Model has no damage to remove, the spell has no extra effect beyond damaging the target Model. Target Models with the Undead SA are immune to this spell.

Lightning Bolt
Casting Grade: Mage 2
Availability: Any
Type: Attack
Point Cost: 18
Range: 12"
Area of Effect: 1/2" by 12" line
Models Affected: All
Damage: 1 Point
LOS: Yes
Cast Defensively: No
Notes: This spell creates a line 1/2" wide by 12" long. Any Model whose base is touched by this line is affected by the spell. The spell may start at any point within range and LOS of the Casting Model, and will then proceed in a straight line directly away from the Casting Model. Note that the player does not get to choose the direction of the blast; it goes in a line directly away from the Casting Model.



Rigor Mortis
Casting Grade: Mage 2
Availability: Necropolis Lists
Type: Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: If successfully cast, the target Model loses both Actions on its next Activation. Until the end of its next Activation, the affected Model will not be able to participate in combat (including defender adjust) or provide any type of Support Bonus. Melee Attacks against the affected Model gain a +1 bonus to their MAV.

Scare
Casting Grade: Mage 2
Availability: Any
Type: Attack
Point Cost: 8
Range: 18"
Area of Effect: 2"
Models Affected: All
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Affected Models receive a Shaken Token. Models that are immune to Shaken Tokens are not affected by this spell.

Shell of the Coffin
Casting Grade: Mage 2
Availability: Necropolis Lists
Type: Non Attack
Point Cost: 8
Range: Spell Caster
Area of Effect: 3"
Models Affected: All Models with the Undead SA
Damage: N/A
LOS: N/A
Cast Defensively: No
Notes: Affected Models are immune to all Ranged Attacks until the beginning of their next Activation. Ranged Attacks with the Blowthrough SA are not affected by this spell.

Violent Possession
Casting Grade: Mage 2
Availability: Evil
Type: Attack
Point Cost: 10
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 1 Point
LOS: No
Cast Defensively: No
Notes: Models with the Undead SA are immune to this spell.

Grade 3 Mage Spells

Arcane Storm
Casting Grade: Mage 3
Availability: Elf Lists
Type: Attack
Point Cost: 25
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 4 Points
LOS: Yes
Cast Defensively: Yes
Notes: None

Chain Lightning
Casting Grade: Mage 3
Availability: Any
Type: Attack
Point Cost: 30
Range: 18" (2" per Leap)
Area of Effect: Special
Models Affected: Special
Damage: 1 Point
LOS: Special
Cast Defensively: No
Notes: This spell has the possibility of affecting multiple Models. Only the first target Model must be within LOS of the Casting Model. If the spell is successfully cast, the first Model suffers 1 point of damage. The Spell Caster now chooses the next enemy target Model. This next target Model must be within 2" of the first target Model, but does not need to be in LOS with the Casting Model. Chain Lightning continues in this manner until one of the following happens:

- the spell fails to damage a target.
- the spell has no other target in range that has not already been damaged by Chain Lightning.
- the spell has affected 8 targets.

Debilitating Pain
Casting Grade: Mage 3
Availability: Darkspawn Lists
Type: Attack
Point Cost: 35
Range: 18"
Area of Effect: 2"
Models Affected: All
Damage: 1 Point
LOS: Yes
Cast Defensively: No
Notes: If successfully cast, the target Models take a point of damage and lose both Actions on their next Activation. Until the end of their next Activation, the affected Models will not be able to participate in combat or provide any type of Support Bonus. Melee Attacks against the affected Models gain a +1 bonus to their MAV.

Fire Storm
Casting Grade: Mage 3
Availability: Any
Type: Attack
Point Cost: 20
Range: 18"
Area of Effect: 3"
Models Affected: All
Damage: 1 point
LOS: Yes
Cast Defensively: No
Notes: Previously Stunned Models in the Fire Storm's AoE are removed from play.

Ice Storm
Casting Grade: Mage 3
Availability: Any
Type: Attack
Point Cost: 25
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: 4 Points
LOS: Yes
Cast Defensively: No
Notes: None

Lightning Blast
Casting Grade: Mage 3
Availability: Any
Type: Attack
Point Cost: 40
Range: 12"
Area of Effect: 1/2" by 12" line
Models Affected: All
Damage: 2 Points
LOS: Yes
Cast Defensively: No
Notes: This spell creates a line 1/2" wide by 12" long. Any Model whose base is touched by this line is affected by the spell. The spell may start at any point within range and LOS of the Casting Model, and will then proceed in a straight line directly away from the Casting Model. Note that the player does not get to choose the direction of the blast; it goes in a line directly away from the Casting Model.

Stun
Casting Grade: Mage 3
Availability: All
Type: Attack Spell
Point Cost: 15
Range: 18"
Area of Effect: 2"
Models Affected: All
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: If successfully cast, the target Models lose both Actions on their next Activation. Until the end of their next Activation, the affected Models will not be able to participate in combat (including defender adjust) or provide any type of Support Bonus. Melee Attacks against the affected Models gain a +1 bonus to their MAV.

Summon Spectral Minions
Casting Grade: Mage 3 (Necropolis Lists Mage 2)
Availability: Evil
Type: Non-Attack
Point Cost: 30
Range: Casting Model
Area of Effect: Special
Models Affected: N/A
Damage: N/A
LOS: N/A
Cast Defensively: No
Notes: By casting this spell, the Casting Model summons Spectral Minions into play. The Spectral Minions must be placed within 2" of the Casting Model. After the Spectral Minions have been placed, they may take one Action, either a Combat or a Non-Combat Action. The Spectral Minions automatically join the Casting Model's Troop, ignoring Troop Capacity. The number of Spectral Minions brought into play is dependent on the Casting Roll.

Result	Number of Minions
10-14	3 Spectral Minions
15-19	4 Spectral Minions
20+	5 Spectral Minions

Spectral Minion **14327**
Affiliation: Special/Special
Model: Special
Base: Standard

Dmg	0	1
Mov	6	5
Dis	6	5
DV	8	7
MD	8	7

S.A.: Non-Corporeal, Undead

MAV	4	3
#MA	2	

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Grade 1 Cleric Spells

Aspect of the Hunter
Casting Grade: Cleric 1
Availability: Reven
Type: Non-Attack
Point Cost: 5
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Target Model gains a +3 MAV until the end of its next Activation.

Blessing
Casting Grade: Cleric 1
Availability: Any
Type: Non-Attack
Point Cost: 10
Range: Casting Model
Area of Effect: 2"
Models Affected: All Friendly Models
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Affected Friendly Models gain a +1 to all of their rolls until the end of their next Activation.

Cure 1
Casting Grade: Cleric 1
Availability: Any
Type: Non-Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: NA
Notes: Removes 1 point of damage from the target Model.

Divine Vigor
Casting Grade: Cleric 1
Availability: Any
Type: Non-Attack
Point Cost: 5
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Target Model gains a +2 MAV until the end of its next Activation.

Slow
Casting Grade: Cleric 1
Availability: Any
Type: Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Affected Model loses a Non Combat Action on its next Activation.

Grade 2 Cleric Spells

Angelic Aspect
Casting Grade: Cleric 2
Availability: Crusader Lists
Type: Non-Attack
Point Cost: 10
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Until the end of its next Activation, the target Model gains the Flyer SA and a Special Mov of 10 when Flying. The target does not need to use an Invoke Action to take off, and may do so as part of a Movement Action. Rules for breaking B2B contact still apply.

Burst of Speed
Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 10
Range: Casting Model
Area of Effect: 3"
Models Affected: All Friendly Models
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Affected Friendly Models gain a +2 to their Mov until the end of their next Activation.

Crimson Embrace
Casting Grade: Cleric 2
Availability: Reptus Lists
Type: Non-Attack
Point Cost: 15
Range: Casting Model
Area of Effect: 3"
Models Affected: Friendly Reptus Models
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Affected Models gain the Frenzy SA until the end of their next Activation.

Cure 2
Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 15
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: NA
Notes: Removes 2 points of damage from the target Model.

Cure 3
Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 25
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: NA
Notes: Removes 3 points of damage from the target Model.

Disenchant
Casting Grade: Cleric 2
Availability: Any
Type: Attack
Point Cost: 5
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Model loses any bonuses for purchased equipment until the end of its next Activation.

Dispel
Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 5
Range: 6"
Area of Effect: 3"
Models Affected: All
Damage: none
LOS: Yes
Cast Defensively: NA
Notes: When successfully cast, Dispel removes any lingering (non-damage) spell effects on friendly Models, such as losing actions or being held in place.

Holy Light
Casting Grade: Cleric 2
Availability: Good
Type: Attack
Point Cost: 10
Range: Casting Model
Area of Effect: 2"
Models Affected: All Enemy Models
Damage: 1 Point
LOS: No
Cast Defensively: No
Notes: Affected Enemy Models without the Undead SA suffer 1 point of damage. Affected Enemy Models with the Undead SA suffer 2 points of damage. This spell does not affect friendly Models.

Part Death's River
Casting Grade: Cleric 2
Availability: Nefsokar Lists
Type: Non-Attack
Point Cost: 50
Range: Casting Model
Area of Effect: 3"
Models Affected: Any Friendly
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: The Casting Model and any friendly Models (within the 3" AoE) the Casting Model chooses to transport are teleported to a new location within 18" of the Casting Model. The Casting Model appears at the target point, and any Friendly Models brought along are placed within 3" of the Casting Model. Models may be placed into B2B contact.

Sand Storm
Casting Grade: Cleric 2
Availability: Nefsokar Lists
Type: Attack Spell
Point Cost: 15
Range: 18"
Area of Effect: 3"
Models Affected: All
Damage: None
LOS: Yes
Cast Defensively: No
Notes: Affected Models may not conduct any Ranged Attacks or Defensive Shots until the end of their next Activation.

Searing Pain
Casting Grade: 2
Availability: Evil, Neutral
Type: Attack
Point Cost: 5
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: 1 Point
LOS: Yes
Cast Defensively: No
Notes: None

Teleport
Casting Grade: Cleric 2
Availability: Any
Type: Non-Attack
Point Cost: 25
Range: Initial 12 / Destination 24
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: This spell allows a target Model within 12" of the Casting Model to be transported to any point within 24" of the Casting Model. The Casting Model needs LOS to both locations.

Voice of Khardullis
Casting Grade: Cleric 2
Availability: Overlords
Type: Non-Attack
Point Cost: 10
Range: Casting Model
Area of Effect: 6"
Models Affected: Friendly Soldiers
Damage: N/A
LOS: No
Cast Defensively: No
Notes: Friendly Soldier Models gain +1 MAV and the Improved Charge/3 SA until the end of this Activation. Models that already have the Improved Charge/# SA receive no extra Improved Charge movement.

Warcry
Casting Grade: Cleric 2
Availability: Reven List
Type: Non-Attack
Point Cost: 10
Range: Casting Model
Area of Effect: 3"
Models Affected: All Friendly Stunned Models
Damage: NA
LOS: NA
Cast Defensively: No
Notes: Any affected Stunned Model gains back its last Damage Track as if it had made a successful Tough check.

Grade 3 Cleric Spells

Blessed Resurrection
Casting Grade: Cleric 3
Availability: Good, Neutral
Type: Non-Attack
Point Cost: 50
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: The targeted Slain Model is brought back to life and is returned to play on its last Damage Track. The target Model is also teleported to a point within 2" of the Casting Model. The target Model is still part of its original Troop. If the target Model is part of the Casting Model's Troop, it may take one Action, either a Combat or a Non-Combat Action. Blessed Resurrection cannot be cast on Models with the Undead or Summoned SAs.

Blessing of Shadarzaddi
Casting Grade: Cleric 3
Availability: Crusader Lists
Type: Non-Attack
Point Cost: 75
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: The targeted Slain Model is brought back to life and is returned to play with 3 points of damage removed (i.e., two damage tracks higher than its last). If the Model has fewer than 3 Damage Tracks, the extra healing is ignored. The target Model is also teleported to a point within 2" of the Casting Model. The target Model is still part of its original Troop. If the target Model is part of the Casting Model's Troop, it may take one Action, either a Combat or a Non-Combat Action. Blessing of Shadarzaddi cannot be cast on Models with the Undead or Summoned SAs.

Call Lightning
Casting Grade: Cleric 3
Availability: Any
Type: Attack
Point Cost: 20
Range: 12"
Area of Effect: 2"
Models Affected: All
Damage: 1 Point
LOS: Yes
Cast Defensively: No
Notes: None

Cure 4
Casting Grade: Cleric 3
Availability: Any
Type: Non-Attack
Point Cost: 35
Range: 18"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: NA
Notes: Removes 4 points of damage from the target Model

Domination
Casting Grade: Cleric 3
Availability: Evil
Type: Attack Spell
Point Cost: 30
Range: 12"
Area of Effect: N/A
Models Affected: 1
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: Models with a Dis equal to or greater than 8 are immune to this spell. Domination takes control of the target Model, allowing the Casting Model to force the affected Model to take a Combat Action or Non-Combat Action. This Action must be taken before any other Action may be taken or declared by the Casting Model's Troop. This Action resolves independently from the rest of the Casting Model's Troop. If the controlled Model attacks another Model, the Defending Model may choose whether or not to take a Defensive Strike.

Felling of the Firstborn
Casting Grade: Cleric 3
Availability: Nefsokar Lists
Type: Attack
Point Cost: 50
Range: Unlimited
Area of Effect: Special
Models Affected: Special
Damage: 1 Point
LOS: No
Cast Defensively: No
Notes: This spell attacks any 5 Models of the player's choice, regardless of where on the tabletop battlefield the Models are. Player may not choose the same Model twice. This spell may only be purchased once.

Hold
Casting Grade: Cleric 3
Availability: All
Type: Attack Spell
Point Cost: 20
Range: 12"
Area of Effect: 2"
Models Affected: All
Damage: N/A
LOS: Yes
Cast Defensively: No
Notes: If successfully cast, the target Models lose both Actions on their next Activation. Until the end of their next Activation, the affected Models will not be able to participate in combat (including defender adjust) or provide any type of Support Bonus. Melee Attacks against the affected Models gain a +1 bonus to their MAV.

Holy Burst
Casting Grade: Cleric 3
Availability: Crusader Lists
Type: Attack
Point Cost: 40
Range: Casting Model
Area of Effect: 2"
Models Affected: Special
Damage: Special
LOS: No
Cast Defensively: No
Notes: Affected Enemy Models without the Undead SA suffer 1 point of damage. Affected Enemy Models with the Undead SA suffer 2 points of damage. Affected Friendly Models have 1 point of damage removed.



Bloodstone Gnomes

Army List Name: **Bloodstone Gnomes Default**
Restrictions: Any Model of Bloodstone Gnomes Affiliation
Models that change From Unique to Non-Unique:
Naklak, Bloodstone Sergeant
Lesser Bloodstone Golem, Hero
Shaerdra, Bloodstone Matron, Cleric
Purple Worm, Monster
Models that change From Adept to Grunt:
Bloodstone Pinner, Grunt
Bloodstone Pulger, Grunt

Bloodstone Gnomes FAs

They Came from Below
All models in the Bloodstone Gnome Army can choose to be deployed Burrowed with a Burrow movement equal to their normal MOV. After turn 1, any Burrowed Model without the Burrow SA that uses a Move Non-Combat Action must end its Activation surfaced (a Model that uses both Actions to Move would have to end the second Action surfaced). Any Burrowed Model could choose not to move after turn 1 and stay Burrowed. While Burrowed, all regular Burrow rules apply.

Tunnel Fighting
All spellcasters in the Bloodstone Gnome Army gain the Ranked SA.

Kurand the Ever Living

14485

Affiliation: Bloodstone Gnomes/Evil **Cost:** 106
Rank: Warlord (3-12/3) **Base:** Lrg

Dmg	0	1	2	3	4
Mov	6	6	6	6	6
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	15	14	12	11	9

S.A.: 360, Fearsome, Mob Leader/4, Mounted, Spy, Tactician, Tough/4, Undead

MAV	3	3	2	2	2
#MA	4	**S.A.:** Warmaster			

CP	8	7	6	6	5

S.A.: Defensive Magic, Mage 3/8, Cleric 2/5

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Kordtok the Gutter

Affiliation: Bloodstone Gnomes/Evil **Cost:** 75
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	13	12	11	10
MD	13	12	12	11

S.A.: Fearless, Tactician, Tough/2

MAV	5	5	4	4
#MA	4	**S.A.:** Smite (Good)/2, Warmaster		

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Naklak, Bloodstone Sergeant

14430

Affiliation: Bloodstone Gnomes/Evil **Cost:** 48
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	7	6	5
DV	12	11	10
MD	12	11	10

S.A.: Deflect/1, Mob Leader/5, Tough/1

MAV	6	5	4
#MA	3	**S.A.:** Trencher, Warmaster	

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Glaktu, Beetle Rider Hero

14486

Affiliation: Bloodstone Gnomes/Evil **Cost:** 87
Rank: Unq Hero **Base:** Lrg

Dmg	0	1	2	3
Mov	8	8	8	8
Dis	7	7	6	5
DV	14	13	12	11
MD	14	13	12	11

S.A.: Fearless, Improved Charge/4, Mounted, Ronin, Tough/2

MAV	7	7	6	5
#MA	4	**S.A.:** Shock, Warmaster		

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Lesser Bloodstone Golem

14500

Affiliation: Bloodstone Gnomes/Evil **Cost:** 68
Rank: Unq Hero **Base:** Lrg

Dmg	0	1	2	3
Mov	7	7	6	5
Dis	7	7	6	5
DV	12	11	10	9
MD	13	12	11	10

S.A.: Beast, Deflect/1, Fearsome, Improved Charge/3, Tough/2

MAV	7	7	6	5
#MA	3	**S.A.:** Warmaster		

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Shaerdra, Bloodstone Matron

14499

Affiliation: Bloodstone Gnomes/Evil **Cost:** 35
Rank: Unq Cleric **Base:** Std

Dmg	0	1
Mov	5	4
Dis	5	4
DV	9	6
MD	13	9

S.A.: Healer

MAV	4	3
#MA	2	**S.A.:** Reach

CP	6	4

S.A.: Cleric 2/6

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Bloodstone Priest

14437

Affiliation: Bloodstone Gnomes/Evil **Cost:** 31
Rank: Unq Mage **Base:** Std

Dmg	0	1
Mov	5	4
Dis	8	6
DV	10	8
MD	14	11

S.A.:

MAV	4	3
#MA	2	**S.A.:** Warmaster

CP	7	5

S.A.: Defensive Magic, Mage 2/8

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Beetle Rider Lancers

Affiliation: Bloodstone Gnomes/Evil **Cost:** 44
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3
Mov	8	8	8	8
Dis	6	5	5	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: Band, Deflect/1, Improved Charge/4, Mounted, Tough/2

MAV	5	5	4	3
#MA	2	**S.A.:** Backstab/2, First Strike		

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Bloodstone Guard

14488

Affiliation: Bloodstone Gnomes/Evil **Cost:** 25
Rank: Adept **Base:** Std

Dmg	0	1
Mov	5	4
Dis	6	4
DV	13	9
MD	12	8

S.A.: Fearless

MAV	5	4
#MA	2	**S.A.:** Reach, Smite (Mounted)/2

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Bloodstone Hok 14487

Affiliation: Bloodstone Gnomes/Evil **Cost:** 27
Rank: Adept **Base:** Std

Dmg	0	1
Mov	5	4
Dis	5	4
DV	11	8
MD	12	8

S.A.: Berserker, Tough/2

MAV	5	4
#MA	2	**S.A.:** Frenzy

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Bloodstone Pinner 14458

Affiliation: Bloodstone Gnomes/Evil **Cost:** 30
Rank: Adept **Base:** Std

Dmg	0	1
Mov	5	4
Dis	5	4
DV	9	7
MD	12	10

S.A.: Mob

MAV	2	1
#MA	1	

RAV	3	2
#RA	1	Rng(24) **S.A.:** Critical Shot/2, Defensive Shot

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Bloodstone Pulger 14446

Affiliation: Bloodstone Gnomes/Evil **Cost:** 26
Rank: Adept **Base:** Std

Dmg	0	1
Mov	5	4
Dis	5	4
DV	11	8
MD	12	10

S.A.: Deflect/2, Mob, Tough/1

MAV	5	4
#MA	2	**S.A.:** First Strike, Reach

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Tunnel Knight 14431

Affiliation: Bloodstone Gnomes/Evil **Cost:** 33
Rank: Adept **Base:** Std

Dmg	0	1
Mov	5	4
Dis	6	4
DV	12	10
MD	12	10

S.A.: Deflect/1, Tough/3

MAV	5	4
#MA	3	**S.A.:** Trencher, Warmaster

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Bloodstone Scragger 14418

Affiliation: Bloodstone Gnomes/Evil **Cost:** 20
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	5	4
Dis	5	4
DV	9	7
MD	12	10

S.A.: Mob

MAV	4	3
#MA	2	

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Charnel Grub DHL 3017

Affiliation: Bloodstone Gnomes/Evil **Cost:** 115
Rank: Unq Monster **Base:** Cav

Dmg	0	1	2	3
Mov	7	7	6	6
Dis	6	5	5	4
DV	13	12	11	10
MD	14	13	11	8

S.A.: 360, Beast, Champion, Fearless, Tough/4

MAV	7	7	6	5	
#MA	6	**S.A.:** Poison Strike, Warmaster			

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Purple Worm DHL 3009

Affiliation: Bloodstone Gnomes/Evil **Cost:** 164
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	6	6	6	6	5	5
Dis	8	8	7	7	6	5
DV	14	14	13	13	13	11
MD	14	13	13	12	11	9

S.A.: 360, Beast, Fearless, Fearsome, Improved Charge/4, Summoned (Spellcaster), Tough/5

MAV	8	8	7	7	6	5
#MA	4	**S.A.:** Shock, Warmaster				

MOV	9	9	8	8	7	6

S.A.: Burrow, Improved Charge/4

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Greater Bloodstone Golem 14527

Affiliation: Bloodstone Gnomes/Evil **Cost:** 136
Rank: Monster **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	8	8	7	7	6	5
DV	14	13	13	12	11	9
MD	14	13	13	12	11	9

S.A.: Beast, Deflect/2, Fearless, Fearsome, Improved Charge/4, Summoned (Spellcaster), Tough/5

MAV	9	9	8	8	7	6
#MA	3	**S.A.:** Frenzy, Warmaster				

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Crusaders

Army List Name: **Crusader Default**
Restrictions: Any Model of Crusader Affiliation
Models that change From Unique to Non-Unique:
- Herne, Sergeant
- Celestial Lion, Monster

Models that change From Adept to Grunt:
- Light Lancer, Grunt



Army List Name: **Army of Justice Sublist**
Restrictions: The following Models only:
- Duke Gerard, Warlord
- Sir Danel, Unq. Captain
- Sir Brannor, Captain
- Lord Ironraven, Captain
- Sir Broderic, Captain
- Sir Malcom, Unq. Sergeant
- Sir Conlan, Sergeant
- Mathew, Blessed of Aurellius, Unq. Hero
- Auricus, Pegasus Rider, Unq. Hero
- Sir Damon, Unq. Hero
- Finari, Hero
- Halbarad, Cleric
- Valandil, Unq. Mage
- Marcus Gideon, Unq. Rogue
- Lion's Lancer, Adept
- Justicar, Adept
- Templar Ironspine, Grunt
- Templar Knight, Grunt
- Templar Unforgiven, Grunt
- Guardian Beast, Unq. Monster
- Celestial Lion, Monster
- Hound of Judgement, Monster
- Uriel, Unq. Solitaire

Models that change From Unique to Non-Unique:
- Celestial Lion, Monster
- Hound of Judgement, Monster

Crusaders (default) FAs

Mercy
As part of a Loot Action, any Crusader Model may offer Mercy to a Stunned enemy Model. The Stunned Model makes a Dis check, using the Dis of its last track. If the Stunned Model succeeds in the Dis check, they are slain as per the Coup de Grace rules. If the Stunned Model fails the Dis check, it returns to play on its last damage track and joins the Crusader's Troop for the remainder of the battle, but does not get to Activate until the next time the Troop it joined Activates. Its Affiliation becomes Crusader/Good, and its Type becomes Grunt. It retains any Equipment and un-cast Spells it had. Spells or Equipment with requirements no longer met by the Mercied Model can no longer be used by the Model. If the Model offering Mercy is a Solo, the Mercied Model joins the Solo's Troop, and activates with it. If the Mercied Model was a Solo, it no longer grants an initiative card for being a separate Troop.

Only one Mercy attempt may be made per Troop Activation. Mercy cannot be granted to Models with the Undead SA. Models with the Berserker SA automatically succeed on their Dis check and are immune to attempts at Mercy. Models without Tough/# cannot be Stunned and are therefore immune to attempts at Mercy.

Release the Hounds
Garr may be fielded as a Unique Sergeant with Troop size 4-11/1. Garr can only field War Dogs as Soldiers to fill his Troop. Garr can field the Hound of Judgement (and only the Hound) as an Elite.

Undead Hunter
All Crusader Models gain the Smite (Undead)/1 SA. Models that already have Smite (Undead) gain +1 to their Smite (Undead).

The Wolf
Adepts taken as part of a Troop led by Duke Gerard are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

Army of Justice Sublist FAs

Armor of the Faithful
All Army of Justice models gain Fearless and Deflect/1. Models that already have Deflect/1 gain +1 to their Deflect.

Judgment
All Army of Justice models gain the Smite (Evil)/1 SA. Models that already have Smite (Evil) gain +1 to their Smite (Evil).

Shield of Faith
All Army of Justice models are immune to the effects of Fear of Undeath FA.

The Wolf
Adepts taken as part of a Troop led by Duke Gerard are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

Duke Gerard — 14068

Affiliation: Crusaders/Good — **Cost:** 131
Rank: Warlord (3-12/2) — **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	9	9	8	8	7
DV	13	12	12	11	10
MD	14	13	13	12	11

S.A.: Deflect/2, Fearless, Fearsome, Healer, Tactician, Tough/4

MAV	7	7	6	6	5
#MA	4	**S.A.:** Smite (Evil)/1, Warmaster			

CP	6	5	5	4	4
S.A.: Cleric 2/6					

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Lady Jehanne — 14224

Affiliation: Crusaders/Good — **Cost:** 93
Rank: Warlord (3-12/2) — **Base:** Cav

Dmg	0	1	2	3	4
Mov	12	12	12	12	12
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	13	12	10	9	8

S.A.: Improved Charge/4, Mounted, Raider/2, Spy, Tactician, Tough/4

MAV	6	5	5	4	4
#MA	3	**S.A.:** First Strike, Warmaster			

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Mother Superior Kristianna — 14212

Affiliation: Crusaders/Good — **Cost:** 107
Rank: Warlord (3-12/2) — **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	15	14	12	11	9

S.A.: Fearless, Fearsome, Healer, Tough/3

MAV	5	5	4	4	3
#MA	2				

CP	8	7	6	6	5
S.A.: Cleric 3/14					

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Sir Danel — 14226

Affiliation: Crusaders/Good — **Cost:** 101
Rank: Unq Captain (4-11/1) — **Base:** Cav

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	9	9	8	8	7
DV	14	13	13	12	11
MD	14	13	13	12	11

S.A.: Improved Charge/4, Mounted, Tough/2

MAV	7	7	6	6	5
#MA	3	**S.A.:** First Strike, Shock, Smite (Evil)/1, Warmaster			

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Lord Ironraven — 14005

Affiliation: Crusaders/Good — **Cost:** 48
Rank: Captain (4-11/1) — **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	9	9	8	7
DV	11	10	9	8
MD	12	11	10	9

S.A.: Fearless, Tough/3

MAV	6	6	5	5
#MA	2	**S.A.:** First Strike, Reach, Trencher		

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Sir Brannor — 14200

Affiliation: Crusaders/Good — **Cost:** 61
Rank: Captain (4-11/1) — **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	8	8	7	6
DV	13	12	11	10
MD	12	11	10	9

S.A.: Deflect/2, Healer, Tough/2

MAV	5	5	4	4
#MA	2			

CP	6	5	5	4
S.A.: Cleric 2/4				

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Sir Broderick — 14269

Affiliation: Crusaders/Good — **Cost:** 64
Rank: Captain (4-11/1) — **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	7	7	6	6	5
DV	12	11	11	10	9
MD	12	11	11	10	9

S.A.: Tough/3

MAV	6	6	5	5	5
#MA	2	**S.A.:** Trencher, Warmaster			

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Vernone, Ivy Crown Captain — 14508

Affiliation: Crusaders/Good — **Cost:** 47
Rank: Captain (4-11/1) — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	11	10	9	7
MD	12	11	10	7

S.A.: Deflect/1, Raider/2, Ranger, Tough/1

MAV	6	5	5	4
#MA	3			

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Herne — 14227

Affiliation: Crusaders/Good — **Cost:** 49
Rank: Unq Sergeant (4-9/0) — **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	8	7	6	5
DV	11	10	9	7
MD	11	10	9	7

S.A.: Improved Charge/4, Mounted, Raider/2, Tough/1

MAV	5	5	4	3
#MA	2	**S.A.:** First Strike		

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Sir Malcom — 14069

Affiliation: Crusaders/Good **Cost:** 51
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	5	5	4
Dis	7	6	6
DV	12	11	10
MD	12	11	10

S.A.: Deflect/2, Healer, Tough/2

MAV	6	5	5
#MA	2	**S.A.:** Warmaster	

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Sister Majeda — 14111

Affiliation: Crusaders/Good **Cost:** 62
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7

S.A.: Healer, Tough/1

MAV	5	5	4	3
#MA	3	**S.A.:** Warmaster		

CP	6	5	5	4
S.A.: Cleric 1/2				

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Acacia — 14204

Affiliation: Crusaders/Good **Cost:** 42
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	6
MD	11	9	8

S.A.: Ranger

MAV	3	3	2
#MA	1		

RAV	5	4	4
#RA	1	Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1	

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Sir Conlan — 14037

Affiliation: Crusaders/Good **Cost:** 43
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	5	5	4
Dis	7	6	6
DV	12	11	10
MD	11	10	9

S.A.: Deflect/2, Healer, Tough/1

MAV	4	4	3
#MA	2		

CP	5	4	4
S.A.: Cleric 1/2			

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Auricus, Pegasus Rider — DHL 3096

Affiliation: Crusaders/Good **Cost:** 150
Rank: Unq Hero **Base:** Gnt

Dmg	0	1	2	3	4	5
Mov	10	10	10	10	10	10
Dis	7	7	6	6	6	5
DV	13	12	12	11	10	8
MD	15	14	14	13	12	10

S.A.: Deflect/1, Fearless, Improved Charge/4, Mounted, Outrider, Raider/2, Tough/1

MAV	8	8	7	7	6	5
#MA	3	**S.A.:** First Strike, Shock, Smite (Flyer)/2, Warmaster				

MOV	12	12	12	12	12	12
S.A.: Flyer, Improved Charge/4						

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Mathew, Blessed of Aurellius — DHL 3292

Affiliation: Crusaders/Good **Cost:** 87
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	15	14	12	11	9

S.A.: Deflect/2, Fearless, Tough/3

MAV	6	5	5	4	4
#MA	4	**S.A.:** Critical Strike/3, Smite (Evil)/2, Warmaster			

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Sir Damon — 14230

Affiliation: Crusaders/Good **Cost:** 145
Rank: Unq Hero **Base:** Cav

Dmg	0	1	2	3	4	5
Mov	10	10	10	10	10	10
Dis	9	9	9	9	8	7
DV	15	14	14	13	12	10
MD	15	14	14	13	12	10

S.A.: Fearless, Improved Charge/4, Mounted, Tough/3

MAV	8	8	7	7	6	5
#MA	4	**S.A.:** First Strike, Shock, Smite (Evil)/1, Warmaster				

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Finari — 14093

Affiliation: Crusaders/Good **Cost:** 65
Rank: Hero **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	9	9	8	7
DV	12	11	10	9
MD	12	11	10	9

S.A.: Deflect/1, Fearless, Tough/3

MAV	6	6	5	5
#MA	3	**S.A.:** Smite (Evil)/2, Trencher, Warmaster		

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Isarah — 14228

Affiliation: Crusaders/Good **Cost:** 51
Rank: Unq Cleric **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	9	8	7	5
MD	13	12	10	8

S.A.: Improved Charge/4, Mounted

MAV	2	2	2	1
#MA	1			

CP	7	6	6	4
S.A.: Cleric 2/8				

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Halbarad 14036

Affiliation: Crusaders/Good **Cost:** 62
Rank: Cleric **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	11	10	9	7
MD	14	13	11	8

S.A.: Deflect/1, Fearless, Fearsome, Healer

MAV	6	5	5	4
#MA	2			

CP	6	5	5	4

S.A.: Cleric 2/6

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Devona 14213

Affiliation: Crusaders/Good **Cost:** 71
Rank: Unq Mage **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	8	7	6	5
DV	10	9	8	6
MD	13	12	10	8

S.A.: Improved Charge/4, Mounted, Raider/2, Tough/2

MAV	2	2	2	1
#MA	1			

CP	6	5	5	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/10

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Valandil 14045

Affiliation: Crusaders/Neutral **Cost:** 76
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	9	8	7	5
MD	14	13	11	8

S.A.: Ronin, Tactician

MAV	2	2	2	1
#MA	1			

CP	7	6	6	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12

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Ian 14214

Affiliation: Crusaders/Good **Cost:** 36
Rank: Mage **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	8	7	6
MD	12	10	8

S.A.:

MAV	1	1	1
#MA	1		

CP	5	4	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/8

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Marcus Gideon 14055

Affiliation: Crusaders/Good **Cost:** 60
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	10	9	8	6
MD	12	11	10	7

S.A.: Deflect/1, Fearsome, Healer, Ranger, Spy

MAV	4	4	3	2
#MA	3	**S.A.:** Backstab/3, Smite (Undead)/2		

CP	6	5	5	4

S.A.: Cleric 1/4

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Saramonde 14299

Affiliation: Crusaders/Good **Cost:** 38
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	8	7	6
DV	8	7	6
MD	11	9	8

S.A.: Spy, Tactician, Tough/1

MAV	4	3	3
#MA	2	**S.A.:** Backstab/3	

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Battle Nun 14372

Affiliation: Crusaders/Good **Cost:** 34
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	6
MD	11	9	8

S.A.:

MAV	4	3	3
#MA	3	**S.A.:** Warmaster	

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Hospitalier 14420

Affiliation: Crusaders/Good **Cost:** 32
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Healer, Ronin

MAV	2	2	1
#MA	1		

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Ivy Crown Light Lancer 14233

Affiliation: Crusaders/Good **Cost:** 44
Rank: Adept **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6

S.A.: Improved Charge/4, Mounted, Outrider, Raider/2

MAV	4	4	3	2
#MA	2	**S.A.:** First Strike		

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Justicar — 14306

Affiliation: Crusaders/Good — **Cost:** 52
Rank: Adept — **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	8	8	7	6
DV	12	11	10	9
MD	12	11	10	9

S.A.: Deflect/1, Tough/2

MAV	6	6	5	5

#MA 2 **S.A.:** Warmaster

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Lion's Lancer — 14231

Affiliation: Crusaders/Good — **Cost:** 100
Rank: Adept — **Base:** Cav

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	8	8	7	7	6
DV	14	13	13	12	11
MD	14	13	13	12	11

S.A.: Improved Charge/4, Mounted, Tough/2

MAV	7	7	6	6	5

#MA 3 **S.A.:** First Strike, Shock, Warmaster

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War Dog — 14219

Affiliation: Crusaders/Good — **Cost:** 25
Rank: Adept — **Base:** Cav

Dmg	0	1
Mov	8	6
Dis	5	4
DV	8	6
MD	10	7

S.A.: Beast, Improved Charge/4, Raider/2

MAV	3	2

#MA 2 **S.A.:** Disable

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Ivy Crown Archer — 14401

Affiliation: Crusaders/Good — **Cost:** 35
Rank: Grunt — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7

S.A.: Ranger

MAV	2	2	1

#MA 1

RAV	3	3	2

#RA 1 Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/2

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Ivy Crown Skirmisher — 14363

Affiliation: Crusaders/Good — **Cost:** 27
Rank: Grunt — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	3
DV	10	8	6
MD	10	8	6

S.A.: Deflect/1, Raider/2, Ranger

MAV	4	3	2

#MA 2

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Templar Ironspine — 14407

Affiliation: Crusaders/Good — **Cost:** 33
Rank: Grunt — **Base:** Std

Dmg	0	1	2
Mov	5	5	4
Dis	5	5	4
DV	10	9	8
MD	11	10	9

S.A.: Tough/1

MAV	5	5	4

#MA 2 **S.A.:** First Strike, Reach, Trencher

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Templar Knight — 14377

Affiliation: Crusaders/Good — **Cost:** 32
Rank: Grunt — **Base:** Std

Dmg	0	1	2
Mov	5	5	4
Dis	6	5	5
DV	12	11	10
MD	11	10	9

S.A.: Deflect/1, Tough/1

MAV	4	4	3

#MA 2 **S.A.:** Trencher

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Templar Unforgiven — 14352

Affiliation: Crusaders/Good — **Cost:** 33
Rank: Grunt — **Base:** Std

Dmg	0	1	2
Mov	5	5	4
Dis	6	5	5
DV	11	10	9
MD	11	10	9

S.A.: Tough/1

MAV	6	5	5

#MA 2 **S.A.:** Trencher

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Celestial Lion — 14133

Affiliation: Crusaders/Good — **Cost:** 91
Rank: Unq Monster — **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	9	9	8	8	7
DV	13	12	12	11	10
MD	13	12	12	11	10

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Summoned (Cleric)

MAV	6	6	5	5	5

#MA 4 **S.A.:** Warmaster

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Garr 14208

Affiliation: Crusaders/Good **Cost:** 41
Rank: Unq Monster **Base:** Cav

Dmg	0	1	2
Mov	8	7	6
Dis	8	7	6
DV	9	8	6
MD	11	9	8

S.A.: Beast, Improved Charge/4, Raider/2, Tough/2

MAV	3	3	2

#MA 3 **S.A.:** Disable, Warmaster

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Guardian Beast of Aurellius 14234

Affiliation: Crusaders/Good **Cost:** 158
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5	6
Mov	8	8	8	7	7	6	5
Dis	9	9	9	8	8	7	6
DV	14	14	13	13	12	11	9
MD	14	14	13	13	12	11	9

S.A.: Beast, Fearsome, Improved Charge/4, Summoned (Cleric), Tough/4

MAV	7	7	7	6	6	5	5

#MA 5 **S.A.:** Smite (Evil)/2, Warmaster

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Hound of Judgement 14215

Affiliation: Crusaders/Good **Cost:** 69
Rank: Unq Monster **Base:** Cav

Dmg	0	1	2	3
Mov	10	10	9	8
Dis	9	9	8	7
DV	12	11	10	9
MD	14	13	12	11

S.A.: Beast, Fearsome, Improved Charge/4, Non-Corporeal, Raider/2, Summoned (Cleric)

MAV	4	4	3	3

#MA 4 **S.A.:** Backstab/2, Smite (Evil)/2, Warmaster

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Uriel, Guardian Angel 14080

Affiliation: Crusaders/Good **Cost:** 312
Rank: Unq Solitaire **Base:** Lrg

Dmg	0	1	2	3	4	5	6	7
Mov	8	8	8	7	7	6	5	5
Dis	9	9	9	8	8	7	6	5
DV	16	16	16	15	14	14	13	12
MD	16	16	16	15	14	14	13	12

S.A.: Beast, Deflect/2, Fearless, Fearsome, Improved Charge/4, Summoned (Cleric)

MAV	8	8	8	8	7	7	6	6

#MA 5 **S.A.:** First Strike, Frenzy, Smite (Evil)/2, Warmaster

MOV	12	12	11	11	10	9	8	7

S.A.: Flyer, Improved Charge/4

CP	8	8	7	6	6	5	4	4

S.A.: Cleric 3/6

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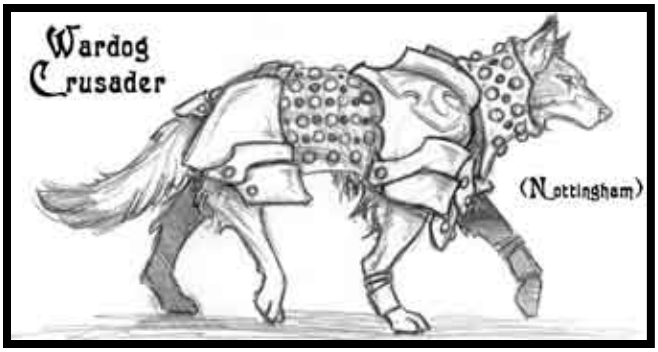

Darkspawn

Army List Name: **Darkspawn Default**
Restrictions: Any Model of Darkspawn Affiliation
Models that change From Unique to Non-Unique:
- Keradaan, Sergeant
- Devourer of Mashaf, Monster
- Maladorn, Monster

Models that change From Adept to Grunt:
- Isiri Arachnid Archer, Grunt
- Isiri Arachnid Warrior, Grunt



Army List Name: **Demonic Conclave Sublist**
Restrictions: The following Models only:
- Rauthuros, Warlord
- Guros, Baron of Whips, Captain
- Rahl, Duke of Pain, Unq. Captain
- Ashakia, Unq. Sergeant
- Meridiana, Sergeant
- Mastema, Unq. Hero
- Maugrathoth, Hero
- Jhorxia, Rogue
- Burrowing Spawn of Mashaf, Adept
- Demon Warrior, Adept
- Goatman Daemon, Adept
- Ice Demon, Adept
- Incubus Warrior, Adept
- Lesser Devils, Adept
- Demon Imps, Grunt
- Devourer of Mashaf, Unq. Monster
- Maladorn, Unq. Monster
- Marilith, Unq. Solitaire

Models that change From Unique to Non-Unique:
- Ashakia, Sergeant
- Mastema, Hero
- Devourer of Mashaf, Monster

Models that change From Adept to Grunt:
- Demon Warrior, Grunt
- Ice Demon, Grunt

Darkspawn (default) FAs

Pain Cage
Whenever a Darkspawn Model slays (not merely stuns) an enemy Model, add one token to a cup or reservoir (representing harvested pain) for each Damage Track the victim possessed when undamaged.

Example: A Darkspawn Warrior slays an enemy Sergeant with 3 Damage Tracks. Three Pain Tokens are added to the Pain Cage.

Whenever a Darkspawn Model takes damage that would have killed/Stunned it, a number of Pain Tokens may be spent to ignore the last point of damage. A Model requires one Pain Token to be spent for every 10 points the Model cost to field, rounded up, with a minimum cost of 3 Tokens.

Example: a Darkspawn Sergeant with Equipment upgrades cost 53 points to field. It takes enough damage to Stun/Kill it. Six Pain Energy Tokens would need to be spent to keep the Model alive on its last Damage Track, instead of it being killed/Stunned.

Demonic Conclave Sublist FAs

Gate
All Non-Leader Models in the Demonic Conclave Sublist gain the Summoned (Demonic Conclave) SA and can be Summoned by any Demonic Conclave Model.





Rauthuros 14417

Affiliation: Darkspawn/Evil **Cost:** 316
Rank: Warlord (3-12/2) **Base:** Gnt

Dmg	0	1	2	3	4	5	6	7
Mov	8	8	8	7	7	6	5	5
Dis	9	9	9	9	8	8	7	7
DV	18	18	17	16	15	14	12	11
MD	16	16	15	14	14	12	10	10

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Outrider, Summoned (Witch Queen), Tough/4

MAV	9	9	9	8	8	7	6	5
#MA	5	**S.A.:** First Strike, Frenzy, Warmaster						

MOV	12	12	12	11	11	10	10	9
S.A.: Flyer, Improved Charge/4								

CP	8	8	8	7	7	6	5	5
S.A.: Defensive Magic, Mage 3/5								

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Witch Queen 14065

Affiliation: Darkspawn/Evil **Cost:** 139
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	6	6	5	4
DV	10	9	8	7	6
MD	16	16	15	14	14

S.A.: Fearless, Spy, Tactician, Tough/4

MAV	3	3	2	2	2
#MA	2				

CP	10	10	9	9	8
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/14					

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Xeldorian, Tyrant of Darkness

Affiliation: Darkspawn/Evil **Cost:** 208
Rank: Warlord (3-12/3) **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	8	7	6	6	5
DV	13	12	10	9	8
MD	14	13	11	10	8

S.A.: 360, Beast, Deflect/2, Fearsome, Hover, Spy, Tough/4

MAV	7	6	6	5	4
#MA	2	**S.A.:** Warmaster			

RAV	6	5	5	4	4
#RA	3	Rng(24) **S.A.:** Marksman/3, Sniper			

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Rahl, Duke of Pain 14436

Affiliation: Darkspawn/Evil **Cost:** 84
Rank: Unq Captain (4-11/1) **Base:** Lrg

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	6	6	5	4
DV	13	12	10	9	8
MD	12	11	10	8	7

S.A.: Fearless, Fearsome, Improved Charge/4, Tough/4

MAV	6	5	5	4	4
#MA	4	**S.A.:** Warmaster			

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Guros, Baron of Whips 14067

Affiliation: Darkspawn/Evil **Cost:** 105
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	6	6	5	4
DV	12	11	10	8	7
MD	12	11	10	8	7

S.A.: Fearless, Fearsome, Improved Charge/3, Tough/3

MAV	5	5	4	4	3
#MA	4	**S.A.:** Disable, First Strike, Warmaster			

MOV	10	10	9	9	8
S.A.: Flyer, Improved Charge/3					

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Javolith 14305

Affiliation: Darkspawn/Evil **Cost:** 52
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	10	9	8	6
MD	11	10	9	7

S.A.: Fearless, Raider/2, Tough/3

MAV	7	6	6	4
#MA	2	**S.A.:** Warmaster		

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Ashakia 14083

Affiliation: Darkspawn/Evil **Cost:** 75
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: Fearsome, Improved Charge/3, Outrider, Tough/3

MAV	5	5	4	3
#MA	3	**S.A.:** First Strike, Warmaster		

MOV	10	9	8	6
S.A.: Flyer, Improved Charge/3				

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Keradaan 14495

Affiliation: Darkspawn/Evil **Cost:** 53
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Fearless, Raider/2

MAV	3	3	2
#MA	1		

RAV	5	4	4
#RA	1	Rng(30) **S.A.:** Defensive Shot, Indirect Shot, Marksman/2, Poison Shot	

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Meridiana 14496

Affiliation: Darkspawn/Evil **Cost:** 49
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	10	9	8	6
MD	12	11	10	7

S.A.: Fearless, Improved Charge/3, Tough/2

MAV	5	5	4	3
#MA	3	**S.A.:** Disable, Reach		

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Vysa — 14220

Affiliation: Darkspawn/Evil **Cost:** 30
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	10	9	7
MD	11	9	8

S.A.: Fearless, Improved Charge/3, Raider/2

MAV	5	4	4
#MA	2		

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D'Khul, Bathalian — 14511

Affiliation: Darkspawn/Evil **Cost:** 65
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	10	9	8	6
MD	14	13	11	8

S.A.: Fearless, Innate Spell/7 (Rigor Mortis), Outrider, Tactician

MAV	3	3	2	2
#MA	4	**S.A.:** Critical Strike/3, Disable		

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Mastema, Demon — 14456

Affiliation: Darkspawn/Evil **Cost:** 130
Rank: Unq Hero **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	7	7	6	6	6	5
Dis	8	7	6	6	5	4
DV	13	12	12	11	10	8
MD	12	11	10	8	7	6

S.A.: Beast, Fearsome, Improved Charge/4, Outrider, Tough/3

MAV	7	7	6	6	6	5
#MA	4	**S.A.:** Frenzy, Warmaster				

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Nasithe — 14078

Affiliation: Darkspawn/Evil **Cost:** 91
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	9	8	8
DV	12	11	11	10
MD	13	12	10	8

S.A.: Fearless, Improved Charge/3, Tough/3

MAV	7	7	6	5
#MA	4	**S.A.:** Frenzy, Warmaster		

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Maugrathoth, Demon — 14416

Affiliation: Darkspawn/Evil **Cost:** 108
Rank: Hero **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	6	5	5	4	4
DV	13	12	10	9	8
MD	12	11	10	8	7

S.A.: Beast, Fearsome, Improved Charge/4, Outrider, Tough/3

MAV	6	5	5	4	4
#MA	3	**S.A.:** Disable, Frenzy, Warmaster			

MOV	10	9	8	7	6
S.A.: Flyer, Improved Charge/4					

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Thuusia, Pain Mage — 14088

Affiliation: Darkspawn/Evil **Cost:** 39
Rank: Mage **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	6
MD	12	10	8

S.A.: Tough/1

MAV	2	2	1
#MA	1		

CP	6	5	4
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/6			

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Aundine — 14089

Affiliation: Darkspawn/Evil **Cost:** 55
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	7	6	5
DV	10	9	7
MD	13	11	9

S.A.: Outrider, Ranger, Spy

MAV	5	4	4
#MA	3	**S.A.:** Backstab/3, Warmaster	

RAV	4	3	3
#RA	1	Rng(12) **S.A.:** Defensive Shot, Marksman/1, Poison Shot	

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Jhorxia, Succubus — 14494

Affiliation: Darkspawn/Evil **Cost:** 53
Rank: Rogue **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	7
MD	13	12	10

S.A.: Raider/2, Ranger, Ronin

MAV	4	3	3
#MA	3	**S.A.:** Backstab/2, Disable	

MOV	10	9	8
S.A.: Flyer			

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Burrowing Spawn of Mashaf — 14059

Affiliation: Darkspawn/Evil **Cost:** 83
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	7	6	6	4
DV	12	11	10	7
MD	11	10	9	7

S.A.: Beast, Improved Charge/4, Outrider, Tough/3

MAV	6	5	5	4
#MA	3	**S.A.:** Frenzy, Warmaster		

MOV	10	7	5	3
S.A.: Burrow, Improved Charge/4				

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Demon Warrior 14435

Affiliation: Darkspawn/Evil **Cost:** 50
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	6	5	5
Dis	6	6	5	5
DV	10	10	9	9
MD	12	11	10	9

S.A.: Beast, Fearless, Improved Charge/4, Tough/1

MAV	6	6	5	5
#MA	2	**S.A.:** Warmaster		

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Goatman Daemon 14395

Affiliation: Darkspawn/Evil **Cost:** 61
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	5	5	4	3
DV	9	8	7	5
MD	10	9	8	6

S.A.: Beast, Berserker, Improved Charge/4, Tough/2

MAV	5	5	4	3
#MA	3	**S.A.:** Critical Strike/2, Frenzy, Warmaster		

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Ice Demon 14473

Affiliation: Darkspawn/Evil **Cost:** 50
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	11	10	9	8
MD	12	11	10	7

S.A.: Beast, Improved Charge/3, Tough/2

MAV	6	5	5	4
#MA	2	**S.A.:** First Strike, Frenzy, Reach		

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Incubus/Succubus Warrior 14333

Affiliation: Darkspawn/Evil **Cost:** 62
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	6	5	5	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: Improved Charge/3, Tough/1

MAV	5	5	4	3
#MA	2	**S.A.:** First Strike, Warmaster		

MOV	10	9	8	6
S.A.: Flyer, Improved Charge/3				

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Isiri Arachnid Archer 14517

Affiliation: Darkspawn/Evil **Cost:** 45
Rank: Adept **Base:** Lrg

Dmg	0	1	2
Mov	10	9	8
Dis	6	5	4
DV	11	9	8
MD	12	10	8

S.A.: Band, Beast, Raider/2

MAV	3	3	2
#MA	2	**S.A.:** Poison Strike	

RAV	4	3	3
#RA	1	Rng(24) **S.A.:** Marksman/1	

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Isiri Arachnid Warrior 14514

Affiliation: Darkspawn/Evil **Cost:** 41
Rank: Adept **Base:** Lrg

Dmg	0	1	2
Mov	10	9	8
Dis	6	5	4
DV	12	10	8
MD	11	9	8

S.A.: Band, Beast, Deflect/1, Improved Charge/4, Raider/2

MAV	5	4	4
#MA	2	**S.A.:** Backstab/2, Poison Strike, Warmaster	

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Lesser Devils 14432

Affiliation: Darkspawn/Evil **Cost:** 32
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	4	3	3
DV	8	7	6
MD	8	7	6

S.A.:

MAV	2	2	1
#MA	1	**S.A.:** Reach	

RAV	4	3	2
#RA	1	Rng(12) **S.A.:** Defensive Shot, Ranked	

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Soultender 14298

Affiliation: Darkspawn/Evil **Cost:** 66
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3
Mov	6	6	5	5
Dis	7	7	6	5
DV	10	10	9	8
MD	11	10	9	8

S.A.: 360, Fearsome, Outrider, Tough/3

MAV	7	7	6	5
#MA	3	**S.A.:** Reach, Warmaster		

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Broken Fodder 14358

Affiliation: Darkspawn/Evil **Cost:** 21
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	7	6
Dis	5	4
DV	9	6
MD	10	7

S.A.: Beast, Fearless, Improved Charge/4

MAV	6	5
#MA	1	

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Demon Imps — 14365

Affiliation: Darkspawn/Evil **Cost:** 25
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	10	7
Dis	4	3
DV	9	6
MD	11	8

S.A.: Hover, Improved Charge/4

MAV	3	2
#MA	2	

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Isiri Archer — 14386

Affiliation: Darkspawn/Evil **Cost:** 42
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Fearless, Raider/2

MAV	3	3	2
#MA	1		

RAV	4	3	3
#RA	1	Rng(30) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1	

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Isiri Paintender — 14378

Affiliation: Darkspawn/Evil **Cost:** 35
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Fearless, Improved Charge/3, Raider/2, Tough/2

MAV	6	5	4
#MA	2	**S.A.:** First Strike, Reach	

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Isiri Warrior — 14385

Affiliation: Darkspawn/Evil **Cost:** 30
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	10	9	8
MD	10	9	7

S.A.: Deflect/1, Fearless, Raider/2

MAV	4	4	3
#MA	2		

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Devourer of Mashaf — 14076

Affiliation: Darkspawn/Evil **Cost:** 75
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	4	4	3	3	2
DV	13	12	10	9	8
MD	14	13	11	10	8

S.A.: Beast, Fearsome, Hover, Improved Charge/4, Ranger

MAV	5	5	4	4	3
#MA	3	**S.A.:** Disable, Reach, Warmaster			

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Maladorn, Fire Demon — 14461

Affiliation: Darkspawn/Evil **Cost:** 187
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5
Mov	7	7	6	6	6	5
Dis	7	7	6	6	6	5
DV	15	14	14	13	12	10
MD	13	12	12	11	10	8

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Summoned (Mage), Tough/5

MAV	8	8	8	8	7	6
#MA	5	**S.A.:** First Strike, Frenzy, Warmaster				

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Marilith — 14474

Affiliation: Darkspawn/Evil **Cost:** 106
Rank: Unq Solitaire **Base:** Lrg

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	7	6	6	4
DV	13	12	10	8
MD	11	10	9	7

S.A.: Champion, Fearsome, Improved Charge/4, Tough/2

MAV	6	5	5	4
#MA	6	**S.A.:** Frenzy, Shock, Warmaster		

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Dwarves

Army List Name: **Dwarves Default**
Restrictions: Any Model of Dwarves Affiliation
Models that change From Unique to Non-Unique:
- Durin Pathfinder, Sergeant
- Tohil Steadyhand, Sergeant
- Griffon, Monster
- Lesser Earth Elemental, Monster
- Dire Bear, Monster

Models that change From Adept to Grunt:
- Dwarven Pathfinders, Grunt



Army List Name: **Handmaidens of the Mountain God Sublist**
Restrictions: The following Models only:
- Freya Fangbreaker, Unq. Captain
- Ursula, Bear Rider, Unq. Captain
- Valana, Forgemaiden, Sergeant
- Skadi, Half-Goddess, Unq. Hero
- Gwyddis, Valkyrie, Unq. Cleric
- Margara Firetongue, Unq. Mage
- Kara Foehunter, Unq. Rogue
- Daughters of Skadi, Adept
- Dwarven Shieldmaiden, Adept
- Forgemaidens, Adept
- Valkyries, Adept
- Dire Bear, Unq. Monster
- Griffon, Unq. Monster
- Lesser Earth Elemental, Unq. Monster
- Stone Spirit, Unq. Monster
- Annasha Tomebreaker, Unq. Solitaire

Models that change From Unique to Non-Unique:
- Freya Fangbreaker, Captain
- Margara Firetongue, Mage
- Griffon, Monster
- Lesser Earth Elemental, Monster

Models that change From Adept to Grunt:
- Daughters of Skadi, Grunt
- Forgemaidens, Grunt

Dwarves (default) FAs

Bane
Enemy Models with the Tough SA that are Stunned by Models of the Dwarf Affiliation are considered to have been instantly Coup de Graced and are considered slain/killed instead of Stunned. Bane works for any Model Stunned via melee combat, ranged combat, or spells.

March to the Pipes
Models of the Dwarf Affiliation gain +2 MOV from the Troop Musician upgrade instead of +1.

Handmaidens of the Mountain God Sublist FAs

Half-Goddess
Skadi may be taken as a Warlord with Troop Capacity 3-12/2.

Beast Master
A Dire Bear may be taken as an adept in a Troop led by Ursula.

Mountain God's Breath
All leaders get Innate Spell/6 (Mountain God's Breath).

Name: Mountain God's Breath
Type: Non-Attack
Range: Casting Model
Area of Effect: 2"
Models Affected: All Friendly Models
Cast Defensively: No
Notes: Ads +1 Move (per Move Action) for the remainder of the Action Phase to Friendly Models that were in the Area of Effect at the time the spell was cast.

The Touch of the Goddess
The Valkyries gain the SA: Healer



Herryk Aesir, Dwarven High Cleric

14324

Affiliation: Dwarves/Good **Cost:** 157
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	5
Mov	4	4	4	3	3	3
Dis	9	9	8	8	7	6
DV	13	12	12	11	10	8
MD	15	15	14	14	14	12

S.A.: Fearless, Fearsome, Healer, Tactician, Tough/4

MAV	5	5	5	4	4	3
#MA	3	**S.A.:** Smite (Monster)/2, Warmaster				

CP	8	8	8	8	7	6
S.A.: Cleric 3/12						

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King Thorgram Grimsteel

14042

Affiliation: Dwarves/Good **Cost:** 118
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	5
Mov	4	4	4	4	4	3
Dis	9	9	9	9	8	7
DV	14	14	13	13	13	11
MD	14	13	13	12	11	9

S.A.: Deflect/2, Fearless, Spy, Tactician, Tough/4

MAV	6	6	5	5	5	4
#MA	4	**S.A.:** Trencher, Warmaster				

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Logan Battlefury

14303

Affiliation: Dwarves/Good **Cost:** 160
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	5
Mov	5	5	5	4	4	3
Dis	9	9	8	8	7	6
DV	12	11	11	10	10	8
MD	14	13	13	12	11	9

S.A.: 360, Berserker, Improved Charge/4, Ridge-Runner, Tough/6

MAV	7	7	6	6	6	5
#MA	5	**S.A.:** First Strike, Frenzy, Warmaster				

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Freya Fangbreaker

14085

Affiliation: Dwarves/Good **Cost:** 79
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	9	9	8	8	7
DV	14	13	13	12	11
MD	14	13	13	12	11

S.A.: Deflect/1, Fearless, Tough/2

MAV	6	6	5	5	5
#MA	3	**S.A.:** Trencher, Warmaster			

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Logrim Battlefury

14304

Affiliation: Dwarves/Good **Cost:** 112
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	9	9	8	8	7
DV	14	13	13	12	11
MD	14	13	13	12	11

S.A.: Fearless, Fearsome, Healer, Tough/4

MAV	6	6	5	5	5
#MA	3	**S.A.:** Frenzy, Smite (Evil)/1, Warmaster			

CP	6	6	5	5	5
S.A.: Cleric 2/4					

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Ursula, Bear Rider Captain

14433

Affiliation: Dwarves/Good **Cost:** 102
Rank: Unq Captain (4-11/1) **Base:** Lrg

Dmg	0	1	2	3	4
Mov	9	9	9	9	9
Dis	8	8	7	7	6
DV	13	13	12	12	11
MD	13	12	12	11	10

S.A.: Fearsome, Improved Charge/4, Mounted, Tough/3

MAV	7	7	7	6	6
#MA	3	**S.A.:** First Strike, Shock, Warmaster			

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Fulumbar Ironhammer

14146

Affiliation: Dwarves/Good **Cost:** 47
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	9	9	8	7
DV	13	12	11	10
MD	13	12	11	10

S.A.: Deflect/1, Fearless, Tough/3

MAV	6	6	5	5
#MA	2	**S.A.:** Trencher		

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Abjorn Hofkeg, Dwarven Miner

14406

Affiliation: Dwarves/Good **Cost:** 79
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	4	3
Dis	6	6	5	5	5
DV	12	12	11	11	10
MD	13	13	12	12	11

S.A.: Ranger, Tough/2

MAV	6	6	6	5	5
#MA	2	**S.A.:** Warmaster			

MOV	4	4	4	3	3
S.A.: Burrow					

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Durin Pathfinder

14465

Affiliation: Dwarves/Good **Cost:** 33
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	6	5	5
Dis	7	6	6
DV	9	8	7
MD	11	10	9

S.A.: Raider/2, Ranger, Ridge-Runner, Spy

MAV	5	5	4
#MA	2		

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Hagard the Maimed 14491

Affiliation: Dwarves/Good **Cost:** 44
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	6	6	5	5
DV	12	11	10	9
MD	12	11	10	9

S.A.: Tough/3

MAV	8	8	7	7
#MA	1	**S.A.:** Critical Strike/2, Smite (Monster)/2		

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Tohil Steadyhand 14478

Affiliation: Dwarves/Good **Cost:** 62
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	4	4	3	3
DV	11	10	9	8
MD	12	11	10	9

S.A.: Tough/1

MAV	2	2	2	2
#MA	1			

RAV	4	4	3	3
#RA	1	Rng(24) **S.A.:** Critical Shot/3, Defensive Shot		

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Gargram Heavyhand 14173

Affiliation: Dwarves/Good **Cost:** 39
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	6	6	5	5
DV	12	11	10	9
MD	12	11	10	9

S.A.: Deflect/1, Tough/1

MAV	4	4	3	3
#MA	2	**S.A.:** Trencher		

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Valana, Forgemaiden

Affiliation: Dwarves/Good **Cost:** 43
Rank: Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	5	5	4
Dis	6	5	5
DV	11	10	9
MD	11	10	9

S.A.: Fearless, Tough/2

MAV	5	5	4
#MA	3	**S.A.:** Warmaster	

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Durthen, Boar Rider 14451

Affiliation: Dwarves/Good **Cost:** 131
Rank: Unq Hero **Base:** Lrg

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	7	7	6	6	5
DV	12	11	11	10	9
MD	13	12	12	11	10

S.A.: Berserker, Fearsome, Improved Charge/4, Mounted, Outrider, Tough/4

MAV	7	7	6	6	5
#MA	4	**S.A.:** First Strike, Frenzy, Shock, Warmaster			

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Skadi, Half-Goddess

Affiliation: Dwarves/Good **Cost:** 155
Rank: Unq Hero **Base:** Lrg

Dmg	0	1	2	3	4	5	6
Mov	7	7	6	6	5	4	4
Dis	9	9	8	7	6	5	5
DV	15	15	14	14	13	11	10
MD	13	13	12	12	11	10	8

S.A.: Berserker, Fearsome, Improved Charge/4, Outrider, Spy, Tactician, Tough/3

MAV	7	7	7	6	6	5	5
#MA	4	**S.A.:** First Strike, Reach, Warmaster					

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Durgam Deepmug 14019

Affiliation: Dwarves/Good **Cost:** 57
Rank: Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	9	9	8	8	7
DV	12	11	11	10	9
MD	13	12	12	11	10

S.A.: Fearless, Improved Charge/3, Tough/2

MAV	5	5	5	4	4
#MA	3	**S.A.:** Trencher			

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Gwyddis, Valkyrie 14476

Affiliation: Dwarves/Good **Cost:** 91
Rank: Unq Cleric **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	8	8	7	6
DV	12	11	10	9
MD	13	12	11	10

S.A.: Fearless, Healer, Tough/2

MAV	5	5	4	3
#MA	3	**S.A.:** Frenzy, Smite (Evil)/1, Warmaster		

CP	7	7	6	5
S.A.: Cleric 3/8				

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Ivar Silverfist 14039

Affiliation: Dwarves/Good **Cost:** 62
Rank: Cleric **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	9	9	8	7
DV	12	11	10	7
MD	13	12	11	10

S.A.: Fearless, Fearsome, Healer, Tough/1

MAV	4	4	3	3
#MA	2	**S.A.:** Trencher		

CP	5	5	4	4
S.A.: Cleric 2/8				

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Gilam, Rune Spelunker — 14467

Affiliation: Dwarves/Good **Cost:** 65
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	6	6	5	5
DV	11	10	9	8
MD	12	11	10	9

S.A.: Tough/1

MAV	5	5	4	4
#MA	2			

MOV	4	4	4	3

S.A.: Burrow

CP	6	6	5	5

S.A.: Defensive Magic, Mage 2/8

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Margara Firetongue — 14082

Affiliation: Dwarves/Good **Cost:** 83
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	6	6	5	5	5
DV	8	8	7	7	6
MD	13	12	12	11	10

S.A.: Fearless, Tough/1

MAV	3	3	2	2	2
#MA	1				

CP	7	6	6	5	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12

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Kara Foehunter — 14143

Affiliation: Dwarves/Good **Cost:** 73
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	8	8	7	6
DV	10	10	9	8
MD	12	11	10	9

S.A.: Raider/2, Ranger, Ronin, Spy, Tough/1

MAV	4	4	3	2
#MA	2	**S.A.:** Backstab/3		

RAV	4	4	3	3
#RA	1	Rng(24) **S.A.:** Critical Shot/3, Defensive Shot		

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Klaus Copperthumb — DHL 3099

Affiliation: Dwarves/Good **Cost:** 32
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2
Mov	6	5	5
Dis	6	5	5
DV	9	8	7
MD	11	10	9

S.A.: Raider/2, Ranger, Ridge-Runner

MAV	5	4	4
#MA	2	**S.A.:** Backstab/3	

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Bear Rider — 14136

Affiliation: Dwarves/Good **Cost:** 92
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3	4
Mov	9	9	9	9	9
Dis	7	7	6	6	5
DV	13	12	12	11	10
MD	13	12	12	11	10

S.A.: Fearsome, Improved Charge/4, Mounted, Outrider, Tough/3

MAV	6	6	5	5	5
#MA	3	**S.A.:** First Strike, Shock, Warmaster			

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Daughters of Skadi — 14515

Affiliation: Dwarves/Good **Cost:** 36
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	4	4	3
Dis	6	5	5
DV	10	9	8
MD	11	10	9

S.A.: Fearless, Tough/2

MAV	3	3	2
#MA	1		

RAV	5	5	4
#RA	1	Rng(12) **S.A.:** Indirect Shot	

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Dwarven Berserker — 14341

Affiliation: Dwarves/Good **Cost:** 67
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	5	5	4	4
DV	10	10	9	8
MD	13	12	11	10

S.A.: 360, Berserker, Improved Charge/4, Tough/2

MAV	5	5	4	4
#MA	3	**S.A.:** First Strike, Frenzy, Warmaster		

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Dwarven Kneebreakers — 14464

Affiliation: Dwarves/Good **Cost:** 40
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	5	5	4	4
DV	11	10	9	8
MD	12	11	10	9

S.A.: Tough/1

MAV	8	8	7	7
#MA	1	**S.A.:** Critical Strike/2		

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Dwarven Mancatchers — 14463

Affiliation: Dwarves/Good **Cost:** 32
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	5	5	4
Dis	5	5	4
DV	9	8	7
MD	10	9	8

S.A.:

MAV	6	5	5
#MA	1	**S.A.:** Disable, First Strike, Smite (Mounted)/2	

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Dwarven Miner 14405

Affiliation: Dwarves/Good **Cost:** 71
Rank: Adept **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	4	3
Dis	6	5	5	4	4
DV	11	10	10	9	8
MD	13	12	12	11	10

S.A.: Ranger, Tough/2

MAV	5	5	5	4	4
#MA	2	**S.A.:** Warmaster			

MOV	4	4	4	4	3
S.A.: Burrow					

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Dwarven Pathfinders 14460

Affiliation: Dwarves/Good **Cost:** 29
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	5
Dis	5	5	4
DV	9	8	7
MD	11	10	9

S.A.: Raider/2, Ranger, Ridge-Runner

MAV	4	3	3
#MA	2		

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Dwarven Shieldmaiden 14379

Affiliation: Dwarves/Good **Cost:** 70
Rank: Adept **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	6	6	5	5	5
DV	13	12	12	11	10
MD	13	12	12	11	10

S.A.: Deflect/1, Tough/2

MAV	5	5	5	4	4
#MA	3	**S.A.:** Trencher, Warmaster			

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Forgemaidens

Affiliation: Dwarves/Good **Cost:** 33
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	5	5	4
Dis	5	5	4
DV	11	10	9
MD	11	10	9

S.A.: Fearless, Tough/1

MAV	4	4	3
#MA	3		

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Valkyries 14519

Affiliation: Dwarves/Good **Cost:** 53
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	12	11	10	7
MD	12	11	10	7

S.A.: Tough/1

MAV	5	5	4	3
#MA	3	**S.A.:** Smite (Evil)/1, Warmaster		

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Dwarven Halberdier 14397

Affiliation: Dwarves/Good **Cost:** 40
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	4	4	3	3
DV	10	10	9	8
MD	12	11	10	9

S.A.: Tough/1

MAV	5	5	4	4
#MA	2	**S.A.:** First Strike, Reach, Trencher		

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Dwarven Piercer 14325

Affiliation: Dwarves/Good **Cost:** 57
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	4	4	3	3
DV	10	10	9	8
MD	12	11	10	9

S.A.: Tough/1

MAV	2	2	2	2
#MA	1			

RAV	4	4	3	3
#RA	1	Rng(24) **S.A.:** Critical Shot/2, Defensive Shot		

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Dwarven Swiftaxe 14422

Affiliation: Dwarves/Good **Cost:** 40
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	5	5	4	4
DV	10	10	9	8
MD	12	11	10	9

S.A.: Improved Charge/3, Tough/1

MAV	6	6	5	5
#MA	2			

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Dwarven Warrior 14353

Affiliation: Dwarves/Good **Cost:** 39
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	3
Dis	5	5	4	4
DV	12	11	10	9
MD	12	11	10	9

S.A.: Deflect/1, Tough/1

MAV	4	4	3	3
#MA	2	**S.A.:** Trencher		

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Dire Bear 14452

Affiliation: Dwarves/Neutral **Cost:** 85
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4
Mov	10	10	9	9	8
Dis	6	6	5	5	5
DV	12	11	11	10	9
MD	10	10	9	9	8

S.A.: Beast, Fearsome, Improved Charge/3, Summoned (Cleric), Tough/3

MAV	7	7	6	6	5

#MA 2 **S.A.:** Frenzy, Shock, Warmaster

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Griffon 14077

Affiliation: Dwarves/Neutral **Cost:** 125
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	8	7	6	6	5	4
DV	14	13	11	10	8	7
MD	14	13	11	10	8	7

S.A.: Beast, Improved Charge/4, Ranger, Tough/3

MAV	6	5	5	4	4	3

#MA 4 **S.A.:** First Strike, Warmaster

MOV	12	11	11	10	10	8

S.A.: Flyer, Improved Charge/4

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Lesser Earth Elemental 14444

Affiliation: Dwarves/Neutral **Cost:** 109
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4
Mov	7	7	6	6	5
Dis	8	8	7	7	6
DV	13	12	12	11	10
MD	13	12	12	11	10

S.A.: Beast, Deflect/2, Fearless, Summoned (Spellcaster), Tough/4

MAV	7	7	6	6	5

#MA 3 **S.A.:** Reach, Warmaster

MOV	8	8	7	7	6

S.A.: Burrow

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Stone Spirit

Affiliation: Dwarves/Good **Cost:** 216
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5	6
Mov	7	7	7	6	6	5	5
Dis	8	8	8	7	7	6	5
DV	15	15	14	14	14	13	12
MD	16	16	15	14	14	12	10

S.A.: 360, Beast, Deflect/3, Fearless, Fearsome, Improved Charge/4, Summoned (Cleric), Tough/6

MAV	8	8	8	7	7	6	5

#MA 4 **S.A.:** Frenzy, Warmaster

MOV	9	9	9	9	8	8	7

S.A.: Burrow, Improved Charge/4

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Annasha Tomebreaker 14482

Affiliation: Dwarves/Good **Cost:** 76
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	8	8	7	7	6
DV	13	12	12	11	10
MD	15	14	14	13	11

S.A.: Berserker, Champion, Improved Charge/4, Ranger

MAV	5	5	5	4	4

#MA 3 **S.A.:** Critical Strike/2, Smite (Mage)/2, Warmaster

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Snorri Oathbreaker 14130

Affiliation: Dwarves/Neutral **Cost:** 86
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	4
Dis	6	6	5	5
DV	11	10	9	8
MD	13	12	11	10

S.A.: Champion, Ranger, Spy, Tough/2

MAV	5	5	4	4

#MA 2 **S.A.:** Backstab/3

RAV	5	5	4	4

#RA 1 Rng(24) **S.A.:** Critical Shot/3, Defensive Shot, Poison Shot

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Elves

Army List Name: **Elves Default**
Restrictions: Any Model of Elves Affiliation
Models that change From Unique to Non-Unique:
- Mossbeard the Treeman, Monster

Models that change From Adept to Grunt:
- Elven Ranger, Grunt
- Hunting Cat, Grunt

Army List Name: **Woodland Protectors Sublist**
Restrictions: The following Models only:
- Argyrian, Silver Dragon
- Ilmarin, Wood Elf
- Chiral, Centaur Captain
- Tanwylen, Satyr
- Silvermaine, Unicorn
- Dehanis, Druidess
- Drys, Dryad
- Centaur Archer
- Centaur Warrior
- Elven Ranger
- Faery
- Hunting Cat
- Saproling Warriors
- Satyr Warrior
- Faun
- Vale Warrior
- Giant Eagle
- Mossbeard the Treeman
- Galdanoth, Elven Sniper

Models that change From Unique to Non-Unique:
- Chiral, Captain
- Tanwylen, Satyr, Sergeant
- Silvermaine, Unicorn, Hero
- Giant Eagle, Monster
- Mossbeard the Treeman, Monster

Models that change From Adept to Grunt:
- Centaur Archer, Grunt
- Centaur Warrior, Grunt
- Elven Ranger, Grunt
- Hunting Cat, Grunt
- Satyr Warrior, Grunt

Elves (default) FAs

Fleet of Foot
Models of the Elf Affiliation gain the Wood Strider SA and the Ridge Runner SA.

Practice Makes Perfect
Models of the Elf Affiliation gain the Sure Shot SA.

Shadowy
Models of the Elf Affiliation treat all cover as heavy cover when being attacked.

Woodland Protectors Sublist FAs

Fleet of Foot
Models of the Elf Affiliation gain the Wood Strider SA and the Ridge Runner SA.

Shadowy
Models of the Woodland Protectors Sublist treat all cover as heavy cover when being attacked.

Summon Woods
A Leader Model of the Woodland Protectors Sublist can use an Invoke Action to create a CD-sized area of Heavy Woods (Cover Value 2) anywhere within 12" of the Model (LOS not required). Only one of these Summoned Woods may be summoned per turn, and no more than three of these Summoned Woods may be summoned per game. (If playing against another Woodland Protectors Sublist, each side may summon up to three.) It is suggested to use a CD (paint it green or flock it for flavor) to represent the Summoned Woods. When Summoning Woods where Models currently stand, simply slip the CD under them.

Tangling Roots
When fighting against a Woodland Protectors Army, enemy Models passing through any Wooded (Light or Heavy) Terrain are slowed by an extra inch per movement, and get -1 DV. Models with the Wood Strider SA ignore this movement penalty.



Argyrian, Silver Dragon

Affiliation: Elves/Good **Cost:** 271
Rank: Warlord (3-12/2) **Base:** Gnt

Dmg	0	1	2	3	4	5	6
Mov	8	8	8	7	7	6	5
Dis	9	9	9	8	8	7	6
DV	16	16	15	15	14	14	13
MD	15	15	14	14	14	13	12

S.A.: 360, Beast, Deflect/2, Fearless, Fearsome, Improved Charge/4, Outrider, Ranger, Tough/4

MAV	8	8	8	7	7	6	5
#MA	5	**S.A.:** First Strike, Frenzy, Warmaster					

MOV	12	12	11	11	11	10	10
S.A.: Flyer, Improved Charge/4							

CP	8	8	8	7	7	6	5
S.A.: Defensive Magic, Mage 3/5							

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Eawod Silverrain 14334

Affiliation: Elves/Good **Cost:** 147
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	10	9	8	7	6
MD	13	12	10	9	8

S.A.: Ranger, Ronin, Spy, Tactician, Tough/3, Woodstrider

MAV	4	4	3	3	2
#MA	2	**S.A.:** Warmaster			

RAV	6	5	5	4	4
#RA	1	Rng(30) **S.A.:** Critical Shot/5, Defensive Shot, Indirect Shot, Marksman/3			

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Prince Danithal 14066

Affiliation: Elves/Good **Cost:** 125
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: 360, Fearless, Ranger, Spy, Tactician, Tough/3, Woodstrider

MAV	7	6	6	5	4
#MA	5	**S.A.:** Warmaster			

CP	6	5	5	4	4
S.A.: Defensive Magic, Mage 2/6					

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Chiral, Centaur Captain 14497

Affiliation: Elves/Good **Cost:** 63
Rank: Unq Captain (4-11/1) **Base:** Cav

Dmg	0	1	2	3
Mov	11	10	9	8
Dis	7	7	6	5
DV	12	11	11	10
MD	12	11	11	10

S.A.: Fearless, Improved Charge/4, Ranger, Woodstrider

MAV	7	7	6	6
#MA	2	**S.A.:** First Strike, Warmaster		

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Larnach, Grey Elf Arch Mage 14450

Affiliation: Elves/Good **Cost:** 101
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	10	9	8	6
MD	15	14	14	13

S.A.: Ranger, Ronin, Woodstrider

MAV	3	3	2	2
#MA	2			

RAV	6	6	5	5
#RA	1	Rng(24) **S.A.:** Defensive Shot, Marksman/1		

CP	9	9	8	7
S.A.: Defensive Magic, Mage 3/12				

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Ilmarin, Wood Elf 14470

Affiliation: Elves/Good **Cost:** 77
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	6	5	5	4	4
DV	11	10	10	9	8
MD	13	12	10	9	8

S.A.: Raider/2, Ranger, Spy, Woodstrider

MAV	7	6	6	5	4
#MA	3	**S.A.:** Warmaster			

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Selwyn, Vale Captain 14165

Affiliation: Elves/Good **Cost:** 69
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	9	8	7	5
DV	10	9	8	6
MD	11	10	9	7

S.A.: Ranger, Tough/3, Woodstrider

MAV	5	5	4	3
#MA	2			

RAV	5	5	4	3
#RA	1	Rng(30) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1		

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Arnise 14018

Affiliation: Elves/Neutral **Cost:** 67
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	9	8	7	5
DV	11	10	9	7
MD	12	11	10	7

S.A.: Fearless, Improved Charge/3, Ranger, Tough/3, Woodstrider

MAV	6	5	5	4
#MA	3	**S.A.:** Frenzy, Warmaster		

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Daereth, Royal Guardsman Sergeant 14439

Affiliation: Elves/Good **Cost:** 60
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	8	7	6
DV	11	10	9	8
MD	12	11	11	10

S.A.: Deflect/2, Ranger

MAV	6	6	5	5
#MA	3	**S.A.:** Warmaster		

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Tanwylen, Satyr 14462

Affiliation: Elves/Good **Cost:** 29
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	8	8	7
Dis	6	5	5
DV	9	8	7
MD	10	9	7

S.A.: Ranger, Woodstrider

MAV	4	3	3
#MA	2		

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Meridh, Vale Sergeant 14217

Affiliation: Elves/Good **Cost:** 30
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	7	6	5
DV	10	9	7
MD	10	9	7

S.A.: Deflect/1, Ranger, Woodstrider

MAV	5	4	4
#MA	2		

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Varashia, Vale Archer Sergeant 14509

Affiliation: Elves/Good **Cost:** 50
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	7	6	5
DV	10	9	7
MD	10	9	7

S.A.: Ranger, Woodstrider

MAV	3	3	2
#MA	1		

RAV	5	4	4
#RA	1	Rng(30) **S.A.:** Defensive Shot, Indirect Shot, Marksman/2	

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Caerwynn 14116

Affiliation: Elves/Good **Cost:** 97
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	9	8	7	5
MD	12	11	10	7

S.A.: Ranger, Ronin, Spy, Woodstrider

MAV	4	4	3	2
#MA	1			

RAV	6	5	5	4
#RA	1	Rng(30) **S.A.:** Critical Shot/4, Defensive Shot, Indirect Shot, Marksman/2		

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Ellithin Graysteel, Royal Guardsman 14468

Affiliation: Elves/Good **Cost:** 74
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	7	7	6	6	5
DV	12	11	11	10	9
MD	12	11	11	10	9

S.A.: Deflect/2, Fearless, Ranger

MAV	6	6	5	5	5
#MA	3	**S.A.:** Warmaster			

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Irith, Deathseeker 14484

Affiliation: Elves/Neutral **Cost:** 62
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	11	10	9	7
MD	11	10	9	7

S.A.: Fearless, Improved Charge/3, Ranger, Tough/3, Woodstrider

MAV	5	5	4	3
#MA	4	**S.A.:** Warmaster		

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Silvermaine, Unicorn 14457

Affiliation: Elves/Good **Cost:** 57
Rank: Unq Hero **Base:** Cav

Dmg	0	1	2
Mov	14	11	8
Dis	8	7	6
DV	13	11	9
MD	14	13	11

S.A.: Beast, Improved Charge/3, Ranger, Woodstrider

MAV	6	5	4
#MA	3	**S.A.:** Critical Strike/2, First Strike, Smite (Evil)/2, Warmaster	

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Dehanis, Druidess 14366

Affiliation: Elves/Good **Cost:** 68
Rank: Unq Cleric **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	5	5	4	3
DV	9	8	7	5
MD	12	11	10	7

S.A.: Healer, Outrider, Ranger, Woodstrider

MAV	2	2	2	1
#MA	1			

CP	7	7	6	5

S.A.: Cleric 3/12

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Niriodel 14015

Affiliation: Elves/Good **Cost:** 66
Rank: Cleric **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	7	6	5
DV	9	8	6
MD	12	10	8

S.A.: Healer, Ranger, Ronin, Woodstrider

MAV	2	2	1
#MA	1		

RAV	5	4	4
#RA	1	Rng(30) **S.A.:** Defensive Shot, Indirect Shot, Marksman/2	

CP	5	4	4

S.A.: Cleric 2/6

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Ardynn — 14046

Affiliation: Elves/Good — **Cost:** 73
Rank: Unq Mage — **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7

S.A.: Ranger, Ronin, Tough/2, Woodstrider

MAV	6	5	5	4
#MA	3	**S.A.:** Warmaster		

CP	5	5	4	3

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/6

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Lyssette — 14022

Affiliation: Elves/Neutral — **Cost:** 68
Rank: Unq Mage — **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	6	5	5	4
DV	8	7	6	5
MD	13	12	10	8

S.A.: Ranger, Ronin, Woodstrider

MAV	2	2	2	1
#MA	1			

CP	7	6	6	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12

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Drys, Dryad — 14479

Affiliation: Elves/Neutral — **Cost:** 36
Rank: Unq Rogue — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	11	9	8

S.A.: Ranger, Spy, Woodstrider

MAV	4	3	3
#MA	2	**S.A.:** Backstab/3	

CP	6	5	5

S.A.: Cleric 2/4

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Centaur Archer — 14110

Affiliation: Elves/Good — **Cost:** 59
Rank: Adept — **Base:** Cav

Dmg	0	1	2	3
Mov	11	10	9	7
Dis	5	5	4	3
DV	11	10	9	7
MD	11	10	9	7

S.A.: Improved Charge/4, Outrider, Ranger, Woodstrider

MAV	4	4	3	2
#MA	1			

RAV	4	4	3	2
#RA	1	Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1		

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Centaur Warrior — 14489

Affiliation: Elves/Good — **Cost:** 61
Rank: Adept — **Base:** Cav

Dmg	0	1	2	3
Mov	11	10	9	8
Dis	6	5	5	4
DV	12	11	10	9
MD	12	11	10	7

S.A.: Improved Charge/4, Ranger, Woodstrider

MAV	7	7	6	5
#MA	2	**S.A.:** First Strike, Warmaster		

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Death Seeker — 14380

Affiliation: Elves/Neutral — **Cost:** 52
Rank: Adept — **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7

S.A.: Fearless, Improved Charge/3, Ranger, Tough/2, Woodstrider

MAV	5	5	4	3
#MA	3	**S.A.:** Warmaster		

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Elven Ranger — 14466

Affiliation: Elves/Good — **Cost:** 48
Rank: Adept — **Base:** Std

Dmg	0	1	2
Mov	8	7	6
Dis	5	4	4
DV	10	9	7
MD	10	9	7

S.A.: Ranger, Ridge-Runner, Woodstrider

MAV	6	5	4
#MA	2		

RAV	4	3	3
#RA	1	Rng(30) **S.A.:** Defensive Shot	

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Elven Royal Guardsman — 14438

Affiliation: Elves/Good — **Cost:** 50
Rank: Adept — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	6	5	5
DV	11	10	9	8
MD	12	11	11	10

S.A.: Deflect/2, Ranger

MAV	6	6	5	5
#MA	2	**S.A.:** Warmaster		

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Faery — 14469

Affiliation: Elves/Good — **Cost:** 33
Rank: Adept — **Base:** Std

Dmg	0	1	2
Mov	10	9	7
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Hover, Ranger

MAV	4	3	3
#MA	2		

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Hunting Cat 14453

Affiliation: Elves/Good **Cost:** 49
Rank: Adept **Base:** Cav

Dmg	0	1	2	3
Mov	9	8	7	5
Dis	5	5	4	3
DV	10	9	8	6
MD	10	9	8	6

S.A.: Beast, Improved Charge/3, Ranger, Woodstrider

MAV	5	5	4	3
#MA	2	**S.A.:** Disable, Warmaster		

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Saproling Warriors 14504

Affiliation: Elves/Good **Cost:** 33
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	6	5	4
DV	12	10	8
MD	12	10	8

S.A.: 360, Band, Deflect/1, Ranger, Tough/2, Woodstrider

MAV	4	3	3
#MA	2		

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Satyr Warrior 14415

Affiliation: Elves/Neutral **Cost:** 53
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	8	7	6
Dis	5	4	4
DV	9	8	7
MD	10	9	7

S.A.: Improved Charge/4, Ranger, Tough/2, Woodstrider

MAV	6	5	5
#MA	3	**S.A.:** Frenzy, Warmaster	

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Faun 14492

Affiliation: Elves/Good **Cost:** 21
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	8	7
Dis	5	4
DV	9	7
MD	10	7

S.A.: Ranger, Woodstrider

MAV	4	3
#MA	2	

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Vale Archer 14357

Affiliation: Elves/Good **Cost:** 46
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	9	8	6
MD	10	9	7

S.A.: Ranger, Woodstrider

MAV	2	2	1
#MA	1		

RAV	5	4	4
#RA	1	Rng(30) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1	

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Vale Long Thorn 14408

Affiliation: Elves/Good **Cost:** 31
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	8	7	6
MD	10	9	7

S.A.: Ranger, Woodstrider

MAV	6	5	4
#MA	2	**S.A.:** First Strike, Reach	

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Vale Swordsman 14323

Affiliation: Elves/Good **Cost:** 31
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	9	8	6
MD	10	9	7

S.A.: Ranger, Woodstrider

MAV	7	6	5
#MA	2		

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Vale Warrior 14387

Affiliation: Elves/Good **Cost:** 30
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	10	9	7
MD	10	9	7

S.A.: Deflect/1, Ranger, Woodstrider

MAV	5	4	4
#MA	2		

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Giant Eagle 14086

Affiliation: Elves/Good **Cost:** 107
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	6	5	5	4	4
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: Beast, Improved Charge/4, Ranger, Tough/2

MAV	6	5	5	4	4
#MA	4	**S.A.:** First Strike, Warmaster			

MOV	12	11	10	8	7
S.A.: Flyer, Improved Charge/4					

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Mossbeard the Treeman

14209

Affiliation: Elves/Good **Cost:** 125
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	9	9	8	8	7	6
DV	14	13	13	12	11	9
MD	14	13	13	12	11	9

S.A.: Beast, Fearsome, Improved Charge/4, Ranger, Tough/4, Woodstrider

MAV	8	8	7	7	6	5
#MA	3	**S.A.:** Frenzy, Warmaster				

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Galdanoth, Elven Sniper

14481

Affiliation: Elves/Good **Cost:** 74
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2
Mov	8	7	6
Dis	6	5	4
DV	9	8	6
MD	10	9	7

S.A.: Ranger, Woodstrider

MAV	2	2	1
#MA	1		

RAV	7	6	6
#RA	1	Rng(30) **S.A.:** Critical Shot/2, Defensive Shot, Indirect Shot, Marksman/1, Sniper	

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Koborlas

Army List Name: **Koborlas Default**
Restrictions: Any Model of Koborlas Affiliation
Models that change From Unique to Non-Unique: None
Models that change From Adept to Grunt: None

Koborlas (default) FAs

Feral Rage
For any one round in a game, the Lupine Army can go into a Feral Rage. All models in the lupine Army gain one additional #MA and +1 MAV.

For example: If a game goes for 5 rounds, at the start of the 3rd round the Lupine Player could declare a Feral Rage, and for that whole round, all of his Models get this bonus.

The decision to go into a Feral Rage must be made at the start of the round, and can be used in any round that the Lupine player chooses.

Lord Vasyl, Lupine Lord — 14030

Affiliation: Koborlas/Neutral **Cost:** 222
Rank: Warlord (3-12/2) **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	9	9	8	8	7	6
DV	15	14	14	13	12	10
MD	16	15	14	14	13	10

S.A.: 360, Fearless, Improved Charge/4, Leap, Spy, Tactician, Tough/3

MAV	7	7	7	7	6	6
#MA	4	**S.A.:** Frenzy, Warmaster				

RAV	6	6	5	5	5	4
#RA	1	Rng(18) **S.A.:** Blowthrough				

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Aislinn, Slayer Captain — 14532

Affiliation: Koborlas/Good **Cost:** 103
Rank: Unq Captain (4-11/1) **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	9	8	7	6	5	5
DV	14	13	13	12	11	9
MD	13	12	10	9	8	7

S.A.: 360, Beast, Fearless, Fearsome, Improved Charge/4, Leap, Tough/3

MAV	8	8	8	8	7	6
#MA	2	**S.A.:** First Strike, Shock, Warmaster				

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Kainus, War Veteran

Affiliation: Koborlas/Neutral **Cost:** 139
Rank: Unq Captain (4-11/1) **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	6	5	5	4	4	3
DV	12	11	10	8	7	6
MD	11	10	9	8	7	6

S.A.: 360, Improved Charge/4, Leap, Tactician, Tough/3

MAV	7	7	7	7	6	6
#MA	4	**S.A.:** Frenzy, Warmaster				

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Istvan, Rager Sergeant — 14336

Affiliation: Koborlas/Neutral **Cost:** 95
Rank: Sergeant (4-9/1) **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	12	11	10	8	7

S.A.: 360, Improved Charge/4, Leap, Tough/3

MAV	7	7	7	6	6
#MA	3	**S.A.:** Frenzy, Warmaster			

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Ragon the Blooded

Affiliation: Koborlas/Good **Cost:** 113
Rank: Unq Hero **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	6	5	5	4	4	3
DV	12	11	11	10	10	8
MD	12	11	10	8	7	6

S.A.: 360, Beast, Fearless, Fearsome, Improved Charge/4, Leap, Outrider, Tough/3

MAV	8	8	8	8	7	6
#MA	3	**S.A.:** Critical Strike/2, Warmaster				

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Corm, Lupine Shaman — 14032

Affiliation: Koborlas/Neutral **Cost:** 82
Rank: Unq Cleric **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	7	6	6	5	4
DV	10	9	8	7	6
MD	12	11	10	8	7

S.A.: 360, Fearsome, Healer, Improved Charge/4, Leap

MAV	5	5	4	4	3
#MA	2	**S.A.:** Frenzy			

CP	6	5	5	4	4
S.A.: Cleric 3/8					

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Feral Lupine — 14239

Affiliation: Koborlas/Neutral **Cost:** 62
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3
Mov	8	8	7	6
Dis	6	5	5	4
DV	9	8	7	5
MD	11	10	9	7

S.A.: 360, Beast, Berserker, Fearsome, Improved Charge/4, Leap, Tough/1

MAV	7	7	6	5
#MA	3	**S.A.:** Frenzy		

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Lupine Line Breaker — 14516

Affiliation: Koborlas/Neutral **Cost:** 85
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	6	5	5	4	4
DV	11	10	9	8	7
MD	11	10	9	8	7

S.A.: Beast, Leap, Tough/1

MAV	5	5	4	4	3
#MA	2				

RAV	4	4	3	3	2
#RA	1	Rng(24) **S.A.:** Critical Shot/4			

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Lupine Slayer — 14528

Affiliation: Koborlas/Neutral **Cost:** 98
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	8	7	6	6	5	4
DV	14	13	13	12	11	9
MD	11	10	9	8	7	6

S.A.: 360, Beast, Fearsome, Improved Charge/4, Leap, Tough/3

MAV	8	8	7	7	6	5
#MA	2	**S.A.:** First Strike, Shock, Warmaster				

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Feral Lupine Pups — DHL 2872

Affiliation: Koborlas/Neutral **Cost:** 42
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	7	6	6
Dis	6	5	4
DV	8	7	6
MD	11	9	8

S.A.: 360, Beast, Berserker, Improved Charge/4, Leap, Tough/1

MAV	5	5	4

#MA 3 **S.A.:** Frenzy

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Lupine Rager — 14031

Affiliation: Koborlas/Neutral **Cost:** 82
Rank: Grunt **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	6	5	5	4	4
DV	11	10	9	8	7
MD	11	10	9	8	7

S.A.: 360, Beast, Improved Charge/4, Leap, Tough/1

MAV	6	6	5	5	5

#MA 3 **S.A.:** Frenzy, Warmaster

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Lupine Sentry — 14525

Affiliation: Koborlas/Good **Cost:** 60
Rank: Grunt **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	6	5	5	4	4
DV	12	11	10	8	7
MD	12	11	10	8	7

S.A.: 360, Beast, Deflect/2, Improved Charge/4, Leap, Tough/1

MAV	5	5	5	4	4

#MA 2 **S.A.:** Reach, Warmaster

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Wild Wolves — DHL 2649

Affiliation: Koborlas/Neutral **Cost:** 41
Rank: Grunt **Base:** Cav

Dmg	0	1	2
Mov	8	7	6
Dis	5	4	4
DV	9	8	6
MD	11	9	8

S.A.: Beast, Fearless, Improved Charge/4, Tough/2

MAV	5	4	4

#MA 2 **S.A.:** Disable, Frenzy

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Moor Hound — DHL 2817

Affiliation: Koborlas/Neutral **Cost:** 90
Rank: Monster **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	8	8	7	7
Dis	6	5	5	4	4
DV	13	12	10	9	8
MD	12	11	10	8	7

S.A.: Beast, Champion, Fearless, Improved Charge/4, Leap, Raider/2, Tough/5

MAV	6	6	5	5	5

#MA 4 **S.A.:** Disable, Frenzy

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Mercenary

Army List Name: **Mercenaries Default**
Restrictions: Any Model of Mercenary Affiliation
Models that change From Unique to Non-Unique: N/A
Models that change From Adept to Grunt: None

Mercenaries (default) FAs

A Change of Heart
You may select a single Data Card and change its Affiliation to Mercenary/Neutral. You can change any Data Card. If you choose to change a Soldier Card or a non-unique Model, then the change applies to all of those Models. For example, if you're fielding an all Mercenary Army, and you want to bring a group of Crimson Knights, you may use A Change of Heart on the Crimson Knight Data Card. They will become Mercenary/Neutral in your Mercenary Army only.

Scoundrel's Luck
At the beginning of play, set aside 3 tokens (e.g., glass beads, dice, etc). At any time during the course of play, you may expend one of these tokens to re-roll one of your die results. The result of the re-roll replaces the original roll. You may spend another token to re-roll again. When you run out of tokens, you're out of luck. You may spend your luck tokens at any time you wish, but once spent, they're gone for the rest of the game.

Alliances Reforged
Some Lupines (normally Koborlas only) are known to fight alongside the Mercenaries. As such, the following Models may be fielded in a Mercenary Fighting Company:

Lord Vasyl, Lupine Lord
Istvan, Rager Sergeant
Corm, Lupine Shaman
Lupine Rager

Boris Mingla 14313

Affiliation: Mercenary/Evil **Cost:** 104
Rank: Warlord (3-12/3) **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: 360, Fearless, Mob Leader/5, Spy, Tactician, Tough/3

MAV	6	5	5	4	4

#MA 5 **S.A.:** Warmaster

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Orba Sinhan 14062

Affiliation: Mercenary/Neutral **Cost:** 130
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	13	12	12	11	10
MD	14	13	11	10	8

S.A.: Fearless, Improved Charge/3, Tactician, Tough/4

MAV	8	8	7	7	6

#MA 4 **S.A.:** Frenzy, Warmaster

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Samantha of the Blade 14340

Affiliation: Mercenary/Good **Cost:** 118
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	14	13	11	10	8

S.A.: 360, Fearless, Ranger, Spy, Tactician, Tough/3

MAV	7	6	6	5	4

#MA 4 **S.A.:** First Strike, Frenzy, Warmaster

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Callindra Silverspell 14322

Affiliation: Mercenary/Good **Cost:** 83
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	9	8	7	5
MD	11	10	9	7

S.A.: Ranger, Tough/2

MAV	2	2	2	1

#MA 1

RAV	5	5	4	3

#RA 1 Rng(30) **S.A.:** Critical Shot/3, Defensive Shot, Indirect Shot, Marksman/2, Sure Shot

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Haranobu 14356

Affiliation: Mercenary/Neutral **Cost:** 78
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	8	8	8	7	7
DV	11	10	9	8	7
MD	12	11	10	8	7

S.A.: Ronin, Tough/2

MAV	8	7	6	6	5

#MA 3 **S.A.:** Warmaster

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Thunginar 14337

Affiliation: Mercenary/Evil **Cost:** 101
Rank: Unq Captain (4-11/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	8	8	7	7	6
DV	13	12	12	11	10
MD	14	14	13	13	12

S.A.: Tough/3

MAV	8	8	7	7	6

#MA 3 **S.A.:** Frenzy, Warmaster

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Mack Hardwick 14332

Affiliation: Mercenary/Evil **Cost:** 33
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	10	9	7
MD	12	10	8

S.A.: Mob Leader/3, Tough/2

MAV	6	5	4

#MA 2

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Nicole of the Blade 14345

Affiliation: Mercenary/Good **Cost:** 54
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	12	11	10	7
MD	11	10	9	7

S.A.: Deflect/1, Ranger, Tough/3

MAV	5	5	4	3

#MA 3 **S.A.:** Warmaster

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Sigurd 14023

Affiliation: Mercenary/Neutral **Cost:** 51
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: Tough/2

MAV	6	5	5	4

#MA 3 **S.A.:** Shock

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Dingo Appledimple 14047

Affiliation: Mercenary/Neutral **Cost:** 25
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1
Mov	4	3
Dis	6	4
DV	9	6
MD	10	7
S.A.: Ranger		

MAV	4	3
#MA	2	**S.A.:** Backstab/3

RAV	4	3
#RA	1	Rng(12) **S.A.:** Defensive Shot, Marksman/1

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Grundor Hoardtaker 14002

Affiliation: Mercenary/Neutral **Cost:** 34
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	9	8	6
DV	10	9	7
MD	10	9	7
S.A.: Fearless, Tough/2			

MAV	5	4	4
#MA	3		

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Kassandra of the Blade 14311

Affiliation: Mercenary/Good **Cost:** 58
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	11	10	9	7
MD	12	11	10	7
S.A.: 360, Raider/2, Ranger, Tough/2				

MAV	5	5	4	3
#MA	3	**S.A.:** Backstab/3, Warmaster		

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Rod Blackreef 14315

Affiliation: Mercenary/Evil **Cost:** 45
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	7	6	5
DV	10	9	7
MD	10	9	7
S.A.: 360, Mob Leader/4, Ronin, Tough/2			

MAV	4	3	3
#MA	2	**S.A.:** Backstab/3	

RAV	6	5	4	
#RA	1	Rng(12) **S.A.:** Slow Fire		

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Artemis 14014

Affiliation: Mercenary/Neutral **Cost:** 42
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7
S.A.:			

MAV	4	3	3
#MA	2	**S.A.:** Reach, Trencher	

RAV	4	3	3	
#RA	1	Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1		

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Hedasaa, Cultist Leader 14320

Affiliation: Mercenary/Evil **Cost:** 27
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1
Mov	7	5
Dis	9	6
DV	10	7
MD	11	8
S.A.: 360, Berserker, Mob Leader/5		

MAV	4	3
#MA	2	

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Marda of the Blade 14339

Affiliation: Mercenary/Good **Cost:** 43
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	8	7	6
DV	11	9	8
MD	11	9	8
S.A.: 360, Ranger, Tough/2			

MAV	5	4	4
#MA	3	**S.A.:** Warmaster	

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Ado Salint 14342

Affiliation: Mercenary/Evil **Cost:** 71
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	11	10	9	7
MD	11	10	9	7
S.A.: Fearsome, Improved Charge/3, Ronin, Tough/3				

MAV	8	7	6	5
#MA	3	**S.A.:** First Strike, Warmaster		

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Arik Tellazar 14314

Affiliation: Mercenary/Neutral **Cost:** 62
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	11	10	9	7
MD	13	12	10	8
S.A.: 360, Fearless, Tough/3				

MAV	6	5	5	4
#MA	3	**S.A.:** First Strike, Warmaster		

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Janna, Blade Wanderer — 14051

Affiliation: Mercenary/Good — **Cost:** 60
Rank: Unq Hero — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	11	10	9	7

S.A.: Fearless, Outrider, Ranger, Ronin, Tough/2

MAV	6	5	5	4
#MA	3	**S.A.:** First Strike, Smite (Monster)/2, Warmaster		

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Lorielle Silverrain — 14058

Affiliation: Mercenary/Good — **Cost:** 113
Rank: Unq Hero — **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	5	5	4	4	3
DV	10	9	8	7	6
MD	12	11	10	8	7

S.A.: Ranger, Woodstrider

MAV	2	2	2	1	1
#MA	1				

RAV	6	5	5	4	4
#RA	1	Rng(30) **S.A.:** Critical Shot/5, Defensive Shot, Indirect Shot, Marksman/2			

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Mika, Samurai Heroine — DHL 3058

Affiliation: Mercenary/Neutral — **Cost:** 76
Rank: Unq Hero — **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	12	11	10	7
MD	12	11	10	7

S.A.: Fearless, Ronin, Tough/2

MAV	7	6	6	4
#MA	4	**S.A.:** First Strike, Warmaster		

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Tallis, Cleric of Ishnar — 14318

Affiliation: Mercenary/Neutral — **Cost:** 59
Rank: Unq Cleric — **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7

S.A.: Healer

MAV	4	4	3	2
#MA	2			

CP	6	5	5	4

S.A.: Cleric 3/8

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Theda, Priestess of Thezrael — 14346

Affiliation: Mercenary/Evil — **Cost:** 67
Rank: Unq Cleric — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	10	9	8	6
MD	13	12	10	8

S.A.: Fearsome, Healer, Ronin

MAV	4	4	3	2
#MA	2			

CP	6	5	5	4

S.A.: Cleric 3/10

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Olivia, Priestess of Shadarzaddi — 14328

Affiliation: Mercenary/Good — **Cost:** 46
Rank: Cleric — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	9	8	6
MD	11	9	8

S.A.: Fearsome, Healer, Ranger

MAV	4	3	3
#MA	1		

CP	6	5	4

S.A.: Cleric 2/8

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Elaandaria — 14001

Affiliation: Mercenary/Evil — **Cost:** 43
Rank: Unq Mage — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	9	8	6
MD	12	10	8

S.A.:

MAV	5	4	4
#MA	2		

CP	6	5	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/6

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Gars Necka — 14330

Affiliation: Mercenary/Evil — **Cost:** 72
Rank: Unq Mage — **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	9	8	7	5
MD	13	12	10	8

S.A.: Ronin, Tough/1

MAV	4	4	3	2
#MA	1	**S.A.:** Backstab/2, Poison Strike		

CP	7	6	6	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12

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Jos Gebblar, Necromancer — 14317

Affiliation: Mercenary/Evil — **Cost:** 63
Rank: Unq Mage — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	10	9	8	6
MD	14	13	11	8

S.A.: Fearless, Necromancer, Tough/2

MAV	3	3	2	2
#MA	1			

CP	6	5	5	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/10

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Leisynn, Wizard of Chaos 14060

Affiliation: Mercenary/Evil **Cost:** 58
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	8	7	6	5
MD	13	12	10	8
S.A.:				

MAV	3	3	2	2
#MA	1			

CP	7	6	6	4
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/10				

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Eredain 14024

Affiliation: Mercenary/Neutral **Cost:** 41
Rank: Mage **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	8	7	6
MD	12	10	8
S.A.:			

MAV	3	3	2
#MA	1	S.A.: Reach	

CP	6	5	4
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/8			

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Siellendria, Spellsister 14335

Affiliation: Mercenary/Good **Cost:** 43
Rank: Mage **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	8	7	6
MD	13	11	9
S.A.: Ranger			

MAV	2	2	1
#MA	1		

CP	7	6	5
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/8			

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Argonox 14034

Affiliation: Mercenary/Neutral **Cost:** 57
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	11	10	9	7
MD	11	10	9	7
S.A.: Berserker, Improved Charge/3, Tough/2				

MAV	5	5	4	3
#MA	3	S.A.: Backstab/2, Critical Strike/2, Warmaster		

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Shad Coalshadow 14021

Affiliation: Mercenary/Neutral **Cost:** 38
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7
S.A.: Ronin			

MAV	5	4	4
#MA	2	S.A.: Backstab/3	

RAV	4	3	3
#RA	1	Rng(12) S.A.: Defensive Shot, Marksman/1	

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Bowsister 14321

Affiliation: Mercenary/Good **Cost:** 54
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	9	8	7	5
MD	10	9	8	6
S.A.: Ranger, Tough/1				

MAV	4	4	3	2
#MA	1			

RAV	5	5	4	3
#RA	1	Rng(24) S.A.: Defensive Shot, Indirect Shot, Marksman/1		

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Dark Dwarf Warrior 14331

Affiliation: Mercenary/Evil **Cost:** 66
Rank: Adept **Base:** Std

Dmg	0	1	2	3	4
Mov	4	4	4	3	3
Dis	6	6	5	5	5
DV	12	11	11	10	9
MD	13	12	12	11	10
S.A.: Deflect/1, Tough/1					

MAV	5	5	5	4	4
#MA	3	S.A.: Warmaster			

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Minotaur 14007

Affiliation: Mercenary/Neutral **Cost:** 83
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	6	5	5	4	4
DV	12	11	10	8	7
MD	11	10	9	8	7
S.A.: Band, Beast, Improved Charge/4, Outrider, Tough/2					

MAV	7	6	6	5	4
#MA	3	S.A.: Frenzy, Warmaster			

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Okuran Ronin 14338

Affiliation: Mercenary/Neutral **Cost:** 59
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7
S.A.: Ronin, Tough/1				

MAV	7	6	6	4
#MA	3	S.A.: Warmaster		

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Shadowsister 14371

Affiliation: Mercenary/Good **Cost:** 54
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7

S.A.: 360, Raider/2, Ranger, Tough/1

MAV	5	5	4	3
#MA	3	**S.A.:** Backstab/2, Warmaster		

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Blackreef Pirate 14388

Affiliation: Mercenary/Evil **Cost:** 36
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	4	3	3
DV	8	7	6
MD	10	9	7

S.A.:

MAV	4	3	3
#MA	3		

RAV	5	4	4
#RA	1	Rng(12) **S.A.:** Slow Fire	

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Bladesister 14348

Affiliation: Mercenary/Good **Cost:** 40
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	12	11	10	7
MD	11	10	9	7

S.A.: Deflect/1, Ranger, Tough/1

MAV	5	5	4	3
#MA	2			

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Darkthrall Cultist 14319

Affiliation: Mercenary/Evil **Cost:** 20
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	7	5
Dis	4	3
DV	9	6
MD	10	7

S.A.: Fearless, Mob

MAV	3	2
#MA	2	

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Mercenary Axeman 14398

Affiliation: Mercenary/Neutral **Cost:** 18
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	6	4
Dis	5	4
DV	9	6
MD	10	7

S.A.:

MAV	6	4
#MA	1	

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Mercenary Crossbow 14383

Affiliation: Mercenary/Neutral **Cost:** 27
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	6	4
Dis	4	3
DV	8	6
MD	10	7

S.A.:

MAV	2	1
#MA	1	

RAV	3	2
#RA	1	Rng(24) **S.A.:** Critical Shot/1, Defensive Shot

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Mercenary Spearman 14409

Affiliation: Mercenary/Neutral **Cost:** 19
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	6	4
Dis	4	3
DV	8	6
MD	10	7

S.A.:

MAV	5	4
#MA	1	**S.A.:** First Strike, Reach

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Mercenary Warrior 14364

Affiliation: Mercenary/Neutral **Cost:** 18
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	5	4
Dis	4	3
DV	10	7
MD	10	7

S.A.: Deflect/1

MAV	4	3
#MA	1	

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Street Thug 14329

Affiliation: Mercenary/Evil **Cost:** 29
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7

S.A.: Mob

MAV	6	5	4
#MA	2		

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Dendris, Assassin — 14355

Affiliation: Mercenary/Evil **Cost:** 77
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	8	7	6
DV	11	10	9	7
MD	13	12	10	8

S.A.: Champion, Fearless, Raider/2

MAV	5	5	4	3
#MA	2	**S.A.:** Backstab/3, Poison Strike, Warmaster		

RAV	4	4	3	2
#RA	1	Rng(18) **S.A.:** Critical Shot/2, Defensive Shot, Poison Shot, Sniper, Sure Shot		

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Kyla, Bounty Huntress — 14025

Affiliation: Mercenary/Neutral **Cost:** 56
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	12	10	8

S.A.: Champion, Ranger

MAV	4	3	3
#MA	2	**S.A.:** Backstab/3	

RAV	4	3	3
#RA	1	Rng(24) **S.A.:** Critical Shot/3, Defensive Shot, Sniper	

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Volendria of the Blade — 14375

Affiliation: Mercenary/Good **Cost:** 72
Rank: Unq Solitaire **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: Champion, Improved Charge/4, Mounted, Ranger, Spy, Tough/1

MAV	4	4	3	2
#MA	2			

RAV	4	4	3	2
#RA	1	Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1, Sure Shot		

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Nalada — 14376

Affiliation: Mercenary/Good **Cost:** 56
Rank: Solitaire **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	12	11	10	7
MD	12	11	10	7

S.A.: Champion, Deflect/1, Fearless, Ranger, Tough/2

MAV	5	5	4	3
#MA	3	**S.A.:** Smite (Evil)/2, Warmaster		

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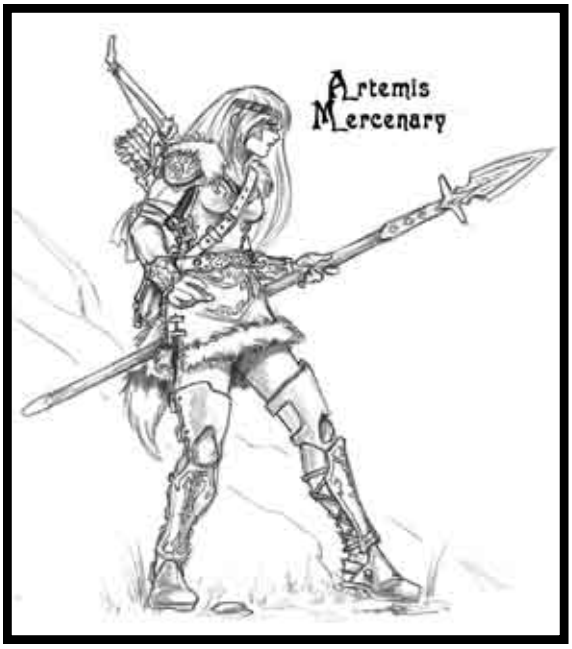



Necropolis I

Army List Name: **Necropolis Default**
Restrictions: Any Model of Necropolis Affiliation
Models that change From Unique to Non-Unique:
- Bloodseeker Vampire, Hero
- Kaena, Rogue

Army List Name: **Crypt Legion Sublist**
Restrictions: The following Models only:
- Moandain, Warlord
- Rhasia, Zombie Master Queen, Warlord
- Lord Kentaur, Unq. Captain
- Sir Azarphan, Captain
- Lord Gauren, Captain
- Sir Gadrun, Unq. Sergeant
- Ghast, Unq. Sergeant
- Railor, Sergeant
- Sir Dauron, Unq. Hero
- Malek, Mage
- Kaena, Unq. Rogue
- Nivar, Unq. Rogue
- Nightspecter, Unq. Rogue
- Burrowing Zombie, Adept
- Deathrider, Adept
- Ghoul, Adept
- Zombie, Adept
- Skeletal Archer, Grunt
- Skeleton Spearman, Grunt
- Skeletal Swordsman, Grunt
- Skeletal Warrior, Grunt
- Wraith Harvester, Grunt
- Grave Horror, Unq. Monster
- Bone Horror, Unq. Monster
- Aysa, Unq. Solitaire

Models that change From Unique to Non-Unique:
- Kaena, Rogue

Models that change From Adept to Grunt:
- Burrowing Zombie, Grunt
- Zombie, Grunt

Necropolis (default) FAs

Fear of Undeath
Enemy Models with the Fearless SA lose the benefits of that SA for the duration of the battle. Enemy Models without the Fearless SA suffer a -2 penalty to their Dis checks. Models with the Undead SA are immune to Fear of Undeath.

Vampires
The following Models are considered Vampires and may gain the benefits of the Vampiric Feeding and Chattel Army Faction Special Abilities when part of an all Necropolis Army:

Judas Bloodspire
Elsabeth Briarkiss
Sir Athak
Naomi, Mistress of Wings
Lord Tharian, Bloodmagus
Sir Osric, Crimson Knight
Crimson Knight
Bloodseeker Vampire
Lord Vandrian
Eikar, Crypt Bat Lord
Crypt Bat

Vampiric Feeding
Vampire Models may heal themselves via Vampiric Feeding. By performing a Loot Non-Combat Action on any fallen Model (either a Stunned Model or an actual Casualty) that has not been previously Looted or Coup de Graced, a Vampire may heal a single point of damage. Vampiric Feeding may not be performed on Models with the Undead SA. Vampiric Feeding performed on an enemy Model with the Fearsome SA heals two points of damage instead of one. The Model fed upon is considered Coup de Graced. A fallen Model may only be fed upon a single time.

Chattel
As an Invoke Special Ability Action, a Vampire Model may remove any friendly Chattel Model that is within 2" of it from play and heal a single point of damage.

Crimson Guard
Crimson Knights taken as part of a Troop led by Judas Bloodspire are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

Crypt Legion Sublist FAs

Fear of Undeath
Enemy Models with the Fearless SA lose the benefits of that SA for the duration of the battle. Enemy Models without the Fearless SA suffer a -2 penalty to their Dis checks. Models with the Undead SA are immune to Fear of Undeath.

Dark Energy
All Models (including any summoned Spectral Minions) in a Crypt Legion sub-list gain the benefits of Dark Energy. This effectively functions as Tough/1. Models that already have Tough effectively gain Tough +1 to whatever their Tough value is. However, Dark Energy is not actually the Tough SA, and therefore powers that ignore Tough or cancel Tough (like Coup de Grace as part of a Loot Action or the Dwarven Army's Bane Special Ability) cannot eliminate it.

For example, a Zombie in a Crypt Legion Army has Tough/3 and Dark Energy. Effectively, the Model has Tough/4. However, if a Dwarf in an All Dwarf force puts down the Zombie (normally Bane cancels Tough), the Zombie may still make a Tough/1 roll as granted by Dark Energy. Similarly, if some other Model has performed a Coup de Grace on the Zombie, it would nullify the Tough/3. However, Dark Energy is still in effect, and the Zombie may roll Tough/1 to recover from Stun even after the Coup de Grace. Even if a Dwarf performs a Coup de Grace, Dark Energy remains in effect, and the Zombie may still roll Tough/1.

Necromantic Surges
Any Mage of the Crypt Legion may use an Invoke SA Action to sacrifice purchased spells in order to remove damage from models with the Undead SA in an AoE equal to one inch for every caster rank, centered on the Mage. (For example Mage 1/x is 1 inch, Mage 3/x is 3 inch radius). The amount of damage that may be removed throughout this area of effect is equal to one damage point for every full 5 points in the cost of the spell(s) being sacrificed. A successful casting check is required for each point of damage the caster is attempting to remove, and all of the damage to be removed must be declared and allocated before any dice are rolled.

For example, Railor sacrifices 15 points worth of spells and can now heal 3 points of damage from models within 1" of him. He can remove 1 point from 1 Model and 2 points from a second Model, or 3 points from a single Model, or 1 point each from 3 different models.





Judas Bloodspire 14016

Affiliation: Necropolis/Evil **Cost:** 241
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	5	6
Mov	5	5	5	5	5	4	4
Dis	9	9	9	8	8	7	6
DV	15	15	14	14	14	13	12
MD	15	15	14	14	13	11	10

S.A.: Fearsome, Spy, Tactician, Tough/5, Undead

MAV	8	8	8	7	7	6	5
#MA	5	**S.A.:** Frenzy, Warmaster					

MOV	10	10	10	9	9	8	7
S.A.: Flyer							

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Moandain 14144

Affiliation: Necropolis/Evil **Cost:** 167
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	5
Mov	6	6	5	5	5	4
Dis	9	9	8	8	7	6
DV	13	13	12	12	12	10
MD	15	15	14	14	14	12

S.A.: Fearsome, Spy, Tactician, Tough/4, Undead

MAV	5	5	5	5	5	4
#MA	2					

CP	9	9	9	9	8	7
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12						

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Rhasia, Zombie Master Queen 14512

Affiliation: Necropolis/Evil **Cost:** 76
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	8	7	6	6	5
DV	11	10	9	8	7
MD	12	11	10	8	7

S.A.: Fearless, Mob Leader/9, Ronin, Spy, Tough/2

MAV	6	5	5	4	4
#MA	3	**S.A.:** Backstab/2, Smite (Undead)/2, Warmaster			

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Elsabeth Briarkiss 14131

Affiliation: Necropolis/Evil **Cost:** 107
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4	5
Mov	5	5	5	4	4	3
Dis	9	9	8	8	7	6
DV	14	13	13	12	11	9
MD	14	13	13	12	11	9

S.A.: Fearsome, Improved Charge/3, Tough/3, Undead

MAV	5	5	5	4	4	3
#MA	4	**S.A.:** Disable, First Strike, Warmaster				

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Lord Kentaur 14145

Affiliation: Necropolis/Evil **Cost:** 66
Rank: Unq Captain (4-11/2) **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	12	11	10	7
MD	13	12	10	8

S.A.: Deflect/1, Tactician, Tough/3, Undead

MAV	6	5	5	4
#MA	3	**S.A.:** Warmaster		

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Lord Gauren 14168

Affiliation: Necropolis/Evil **Cost:** 46
Rank: Captain (4-11/2) **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	12	11	10	7
MD	13	12	10	8

S.A.: Non-Corporeal, Tough/1, Undead

MAV	5	5	4	3
#MA	3			

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Sir Azarphan 14052

Affiliation: Necropolis/Evil **Cost:** 69
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: Deflect/1, Tough/3, Undead

MAV	5	5	4	4	3
#MA	3	**S.A.:** Smite (Good)/2, Trencher, Warmaster			

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Eikar, Crypt Bat Lord 14011

Affiliation: Necropolis/Evil **Cost:** 64
Rank: Unq Sergeant (4-9/0) **Base:** Lrg

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	9	8	7	5
DV	12	11	10	7
MD	12	11	10	7

S.A.: Ranger, Ronin, Tough/1

MAV	5	5	4	3
#MA	3			

MOV	12	11	10	9
S.A.: Flyer				

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Ghast 14502

Affiliation: Necropolis/Evil **Cost:** 50
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	7	6	6	4
DV	11	10	9	7
MD	11	10	9	7

S.A.: Beast, Fearsome, Improved Charge/3, Mob Leader/3, Tough/2, Undead

MAV	6	5	5	4
#MA	2	**S.A.:** Critical Strike/2, Poison Strike		

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Sir Gadrun, Deathrider — 14171

Affiliation: Necropolis/Evil **Cost:** 50
Rank: Unq Sergeant (4-9/1) **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	9	8	7	5
DV	11	10	9	7
MD	11	10	9	7

S.A.: Improved Charge/4, Mounted, Non-Corporeal, Tough/2, Undead

MAV	5	5	4	3
#MA	2	**S.A.:** First Strike		

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Railor — 14148

Affiliation: Necropolis/Evil **Cost:** 37
Rank: Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	9	8	6
DV	9	8	6
MD	11	9	8

S.A.: Non-Corporeal, Undead

MAV	3	3	2
#MA	2		

CP	5	4	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 1/4

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Sir Athak — 14160

Affiliation: Necropolis/Evil **Cost:** 70
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	9	9	8	8	7
DV	12	11	11	10	9
MD	12	11	11	10	9

S.A.: Deflect/1, Tough/2, Undead

MAV	5	5	5	4	4
#MA	3	**S.A.:** Trencher, Warmaster			

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Bloodseeker Vampire — 14184

Affiliation: Necropolis/Evil **Cost:** 71
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	7	7	6	6	5
Dis	8	8	7	7	6
DV	11	10	10	9	8
MD	11	10	10	9	8

S.A.: Tough/3, Undead

MAV	5	5	5	4	4
#MA	3	**S.A.:** Backstab/2, Warmaster			

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Gauntfield — 14012

Affiliation: Necropolis/Evil **Cost:** 119
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4	5
Mov	6	6	6	6	5	5
Dis	9	9	9	9	8	7
DV	14	14	13	13	13	11
MD	14	14	13	13	13	11

S.A.: Beast, Fearsome, Improved Charge/4, Undead

MAV	8	8	8	8	7	6
#MA	3	**S.A.:** First Strike, Warmaster				

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Lord Vandrian — 14186

Affiliation: Necropolis/Evil **Cost:** 134
Rank: Unq Hero **Base:** Cav

Dmg	0	1	2	3	4	5
Mov	10	10	10	10	10	10
Dis	9	9	8	8	7	6
DV	15	14	14	13	12	10
MD	15	14	14	13	12	10

S.A.: Improved Charge/4, Mounted, Outrider, Tough/3, Undead

MAV	7	7	6	6	6	5
#MA	4	**S.A.:** First Strike, Shock, Warmaster				

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Sir Dauron, Deathknight — 14169

Affiliation: Necropolis/Evil **Cost:** 131
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4	5
Mov	5	5	5	5	5	4
Dis	9	9	9	9	8	7
DV	14	14	13	13	13	11
MD	14	14	13	13	13	11

S.A.: Fearsome, Tough/3, Undead

MAV	7	7	7	7	6	6
#MA	4	**S.A.:** First Strike, Smite (Good)/2, Warmaster				

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Sir Osric, Crimson Knight — 14181

Affiliation: Necropolis/Evil **Cost:** 88
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	9	9	8	8	7
DV	12	11	11	10	9
MD	13	12	12	11	10

S.A.: Deflect/1, Tough/3, Undead

MAV	6	6	5	5	5
#MA	4	**S.A.:** Trencher, Warmaster			

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Syphrillia — 14006

Affiliation: Necropolis/Evil **Cost:** 94
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	8	7	6	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Ranger, Ronin, Tough/2

MAV	5	5	4	4	3
#MA	4	**S.A.:** Warmaster			

MOV	10	10	9	9	8
S.A.: Flyer					

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Lord Tharian, Bloodmagus

14180

Affiliation: Necropolis/Evil **Cost:** 79
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	6	5	5	4	4
DV	11	10	10	9	8
MD	12	11	11	10	9

S.A.: Tough/2, Undead

MAV	3	3	2	2	2

#MA 2 **S.A.:** Warmaster

CP	6	6	5	5	5

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/8

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Naomi, Mistress of Wings

14017

Affiliation: Necropolis/Evil **Cost:** 102
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3	4
Mov	6	6	5	5	5
Dis	9	9	8	8	7
DV	7	7	6	6	5
MD	13	12	12	11	10

S.A.: Fearsome, Undead

MAV	4	4	4	3	3

#MA 2 **S.A.:** Warmaster

CP	7	7	6	6	5

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12

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Malek

14040

Affiliation: Necropolis/Evil **Cost:** 38
Rank: Mage **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	8	7	6
MD	12	10	8

S.A.: Necromancer, Ronin

MAV	2	2	1

#MA 1

CP	6	5	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/6

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Kaena, Banshee

14053

Affiliation: Necropolis/Evil **Cost:** 79
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	4	4	3	2
DV	10	9	8	6
MD	10	9	8	6

S.A.: Non-Corporeal, Outrider, Ranger, Summoned (Mage), Undead

MAV	3	3	2	2

#MA 2

RAV	8	7	6	5

#RA 1 Rng(12) **S.A.:** Blowthrough

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Nightspecter

14182

Affiliation: Necropolis/Evil **Cost:** 31
Rank: Unq Rogue **Base:** Lrg

Dmg	0	1	2
Mov	7	6	5
Dis	9	8	6
DV	10	9	7
MD	11	9	8

S.A.: Non-Corporeal, Ranger, Spy, Undead

MAV	3	3	2

#MA 2 **S.A.:** Backstab/3

CP	5	5	5

S.A.: Innate Spell (Fear)

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Nivar, Wraith

14033

Affiliation: Necropolis/Evil **Cost:** 82
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	10	9	8	7	6
MD	12	11	10	8	7

S.A.: Non-Corporeal, Ranger, Undead

MAV	6	5	5	4	4

#MA 4 **S.A.:** Backstab/3, First Strike, Warmaster

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Burrowing Zombie

14427

Affiliation: Necropolis/Evil **Cost:** 58
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	10	9	8	6
MD	10	9	8	6

S.A.: Band, Mob, Tough/3, Undead

MAV	4	4	3	2

#MA 3

MOV	8	7	6	5

S.A.: Burrow

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Crimson Knight

14359

Affiliation: Necropolis/Evil **Cost:** 69
Rank: Adept **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	5	4	4
Dis	7	7	6	6	5
DV	12	11	11	10	9
MD	12	11	11	10	9

S.A.: Deflect/1, Tough/2, Undead

MAV	5	5	5	4	4

#MA 3 **S.A.:** Trencher, Warmaster

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Crypt Bat

14009

Affiliation: Necropolis/Evil **Cost:** 31
Rank: Adept **Base:** Std

Dmg	0	1
Mov	6	4
Dis	5	4
DV	9	6
MD	9	6

S.A.: Ranger

MAV	3	2

#MA 2

MOV	12	10

S.A.: Flyer

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Deathrider 14149

Affiliation: Necropolis/Evil **Cost:** 48
Rank: Adept **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	11	10	9	7
MD	11	10	9	7

S.A.: Improved Charge/4, Mounted, Non-Corporeal, Outrider, Undead

MAV	5	5	4	3
#MA	2	**S.A.:** First Strike		

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Gargoyle 14028

Affiliation: Necropolis/Evil **Cost:** 73
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	6	5	5
Dis	8	8	7	6
DV	11	10	9	8
MD	11	10	9	8

S.A.: Band, Outrider, Ranger

MAV	5	5	4	3
#MA	3	**S.A.:** Warmaster		

MOV	12	11	11	10
S.A.: Flyer				

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Ghoul 14506

Affiliation: Necropolis/Evil **Cost:** 36
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	6	5	4
DV	10	9	7
MD	10	9	7

S.A.: Beast, Improved Charge/3, Mob, Tough/2, Undead

MAV	6	5	4
#MA	2	**S.A.:** Poison Strike	

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Zombie 14410

Affiliation: Necropolis/Evil **Cost:** 39
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	2
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6

S.A.: Mob, Tough/3, Undead

MAV	4	4	3	2
#MA	3			

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Chattel 14367

Affiliation: Necropolis/Neutral **Cost:** 27
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Fearless

MAV	3	3	2
#MA	3		

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Skeletal Archer 14382

Affiliation: Necropolis/Evil **Cost:** 25
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	6	5
Dis	4	4
DV	8	6
MD	8	5

S.A.: Deflect/1, Undead

MAV	2	2
#MA	1	

RAV	3	3
#RA	1	Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1

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Skeletal Swordsman 14389

Affiliation: Necropolis/Evil **Cost:** 18
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	6	5
Dis	4	4
DV	8	6
MD	8	4

S.A.: Deflect/1, Undead

MAV	5	4
#MA	1	

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Skeletal Warrior 14354

Affiliation: Necropolis/Evil **Cost:** 18
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	6	5
Dis	4	4
DV	9	6
MD	8	4

S.A.: Deflect/2, Undead

MAV	4	3
#MA	1	

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Skeleton Spearman LE 20006

Affiliation: Necropolis/Evil **Cost:** 18
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	6	4
Dis	4	3
DV	7	5
MD	8	6

S.A.: Deflect/1, Undead

MAV	5	4
#MA	1	**S.A.:** Reach

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Wraith Harvester 14307

Affiliation: Necropolis/Evil **Cost:** 30
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	8	7	6
MD	9	8	6

S.A.: Non-Corporeal, Undead

MAV	5	4	4
#MA	2	**S.A.:** First Strike, Reach	

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Bone Horror 14185

Affiliation: Necropolis/Evil **Cost:** 154
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5
Mov	8	8	7	7	6	5
Dis	9	8	7	6	5	5
DV	14	14	13	13	13	11
MD	13	12	10	9	8	7

S.A.: Beast, Fearsome, Improved Charge/4, Tough/4, Undead

MAV	9	8	7	6	5	5
#MA	3	**S.A.:** Frenzy, Reach, Warmaster				

MOV	12	11	11	10	10	8

S.A.: Flyer, Improved Charge/4

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Grave Horror 14150

Affiliation: Necropolis/Evil **Cost:** 225
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5	6	7
Mov	8	8	8	8	7	7	6	6
Dis	8	8	8	7	7	6	5	5
DV	15	15	14	14	13	11	10	9
MD	15	15	15	14	14	13	12	11

S.A.: Beast, Fearsome, Improved Charge/4, Tough/4, Undead

MAV	8	8	8	7	7	6	5	5
#MA	5	**S.A.:** Reach, Warmaster						

MOV	8	8	8	8	7	7	6	6

S.A.: Burrow, Improved Charge/4

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Aysa 14183

Affiliation: Necropolis/Evil **Cost:** 66
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	8	7	6	5
DV	8	7	6	5
MD	12	11	10	7

S.A.: Champion, Fearsome, Non-Corporeal, Undead

MAV	4	4	3	2
#MA	2			

CP	6	5	5	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/10

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Nefsokar

Army List Name: **Nefsokar Default**
Restrictions: Any Model of Nefsokar Affiliation
Models that change From Unique to Non-Unique:

- Giant Scorpion, Monster
- Avatar of Sekhmet, Monster
- Dust Devil, Monster

Army List Name: **People of the Desert Wind**
Restrictions: The following Models only:

- Senet Net'merew, Warlord
- Ah'radivh, Captain
- Anwar, Sergeant
- Mi'sher, Sergeant
- Tariq, Sergeant
- Ibrahim, Unq. Hero
- Fatima, Unq. Cleric
- Atifa, Unq. Cleric
- Khamsin Heavy Lancer, Adept
- Khamsin Mounted Archer, Adept
- Khamsin Raider, Grunt
- Khamsin Dervish, Grunt
- Khamsin Ranger, Grunt
- Khamsin Herdsman, Grunt
- Sokar's Avatar, Unq. Monster
- Giant Scorpion, Monster
- Dust Devil, Monster
- Khathan, Unq. Solitaire

Models that change From Unique to Non-Unique:

- Ah'radivh, Captain
- Anwar, Sergeant
- Tariq, Sergeant
- Mi'sher, Sergeant
- Atifa, Cleric
- Giant Scorpion, Monster
- Dust Devil, Monster

Models that change From Adept to Grunt:

- Khamsin Raider, Grunt
- Khamsin Dervish, Grunt

Nefsokar (default) FAs

Sokar is Near
Enemy spellcasteres suffer a -2 to their CP. Nefsokar spellcasters, including Nefsokar spellcasters in an opposing Army, are immune to this power.

Crossing Death's River
Any Model may conduct an Invoke Special Ability Action in order to exchange places with any Slain (but not merely Stunned) friendly Model's corpse (even one that has been Looted) that is within 36" and is in Line of Sight. Crossing Death's River may be used to leave B2B contact if the Model passes its Dis check. Corpses in the Model's rear arc are not in Line of Sight.

Paying the Boatman
Once per game, a Nefsokar player can sacrifice one of their own models to gain a corpse where that sacrificed Model stood. The Model is automatically Slain, and a Corpse is placed where the Model stood. This is a Free Action that may be taken at any time during the Model's Activation.

People of the Desert Wind Sublist FAs

Mobile
All models in a People of the Desert Wind Sublist may take a Move Action before play, as though they possessed the Ranger SA. They do not gain the Ranger SA. Models that already have the Ranger SA do not get to make 2 Move Actions. In scenarios where Models with the Ranger SA are restricted or limited, the player may chose to either not use the Army Faction Special Ability at all or to have their entire Fighting Company face the restrictions.

Delayment
A People of the Desert Wind player may choose to delay the deployment of 1 enemy Troop, per full 1000 points of the game, by 1 turn. Delayed Troops are not placed on the board in the Deployment Phase as normal. The People of the Desert Wind player chooses which Troop(s) to delay, after seeing all of the Troops that his opponent is going to field. Models in Troops targeted by Delayment do not add bonuses to the game for any SA they possess (such as the Spy SA) while they are off the board. Nor does the Troop itself add any cards to the Deployment Deck or the Initiative Deck until they arrive. Once the Delayed Troops do arrive on the field, their SAs add their normal bonuses to the game. Troops that include a Model with the Tactician SA are ineligible for Delayment.

At the start of the second turn, Troops that were Delayed put Initiative Cards into the Initiative Deck as normal. The Delayed Troops may be Activated as normal and moved onto the board with a Movement Action from a table edge within their Deployment Zone. Measurement of the Movement Action starts at the edge of the table. Models with the Ranger SA in a Delayed Troop do not get the free Movement Action provided by the Ranger SA.

Khufu — 14098

Affiliation: Nefsokar/Neutral — **Cost:** 170
Rank: Warlord (3-12/2) — **Base:** Std

Dmg	0	1	2	3	4	5
Mov	6	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	14	13	11	10	8	7
MD	16	14	13	11	10	8

S.A.: 360, Fearsome, Spy, Tactician, Tough/4, Undead

MAV	7	6	6	5	4	4

#MA 5 **S.A.:** First Strike, Frenzy, Warmaster

CP	7	6	6	5	4	4

S.A.: Cleric 2/6

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Neb'nesew Ne'pet — 14236

Affiliation: Nefsokar/Neutral — **Cost:** 119
Rank: Warlord (3-12/2) — **Base:** Std

Dmg	0	1	2	3	4	5
Mov	6	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	12	11	10	8	7	6
MD	16	14	13	11	10	8

S.A.: Fearsome, Spy, Tactician, Tough/3, Undead

MAV	6	5	5	4	4	3

#MA 2

CP	9	8	7	6	5	5

S.A.: Cleric 3/12

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Senet Net'merew — 14237

Affiliation: Nefsokar/Neutral — **Cost:** 126
Rank: Warlord (3-12/2) — **Base:** Cav

Dmg	0	1	2	3	4
Mov	12	12	12	12	12
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Fearless, Improved Charge/4, Mounted, Raider/2, Tactician, Tough/4

MAV	5	5	4	4	3

#MA 3 **S.A.:** First Strike, Warmaster

RAV	5	5	4	4	3

#RA 1 Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/2

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Ah'radivh — 14246

Affiliation: Nefsokar/Neutral — **Cost:** 66
Rank: Unq Captain (4-11/1) — **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	9	8	7	5
DV	12	11	10	7
MD	13	12	10	8

S.A.: Improved Charge/4, Mounted, Raider/2, Ronin, Tough/3

MAV	5	5	4	3

#MA 3 **S.A.:** First Strike, Warmaster

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Ammat — 14247

Affiliation: Nefsokar/Evil — **Cost:** 93
Rank: Unq Captain (4-11/2) — **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	9	8	7	6	5	5
DV	13	12	10	9	8	7
MD	11	10	9	8	7	6

S.A.: Deflect/1, Fearsome, Tough/3, Undead

MAV	6	5	5	4	4	3

#MA 4 **S.A.:** Warmaster

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Khadath — 14064

Affiliation: Nefsokar/Neutral — **Cost:** 105
Rank: Unq Captain (4-11/1) — **Base:** Std

Dmg	0	1	2	3	4	5
Mov	6	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	12	11	10	8	7	6
MD	13	12	10	9	8	7

S.A.: Fearsome, Tough/3, Undead

MAV	6	5	5	4	4	3

#MA 4 **S.A.:** Frenzy, Warmaster

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Nakhti — 14026

Affiliation: Nefsokar/Neutral — **Cost:** 74
Rank: Captain (4-11/1) — **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	11	10	9	8	7

S.A.: Fearsome, Tough/3, Undead

MAV	5	5	4	4	3

#MA 4 **S.A.:** Warmaster

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Anwar — 14248

Affiliation: Nefsokar/Neutral — **Cost:** 78
Rank: Unq Sergeant (4-9/0) — **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	8	7	6	5
DV	10	9	8	6
MD	12	11	10	7

S.A.: Fearless, Improved Charge/4, Mounted, Raider/2, Tough/2

MAV	4	4	3	2

#MA 2

RAV	5	5	4	3

#RA 1 Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/2

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Chosen of Sekhmet — 14513

Affiliation: Nefsokar/Neutral — **Cost:** 43
Rank: Unq Sergeant (4-10/0) — **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	7	6	5
DV	10	9	7
MD	11	9	8

S.A.: Healer, Tough/2, Undead

MAV	4	3	3

#MA 2 **S.A.:** Reach

CP	5	5	4

S.A.: Cleric 1/4

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Mi'sher 14129

Affiliation: Nefsokar/Neutral **Cost:** 44
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	9	8	6
DV	10	9	7
MD	11	9	8

S.A.: 360, Fearless, Raider/2, Tough/2

MAV	5	4	4

#MA 3 **S.A.:** Warmaster

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Tariq 14094

Affiliation: Nefsokar/Neutral **Cost:** 57
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	11	9	8
MD	13	11	9

S.A.: 360, Fearless, Healer, Raider/2, Ranger, Spy, Tough/2

MAV	6	5	4

#MA 2 **S.A.:** Warmaster

CP	5	4	4

S.A.: Cleric 1/4

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Chosen of Sokar 14164

Affiliation: Nefsokar/Neutral **Cost:** 56
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	7	6	6	5	4
DV	11	10	9	8	7
MD	13	12	10	9	8

S.A.: Fearsome, Tough/2, Undead

MAV	6	5	5	4	4

#MA 3

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Ibrahim 14250

Affiliation: Nefsokar/Evil **Cost:** 89
Rank: Unq Hero **Base:** Cav

Dmg	0	1	2	3	4
Mov	12	12	12	12	12
Dis	8	7	6	6	5
DV	13	12	12	11	10
MD	14	13	11	10	8

S.A.: 360, Improved Charge/4, Mounted, Raider/2, Tough/3

MAV	6	5	5	4	4

#MA 3 **S.A.:** First Strike, Warmaster

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Reborn 14176

Affiliation: Nefsokar/Neutral **Cost:** 88
Rank: Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: 360, Fearsome, Tough/2, Undead

MAV	6	5	5	4	4

#MA 4 **S.A.:** First Strike, Warmaster

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Atifa 14249

Affiliation: Nefsokar/Neutral **Cost:** 51
Rank: Unq Cleric **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	7	6	6	4
DV	10	9	8	6
MD	12	11	10	7

S.A.: Improved Charge/4, Mounted, Raider/2

MAV	4	4	3	2

#MA 1

CP	7	6	6	4

S.A.: Cleric 2/6

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Fatima 14048

Affiliation: Nefsokar/Neutral **Cost:** 69
Rank: Unq Cleric **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	8	7	6	5
MD	15	14	12	9

S.A.: Fearless, Fearsome, Healer, Spy

MAV	3	3	2	2

#MA 2

CP	7	6	6	4

S.A.: Cleric 3/10

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Thoth 14241

Affiliation: Nefsokar/Neutral **Cost:** 109
Rank: Unq Cleric **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	8	7	6	6	5
DV	11	10	9	8	7
MD	11	10	9	8	7

S.A.: Fearless, Fearsome, Healer, Tactician, Tough/2

MAV	5	5	4	4	3

#MA 4 **S.A.:** Frenzy, Warmaster

CP	7	6	6	5	4

S.A.: Cleric 1/6

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Sokar's Prophets 14242

Affiliation: Nefsokar/Neutral **Cost:** 46
Rank: Cleric **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	8	7	6	5
MD	12	11	10	7

S.A.: Fearsome, Tough/1, Undead

MAV	3	3	2	2

#MA 2

CP	6	5	5	4

S.A.: Cleric 2/8

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Netikerti

14081

Affiliation: Nefsokar/Evil **Cost:** 73
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	8	7	6	5
MD	14	13	11	8

S.A.: Fearsome, Tough/2, Undead

MAV	3	3	2	2
#MA	1			

CP	7	6	6	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12

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Sokar's Disciples

14243

Affiliation: Nefsokar/Evil **Cost:** 53
Rank: Mage **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	8	7	6	5
MD	11	10	9	7

S.A.: Fearsome, Tough/1, Undead

MAV	5	5	4	3
#MA	2			

CP	5	5	4	3

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/6

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Ammat Devourer

14381

Affiliation: Nefsokar/Evil **Cost:** 55
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	12	11	10	7
MD	13	12	10	8

S.A.: Fearsome, Tough/1, Undead

MAV	5	5	4	3
#MA	3	**S.A.:** Warmaster		

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Daughters of Sekhmet

14510

Affiliation: Nefsokar/Neutral **Cost:** 44
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7

S.A.: Tough/1, Undead

MAV	5	5	4	3
#MA	3	**S.A.:** First Strike, Reach		

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Khamsin Dervish

14344

Affiliation: Nefsokar/Neutral **Cost:** 37
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	9	8	6
MD	10	9	7

S.A.: 360, Fearless, Improved Charge/3, Raider/2

MAV	4	3	3
#MA	3	**S.A.:** Warmaster	

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Khamsin Heavy Lancer

14253

Affiliation: Nefsokar/Neutral **Cost:** 83
Rank: Adept **Base:** Cav

Dmg	0	1	2	3	4
Mov	11	11	11	11	11
Dis	6	5	5	4	4
DV	12	11	10	8	7
MD	12	11	10	8	7

S.A.: Improved Charge/4, Mounted, Raider/2

MAV	6	5	5	4	4
#MA	3	**S.A.:** First Strike, Shock, Warmaster			

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Khamsin Mounted Archer

14255

Affiliation: Nefsokar/Neutral **Cost:** 58
Rank: Adept **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	4	4	3	2
DV	9	8	7	5
MD	10	9	8	6

S.A.: Improved Charge/4, Mounted

MAV	2	2	2	1
#MA	1			

RAV	4	4	3	2
#RA	1	Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1		

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Khamsin Raider

14252

Affiliation: Nefsokar/Neutral **Cost:** 55
Rank: Adept **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	11	10	9	7
MD	11	10	9	7

S.A.: 360, Improved Charge/4, Mounted, Raider/2

MAV	5	5	4	3
#MA	2	**S.A.:** First Strike, Warmaster		

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Tomb Guard

14370

Affiliation: Nefsokar/Neutral **Cost:** 66
Rank: Adept **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	8	7	6	6	5
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: Deflect/1, Fearsome, Tough/1, Undead

MAV	5	5	4	4	3
#MA	3	**S.A.:** Warmaster			

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Anubis Guard 14390

Affiliation: Nefsokar/Neutral **Cost:** 39
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7

S.A.: Tough/1, Undead

MAV	6	5	5	4
#MA	2			

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Awakened Mummy 14399

Affiliation: Nefsokar/Neutral **Cost:** 36
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	9	8	7	5
MD	11	10	9	7

S.A.: Tough/1, Undead

MAV	4	4	3	2
#MA	3			

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Khamsin Herdsman 14350

Affiliation: Nefsokar/Neutral **Cost:** 31
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	8	7	6
MD	10	9	7

S.A.: Raider/2

MAV	6	5	4
#MA	2	**S.A.:** First Strike, Reach	

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Khamsin Ranger 14411

Affiliation: Nefsokar/Neutral **Cost:** 31
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	8	7	6
MD	10	9	7

S.A.: Ranger

MAV	2	2	1
#MA	1		

RAV	3	2	2
#RA	1	Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1	

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Avatar of Sekhmet 14102

Affiliation: Nefsokar/Neutral **Cost:** 88
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	7	6	6	5	4	4
Dis	9	8	7	6	5	5
DV	13	12	10	9	8	7
MD	13	12	10	9	8	7

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Tough/3

MAV	7	6	6	5	4	4
#MA	3	**S.A.:** Warmaster				

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Dust Devil 14245

Affiliation: Nefsokar/Neutral **Cost:** 79
Rank: Unq Monster **Base:** Std

Dmg	0	1	2
Mov	12	10	8
Dis	8	7	6
DV	10	9	7
MD	11	9	8

S.A.: 360, Beast, Hover, Improved Charge/4, Non-Corporeal, Raider/2, Ranger, Summoned (Mage), Tough/2

MAV	5	4	4
#MA	4	**S.A.:** Warmaster	

MOV	15	14	12
S.A.: Flyer, Improved Charge/4			

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Giant Scorpion 14244

Affiliation: Nefsokar/Neutral **Cost:** 113
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	8	7	6	6	5
DV	13	12	10	9	8
MD	11	10	9	8	7

S.A.: Beast, Fearsome, Improved Charge/4, Tough/2

MAV	6	5	5	4	4
#MA	4	**S.A.:** Poison Strike, Reach, Warmaster			

MOV	10	9	8	7	6
S.A.: Burrow, Improved Charge/4					

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Sokar's Avatar 14257

Affiliation: Nefsokar/Neutral **Cost:** 186
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5	6
Mov	8	8	8	7	7	6	5
Dis	9	9	9	9	8	8	7
DV	15	15	14	14	13	11	10
MD	17	17	16	16	15	14	14

S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Tough/5

MAV	8	8	8	7	7	6	5
#MA	4	**S.A.:** First Strike, Frenzy, Reach, Warmaster					

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Khathan 14254

Affiliation: Nefsokar/Neutral **Cost:** 126
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	12	11	10	8	7

S.A.: 360, Champion, Fearless, Tough/1

MAV	5	5	4	4	3
#MA	3	**S.A.:** Backstab/3, Poison Strike, Warmaster			

RAV	5	5	4	4	3
#RA	1	Rng(24) **S.A.:** Critical Shot/4, Defensive Shot, Indirect Shot, Marksman/1, Poison Shot			

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The Sphinx 14256

Affiliation: Nefsokar/Neutral **Cost:** 121
Rank: Unq Solitaire **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	8	7	6	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Beast, Fearsome, Improved Charge/4, Spy, Tactician, Tough/3

MAV	6	5	5	4	4

#MA 3 **S.A.:** Warmaster

MOV	12	10	7	5	4

S.A.: Flyer, Improved Charge/4

CP	6	5	5	4	4

S.A.: Defensive Magic, Mage 3/8

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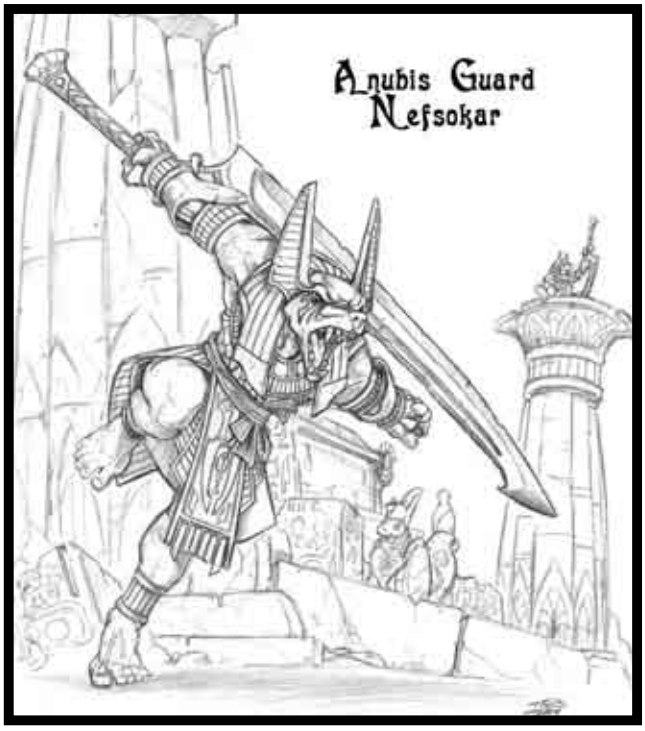



Overlords

Army List Name: **Overlords Default**
Restrictions: Any Model of Overlord Affiliation
Models that change From Unique to Non-Unique:
Count Lorenth, Captain
Bile, Monster
Incarnation of Flame, Monster
Models that change From Adept to Grunt:
Onyx Zephyr, Grunt



Army List Name: **Followers of Khardullis Sublist**
Restrictions: The following Models only:
Marquise Zora D'Arengo, Warlord
Andras, Captain
Lorena, Sergeant
Corvus, Sergeant
Moria, Hero
Balthon, Unq. Cleric
Ranthe, Cleric
Arik Gix, Unq. Mage
Daughter of the Whip, Grunt
Overlord Crossbowman, Grunt
Overlord Spearman, Grunt
Overlord Warrior, Grunt
Bondslave Survivor, Grunt
Bondslave, Grunt
Bile, Unq. Monster
Incarnation of Flame, Monster
Mageguard Golem, Monster
Onyx Golem, Monster
Selthak, Unq. Solitiare
Models that change From Unique to Non-Unique:
Lorena, Sergeant
Incarnation of Flame, Monster
Onyx Golem, Monster
Models that change From Adept to Grunt:
Daughter of the Whip, Grunt

Army List Name: **Onyx Legion Sublist**
Restrictions: The following Models only:

General Matisse, Warlord
Vincente, Chevalier Captain, Unq. Captain
Merack, Captain
Count Lorenth, Captain
Andras, Captain
Thurion, Blackguard Captain, Captain
Corvus, Sergeant
Ymrilix, Unq. Hero
Arik Gix, Unq. Mage
Strach, Unq. Mage
Kevis, Mage
Onyx Chevalier, Adept
Onyx Phalanx, Adept
Onyx Zephyr, Adept
Overlord Crossbowman, Grunt
Overlord Spearman, Grunt
Overlord Warrior, Grunt
Bile, Unq. Monster
Incarnation of Flame, Unq. Monster
Onyx Golem, Monster
Xailor, Unq. Monster
Selthak, Unq. Solitaire

Models that change From Unique to Non-Unique:

Merack, Captain
Count Lorenth, Captain
Onyx Golem, Monster

Models that change From Adept to Grunt:

Onyx Phalanx, Grunt
Onyx Zephyr, Grunt





Overlords (default) FAs

Do Your Duty
Once per Action Phase, any Elite or Leader Model may reassign a single point of damage that it suffers. The damage can only be reassigned to another Model (in its Troop) that is in B2B contact with the Elite or Leader Model that originally took the damage. Damage cannot be reassigned to a Model that has already suffered enough damage to Slay or Stun it.

Fear the Whip
Leader Models add +2 Dis to all models in their Troop (including itself) that are in cohesion.

Marquise Personal Retinue
Daughters of the Whip taken as part of a Troop led by Marquise Zora d'Arengo are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

Followers of Khardullis Sublist Faction Special Abilities

Dark Faith
Leader Models and Models with the Cleric SA gain the Innate Spell/5 (Voice of Khardullis) SA. Voice of Khardullis cannot be cast more than once per Activation.

Warbrides
Troops fielding the Model 'Moraia, Warbride' count as having purchased the Troop Musician and the Troop Standard Equipment upgrades at no additional cost. Additional Standards and/or Musicians may not be purchased for this Troop.

Do Your Duty
Once per Action Phase, any Elite or Leader Model may reassign a single point of damage that it suffers. The damage can only be reassigned to another Model (in its Troop) that is in B2B contact with the Elite or Leader Model that originally took the damage. Damage cannot be reassigned to a Model that has already suffered enough damage to Slay or Stun it.

Onyx Legion Sublist Faction Special Abilities

Hunter's Edge
The Onyx Legion player may activate the Hunter's Edge once per Turn. By activating Hunter's Edge, the player may force whichever Initiative Card was just drawn to be put back into the Initiative Deck at the bottom of the pile. In effect, the Onyx Legion can force either their opponent's Initiative Cards or their own to be buried to help control who gets to Activate first. The buried Initiative Card is not discarded; it is simply delayed until later in the turn.

Ashkrypt 14003

Affiliation: Overlords/Evil **Cost:** 139
Rank: Warlord (3-12/3) **Base:** Std

Dmg	0	1	2	3	4	
Mov	6	6	5	5	5	
Dis	9	9	8	8	7	
DV	12	11	11	10	9	
MD	14	13	13	12	11	

S.A.: Deflect/1, Fearsome, Mob Leader/5, Spy, Tactician, Tough/3, Undead

MAV	6	6	5	5	5
#MA	3				

CP	8	8	7	7	6

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12

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General Matisse 14267

Affiliation: Overlords/Evil **Cost:** 105
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	
Mov	5	5	4	4	3	
Dis	9	8	7	6	5	
DV	14	13	13	12	11	
MD	13	12	10	9	8	

S.A.: Deflect/2, Fearless, Spy, Tactician, Tough/4

MAV	6	6	5	5	5
#MA	4	**S.A.:** First Strike, Warmaster			

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Marquise Zora d'Arengo 14268

Affiliation: Overlords/Evil **Cost:** 107
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	
Mov	6	5	5	4	4	
Dis	9	8	7	6	5	
DV	10	9	8	7	6	
MD	13	12	10	9	8	

S.A.: 360, Fearsome, Healer, Improved Charge/3, Mob Leader/6, Ronin, Tough/3

MAV	5	5	4	4	3
#MA	3	**S.A.:** Disable, Warmaster			

CP	7	6	6	5	4

S.A.: Cleric 3/8

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Count Lorenth 14258

Affiliation: Overlords/Evil **Cost:** 60
Rank: Unq Captain (4-11/1) **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	9	8	7	5
DV	12	11	10	7
MD	12	11	10	7

S.A.: Improved Charge/4, Mounted, Tough/3

MAV	6	5	5	4
#MA	2	**S.A.:** First Strike, Warmaster		

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Merack 14283

Affiliation: Overlords/Evil **Cost:** 69
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4	
Mov	5	5	4	4	3	
Dis	8	7	6	6	5	
DV	12	11	10	8	7	
MD	11	10	9	8	7	

S.A.: Deflect/2, Lock Shields, Tactician, Tough/2

MAV	6	5	5	4	4
#MA	2	**S.A.:** First Strike, Reach, Trencher, Warmaster			

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Thurion, Blackguard Captain DHL 3158

Affiliation: Overlords/Evil **Cost:** 86
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4	
Mov	5	5	4	4	3	
Dis	7	7	6	6	5	
DV	13	12	12	11	10	
MD	13	12	12	11	10	

S.A.: Deflect/2, Fearless, Ronin, Tough/3

MAV	7	7	6	6	5
#MA	3	**S.A.:** Smite (Good)/2, Trencher, Warmaster			

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Vincente, Chevalier Captain 14440

Affiliation: Overlords/Evil **Cost:** 92
Rank: Unq Captain (4-11/1) **Base:** Cav

Dmg	0	1	2	3	4	
Mov	10	10	10	10	10	
Dis	8	7	6	6	5	
DV	13	12	10	9	8	
MD	13	12	10	9	8	

S.A.: Improved Charge/4, Mounted, Tough/3

MAV	7	6	6	5	4
#MA	3	**S.A.:** First Strike, Shock, Warmaster			

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Andras 14147

Affiliation: Overlords/Evil **Cost:** 40
Rank: Captain (4-11/2) **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	9	8	7	5
DV	10	9	8	6
MD	11	10	9	7

S.A.: Fearless, Tough/2

MAV	6	5	5	4
#MA	2	**S.A.:** Trencher		

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Iks 14057

Affiliation: Overlords/Evil **Cost:** 59
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	13	12	10	8
MD	13	12	10	8

S.A.: Deflect/1, Mob Leader/5, Tough/2, Undead

MAV	7	6	6	4
#MA	2	**S.A.:** Smite (Good)/2, Smite (Necropolis)/2, Warmaster		

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Lorena of the Whip 14259

Affiliation: Overlords/Evil **Cost:** 68
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	9	8	7	5
MD	11	10	9	7

S.A.: Fearsome, Healer, Mob Leader/4, Tough/2

MAV	4	4	3	2
#MA	3	**S.A.:** Disable, Warmaster		

CP	5	5	4	3

S.A.: Cleric 1/4

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Taletia 14285

Affiliation: Overlords/Evil **Cost:** 35
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	10	9	7
MD	13	11	9

S.A.:

MAV	3	3	2
#MA	1		

CP	5	4	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/4

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Corvus 14091

Affiliation: Overlords/Evil **Cost:** 32
Rank: Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	6	5	4
DV	10	9	7
MD	10	9	7

S.A.: Tough/2

MAV	5	4	4
#MA	2	**S.A.:** First Strike, Reach	

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Rogran Uthresect 14286

Affiliation: Overlords/Evil **Cost:** 77
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	11	10	9	8	7

S.A.: Fearless, Tough/3

MAV	7	6	6	5	4
#MA	3	**S.A.:** First Strike, Warmaster			

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Soriel, Pit Fighter 14288

Affiliation: Overlords/Evil **Cost:** 59
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	10	9	8	6
MD	11	10	9	7

S.A.: 360, Ronin, Tough/2

MAV	5	5	4	3
#MA	4	**S.A.:** Warmaster		

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Ymrilix the False 14004

Affiliation: Overlords/Evil **Cost:** 74
Rank: Unq Hero **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	12	11	10	8	7

S.A.: Deflect/2, Fearless, Improved Charge/3, Tough/2

MAV	6	5	5	4	4
#MA	3	**S.A.:** First Strike, Warmaster			

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Moraia, Warbride 14128

Affiliation: Overlords/Evil **Cost:** 65
Rank: Hero **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: 360, Improved Charge/3, Tough/1

MAV	5	5	4	3
#MA	4	**S.A.:** Disable, Warmaster		

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Balthon 14035

Affiliation: Overlords/Evil **Cost:** 66
Rank: Unq Cleric **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	10	9	8	6
MD	13	12	10	8

S.A.: Fearsome, Healer, Ronin

MAV	3	3	2	2
#MA	1			

CP	7	6	6	4

S.A.: Cleric 3/10

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Ranthe 14284

Affiliation: Overlords/Evil **Cost:** 44
Rank: Cleric **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	7	6	5
DV	9	8	6
MD	12	10	8

S.A.: Healer, Ronin

MAV	3	3	2
#MA	2		

CP	5	4	4

S.A.: Cleric 2/8

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Arik Gix, Inquisitor 14127

Affiliation: Overlords/Evil **Cost:** 78
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3	4	
Mov	6	5	5	4	4	
Dis	7	6	6	5	4	
DV	9	8	7	6	5	
MD	13	12	10	9	8	
S.A.: Fearsome, Ronin						

MAV	2	2	2	1	1
#MA	1				

CP	7	6	6	5	4
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/10					

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Strach 14287

Affiliation: Overlords/Evil **Cost:** 66
Rank: Unq Mage **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	7	6	6	4
DV	10	9	8	6
MD	11	10	9	7
S.A.: Tough/2				

MAV	5	5	4	3
#MA	3	**S.A.:** Warmaster		

CP	5	5	4	3
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/6				

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Kevis 14124

Affiliation: Overlords/Evil **Cost:** 36
Rank: Mage **Base:** Std

Dmg	0	1	2	
Mov	6	5	4	
Dis	6	5	4	
DV	8	7	6	
MD	12	10	8	
S.A.:				

MAV	2	2	1
#MA	1		

CP	5	4	4
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/8			

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Lola Darkslip 14020

Affiliation: Overlords/Evil **Cost:** 74
Rank: Unq Rogue **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	6	5	5	4
DV	9	8	7	5
MD	11	10	9	7
S.A.: Fearless, Ranger, Spy, Tough/1				

MAV	5	5	4	3
#MA	3	**S.A.:** Backstab/3, Poison Strike, Warmaster		

RAV	3	3	2	2
#RA	1	Rng(12) **S.A.:** Critical Shot/2, Defensive Shot, Marksman/1, Poison Shot		

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Daughter of the Whip 14368

Affiliation: Overlords/Evil **Cost:** 50
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	9	8	7	5
MD	11	10	9	7
S.A.: Raider/2, Tough/1				

MAV	4	4	3	2
#MA	3	**S.A.:** Disable, Warmaster		

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Onyx Chevalier 14177

Affiliation: Overlords/Evil **Cost:** 83
Rank: Adept **Base:** Cav

Dmg	0	1	2	3	4
Mov	10	10	10	10	10
Dis	7	6	6	5	4
DV	12	11	10	8	7
MD	12	11	10	8	7
S.A.: Improved Charge/4, Mounted, Outrider, Tough/2					

MAV	6	5	5	4	4
#MA	3	**S.A.:** First Strike, Shock, Warmaster			

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Onyx Phalanx 14391

Affiliation: Overlords/Evil **Cost:** 51
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	6	5	5	4
DV	12	11	10	7
MD	11	10	9	7
S.A.: Deflect/2, Lock Shields, Tough/1				

MAV	6	5	5	4
#MA	2	**S.A.:** First Strike, Reach, Trencher, Warmaster		

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Onyx Zephyr 14282

Affiliation: Overlords/Evil **Cost:** 45
Rank: Adept **Base:** Cav

Dmg	0	1	2	3
Mov	12	12	12	12
Dis	6	5	5	4
DV	11	10	9	7
MD	11	10	9	7
S.A.: Improved Charge/4, Mounted, Raider/2				

MAV	5	5	4	3
#MA	2			

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Shadow Legionnaire 14507

Affiliation: Overlords/Evil **Cost:** 52
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	13	12	10	8
MD	12	11	10	7
S.A.: Deflect/1, Tough/1, Undead				

MAV	6	5	5	4
#MA	2	**S.A.:** Smite (Good)/2, Warmaster		

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Bondslave 14412

Affiliation: Overlords/Evil **Cost:** 13
Rank: Grunt **Base:** Std

Dmg	0
Mov	7
Dis	4
DV	8
MD	9
S.A.: Mob	

MAV	4
#MA	1

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Bondslave Survivor 14374

Affiliation: Overlords/Evil **Cost:** 19
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	7	5
Dis	5	4
DV	9	6
MD	9	6
S.A.: Mob		

MAV	5	4
#MA	1	

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Overlord Crossbowmen 14400

Affiliation: Overlords/Evil **Cost:** 49
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	10	9	7
MD	10	9	7
S.A.: Deflect/2			

MAV	2	2	1
#MA	1		

RAV	4	3	3
#RA	1	Rng(24) **S.A.:** Critical Shot/2, Defensive Shot, Ranked	

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Overlord Spearmen 14413

Affiliation: Overlords/Evil **Cost:** 30
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	4	3	3
DV	10	9	7
MD	10	9	7
S.A.:			

MAV	5	4	4	
#MA	2	**S.A.:** First Strike, Reach		

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Overlord Warrior 14360

Affiliation: Overlords/Evil **Cost:** 28
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	5	4	4
DV	12	10	8
MD	10	9	7
S.A.: Deflect/1			

MAV	4	3	3
#MA	2		

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Bile, the Wyvern 14260

Affiliation: Overlords/Evil **Cost:** 158
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5	6
Mov	8	8	7	6	6	5	4
Dis	7	7	6	6	5	4	4
DV	13	13	12	12	11	10	8
MD	13	12	12	10	9	8	7
S.A.: 360, Beast, Fearsome, Improved Charge/4, Tough/3							

MAV	6	6	6	5	5	5	4
#MA	4	**S.A.:** Poison Strike, Warmaster					

MOV	10	10	9	8	7	6	5
S.A.: Flyer, Improved Charge/4							

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Incarnation of Flame 14264

Affiliation: Overlords/Neutral **Cost:** 91
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	9	8	7	6	5	5
DV	12	11	10	8	7	6
MD	13	12	10	9	8	7
S.A.: Beast, Improved Charge/4, Non-Corporeal, Summoned (Mage), Tough/3						

MAV	6	5	5	4	4	3
#MA	4	**S.A.:** Warmaster				

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Onyx Golem 14122

Affiliation: Overlords/Evil **Cost:** 138
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	8	8	8	8	7	6
Dis	9	9	9	9	8	7
DV	14	14	13	13	13	11
MD	14	14	13	13	13	11
S.A.: 360, Beast, Fearless, Tough/4						

MAV	8	8	8	8	7	6
#MA	3	**S.A.:** First Strike, Frenzy, Warmaster				

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Xailor 14265

Affiliation: Overlords/Evil **Cost:** 84
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	9	8	7	6	5
DV	13	12	10	9	8
MD	11	10	9	8	7
S.A.: Beast, Fearless, Fearsome, Improved Charge/4, Tough/5					

MAV	6	5	5	4	4
#MA	3	**S.A.:** Frenzy, Warmaster			

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Mageguard Golem DHL 3204

Affiliation: Overlords/Neutral **Cost:** 55
Rank: Monster **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	14	13	11	8
MD	12	11	10	7

S.A.: Beast, Deflect/1, Fearless, Summoned (Spellcaster)

MAV	7	6	6	4
#MA	2	**S.A.:** Critical Strike/2, Warmaster		

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Selthak the Poisoner 14266

Affiliation: Overlords/Evil **Cost:** 67
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	10	9	8	6
MD	12	11	10	7

S.A.: Champion, Fearless, Spy, Tough/2

MAV	4	4	3	2
#MA	2	**S.A.:** Backstab/3, Poison Strike, Warmaster		

RAV	4	4	3	2
#RA	1	Rng(12) **S.A.:** Critical Shot/2, Defensive Shot, Marksman/1, Poison Shot		

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Razig

Army List Name: **Razig's Revenge Default**
Restrictions: Any Model of Razig Affiliation
Models that change From Unique to Non-Unique:
Soul Cannon, Hero
Karkarius, Monster



Razig's Revenge (default) FAs

Captain of the Ship
Any Adept Models taken as part of a Troop led by Razig are considered Grunts and do not count in any way against the Fighting Company's Adept limit.

Fear of Undeath
Enemy Models with the Fearless SA lose the benefits of that SA for the duration of the battle. Enemy Models without the Fearless SA suffer a -2 penalty to their Dis checks. Models with the Undead SA are immune to Fear of Undeath.

Hate Sustains Me
Any non-Soldier Razig Model that receives sufficient wounds to Kill or Stun it from a Living Model may make an additional Defensive Strike against any Living Model currently in B2B contact. If the attack is Ranged or via Spell, the Razig Model still attacks any Living Enemy Models in B2B contact. Models that are Stunned automatically fail their Tough check to gain this additional Defensive Strike. Models with Warmaster SA may make multiple Defensive Strikes as usual. Bonus Defensive Strikes occur prior to damage being resolved for initial attacks and Defensive Strikes.

Example 1:
Razig is attacked by 4 Justicars, and they deal him 6 wounds worth of damage, sufficient to kill him. Razig makes his normal 4 Defensive Strikes and manages to kill one of the Justicars. Razig has the choice to remain Stunned and risk CdG, or fail his Tough check and try to take another Justicar with him. Razig opts to fail his Tough check and makes 4 more attacks against another Justicar, taking the second one with him.

Example 2:
Razig is attacked by 4 Justicars and they deal him 5 wounds of damage. This is not fatal, but seriously wounds him. Razig makes his normal 4 Defensive Strikes and manages to kill one of the Justicars when damage is resolved. Seeing how wounded Razig is, the Crusader player has Ian, from the same Troop, hit Razig with a cheap Bolt, dropping him. Razig now makes his 4 bonus Defensive Strikes (on his last track), against the 3 Justicars still in B2B contact with him.

I'm Going, and That's That
All Razig's Revenge Fighting Companies must include Razig.

Captain Razig — 14029

Affiliation: Razig/Evil — **Cost:** 131
Rank: Warlord (3-12/3) — **Base:** Std

Dmg	0	1	2	3	4	5
Mov	6	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	15	14	12	11	9	8
MD	16	14	13	11	10	8

S.A.: Mob Leader/4, Tough/4, Undead

MAV	7	6	6	5	4	4
#MA	4	**S.A.:** First Strike, Warmaster				

RAV	6	5	5	4	4	3
#RA	1	Rng(12) **S.A.:** Slow Fire				

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Baron LeBone — 14218

Affiliation: Razig/Evil — **Cost:** 86
Rank: Unq Captain (4-11/2) — **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	14	13	11	10	8

S.A.: Deflect/1, Mob Leader/4, Undead

MAV	6	5	5	4	4
#MA	3	**S.A.:** Warmaster			

RAV	6	5	5	4	4
#RA	1	Rng(12) **S.A.:** Slow Fire			

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Mister Blood — 14271

Affiliation: Razig/Evil — **Cost:** 58
Rank: Captain (4-11/1) — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	11	10	9	7
MD	12	11	10	7

S.A.: Deflect/1, Mob Leader/4, Tough/3, Undead

MAV	5	5	4	3
#MA	2			

RAV	6	5	5	4
#RA	1	Rng(12) **S.A.:** Slow Fire		

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Black Knife Tom — 14272

Affiliation: Razig/Evil — **Cost:** 49
Rank: Unq Sergeant (4-9/1) — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	9	8	6
DV	11	9	8
MD	13	11	9

S.A.: Deflect/1, Mob Leader/4, Tough/2, Undead

MAV	6	5	4
#MA	2	**S.A.:** Backstab/2	

RAV	6	5	4
#RA	1	Rng(12) **S.A.:** Slow Fire	

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Grim Pete — 14273

Affiliation: Razig/Evil — **Cost:** 45
Rank: Sergeant (4-9/0) — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	9	8	6
DV	11	9	8
MD	12	10	8

S.A.: Deflect/1, Mob Leader/2, Tough/2, Undead

MAV	5	4	4
#MA	2		

RAV	6	5	4
#RA	1	Rng(12) **S.A.:** Slow Fire	

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Soul Cannon — 14084

Affiliation: Razig/Evil — **Cost:** 105
Rank: Unq Hero — **Base:** Lrg

Dmg	0	1	2	3
Mov	4	4	4	4
Dis	5	5	4	3
DV	10	9	8	6
MD	12	11	10	7

S.A.: Outrider, Undead

MAV	4	4	3	2
#MA	1			

RAV	10	9	8	6
#RA	1	Rng(24) **S.A.:** Blowthrough, Slow Fire		

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Jackie Bones — 14275

Affiliation: Razig/Evil — **Cost:** 65
Rank: Hero — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	9	8	7	5
MD	11	10	9	7

S.A.: Deflect/1, Tough/2, Undead

MAV	5	5	4	3
#MA	3	**S.A.:** Warmaster		

RAV	6	5	5	4
#RA	1	Rng(12) **S.A.:** Slow Fire		

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Clarissa — 14274

Affiliation: Razig/Evil — **Cost:** 65
Rank: Unq Mage — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	9	8	6
DV	9	8	6
MD	14	12	10

S.A.: Non-Corporeal, Undead

MAV	4	3	3
#MA	1		

RAV	8	7	6
#RA	1	Rng(12) **S.A.:** Blowthrough	

CP	5	4	4

S.A.: Defensive Magic, Mage 2/8

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Bone Marine — 14414

Affiliation: Razig/Evil — **Cost:** 51
Rank: Adept — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	8	7	6
DV	11	9	8
MD	12	10	8

S.A.: Deflect/1, Tough/2, Undead

MAV	4	3	3
#MA	2		

RAV	6	5	4
#RA	1	Rng(24) **S.A.:** Slow Fire	

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Skeletal Chain Gang 14392

Affiliation: Razig/Evil **Cost:** 35
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	10	9	7
MD	12	10	8

S.A.: Deflect/1, Tough/1, Undead

MAV	5	4	4

#MA 2 **S.A.:** Disable

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Skeletal Crewman 14349

Affiliation: Razig/Evil **Cost:** 37
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	10	9	7
MD	12	10	8

S.A.: Deflect/1, Tough/1, Undead

MAV	4	3	3

#MA 2

RAV	4	3	3

#RA 1 Rng(12) **S.A.:** Slow Fire

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Skeletal Harpooner 14402

Affiliation: Razig/Evil **Cost:** 33
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	12	10	8

S.A.: Deflect/1, Tough/1, Undead

MAV	6	5	4

#MA 2 **S.A.:** First Strike, Reach

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Zombie Recruit 14428

Affiliation: Razig/Evil **Cost:** 43
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	4	4	3	2
Dis	4	4	3	2
DV	10	9	8	6
MD	10	9	8	6

S.A.: Mob, Tough/4, Undead

MAV	5	5	4	3

#MA 3

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Dark Maiden 14106

Affiliation: Razig/Neutral **Cost:** 224
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4	5	6
Mov	8	8	7	6	6	5	4
Dis	7	7	6	6	5	4	4
DV	14	13	13	11	10	8	7
MD	14	13	13	11	10	8	7

S.A.: 360, Beast, Fearsome, Improved Charge/4, Non-Corporeal, Summoned (Razig), Tough/4, Undead

MAV	8	8	7	6	6	5	4

#MA 5 **S.A.:** First Strike, Frenzy, Warmaster

CP	8	8	7	6	6	5	4

S.A.: Defensive Magic, Mage 3/8

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Karkarius DHL 2890

Affiliation: Razig/Evil **Cost:** 98
Rank: Unq Monster **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	7	6	6	5	4
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Amphibious, Beast, Berserker, Fearsome, Improved Charge/4, Tough/2

MAV	7	6	6	5	4

#MA 3 **S.A.:** Disable, First Strike, Frenzy, Warmaster

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ScuttleBones, Giant Crab 14501

Affiliation: Razig/Evil **Cost:** 101
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	6	5	5	4	4	3
DV	16	14	13	11	10	8
MD	14	13	11	10	8	7

S.A.: Beast, Deflect/3, Fearsome, Undead

MAV	8	7	6	6	5	4

#MA 2 **S.A.:** Disable

MOV	10	9	8	7	6	5

S.A.: Burrow

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Reptus

Army List Name: **Reptus Default**
Restrictions: Any Model of Reptus Affiliation
Models that change From Unique to Non-Unique:
- Chhaya, Sergeant
- Krungbeast, Monster

Army List Name: **Nagendra Sublist**
Restrictions: The following Models only:
- Po Wi-Set, Warlord
- Somchai, Unq. Captain
- Ssathuss, Unq. Sergeant
- Tasanee, Hero
- Ssudai, Unq. Mage
- Kulan, Unq. Rogue
- Coatl, Adept
- Nagendra Ranger, Adept
- Nagendra Venomspitter, Adept
- Nagendra Warrior, Adept
- Nakaraat, Unq. Monster
- Klahan, Unq. Solitaire

Models that change From Unique to Non-Unique:
- Somchai, Captain
- Ssathuss, Sergeant
- Kulan, Rogue

Models that change From Adept to Grunt:
- Nagendra Ranger, Grunt
- Nagendra Warrior, Grunt



Reptus (default) Faction Special Abilities

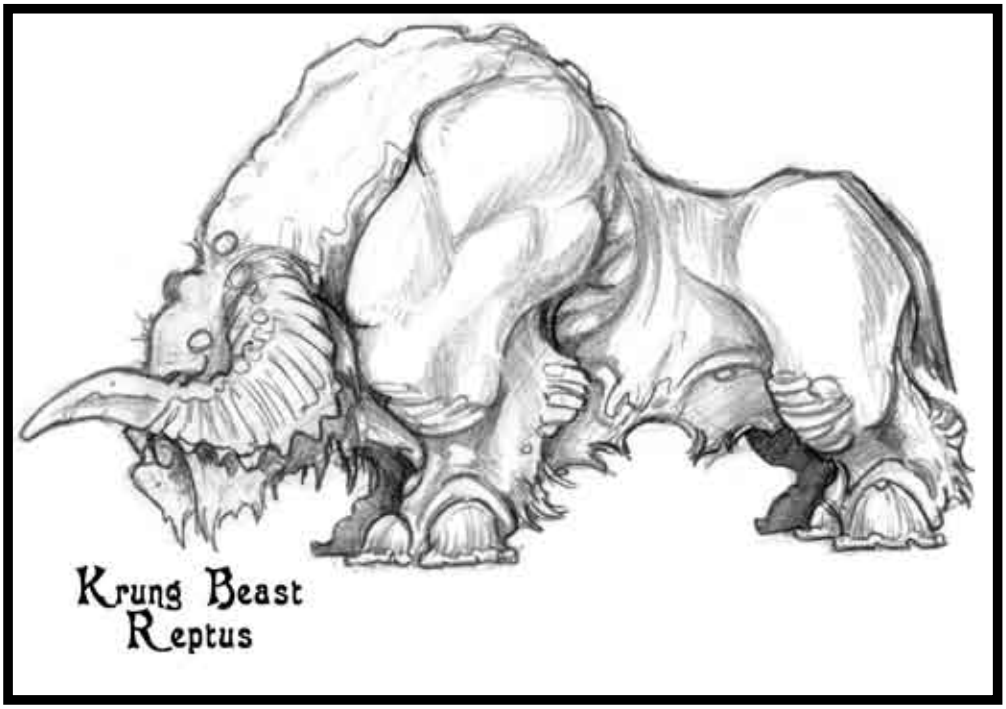
Aura of Jade Thorns
Any Model of the Reptus Affiliation may sacrifice a Non-Combat Action in order to gain a temporary +2 to its DV versus any Defensive Strikes from Enemy Models.

Jade Strike
Any Model of the Reptus Affiliation may re-roll 1 missed Defensive Strike per Activation.

Nagendra Sublist Faction Special Abilities

Fast Strike
Enemy Models do not gain the benefits of First Strike or Trencher when facing a Nagendra Sublist.

Dodge
All Models in the Nagendra Sublist gain Deflect/2.



Broodmaster, Dragon Rider

Affiliation: Reptus/Neutral **Cost:** 174
Rank: Warlord (3-12/2) **Base:** Gnt

Dmg	0	1	2	3	4	5
Mov	9	9	9	9	9	9
Dis	8	8	7	7	6	5
DV	15	14	12	11	9	8
MD	13	12	10	9	8	7

S.A.: 360, Amphibious, Fearless, Fearsome, Improved Charge/4, Mounted, Tactician, Tough/4

MAV	8	8	7	7	6	5
#MA	4	**S.A.:** First Strike, Shock, Warmaster				

MOV	11	11	10	10	10	9
S.A.: Flyer, Improved Charge/4						

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Khong-To 14092

Affiliation: Reptus/Neutral **Cost:** 152
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	5
Mov	5	5	5	4	4	3
Dis	9	8	7	6	5	5
DV	14	13	13	12	11	9
MD	14	13	11	10	8	7

S.A.: 360, Amphibious, Deflect/2, Fearless, Tactician, Tough/3

MAV	7	7	7	7	6	6
#MA	4	**S.A.:** First Strike, Frenzy, Reach, Warmaster				

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Po Wi-Set 14419

Affiliation: Reptus/Neutral **Cost:** 98
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	7	6	6	5	4
DV	10	9	8	7	6
MD	15	14	12	11	9

S.A.: Amphibious, Ranger, Spy, Tough/2

MAV	4	4	3	3	2
#MA	1	**S.A.:** Poison Strike			

CP	8	7	6	6	5
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/12					

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Somchai 14471

Affiliation: Reptus/Neutral **Cost:** 93
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4	5
Mov	8	7	6	6	5	4
Dis	6	5	5	4	4	3
DV	11	10	9	8	7	6
MD	11	10	9	8	7	6

S.A.: Amphibious

MAV	6	5	5	4	4	3
#MA	4	**S.A.:** Poison Strike, Warmaster				

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Uru, River Troll Chief 14044

Affiliation: Reptus/Neutral **Cost:** 101
Rank: Unq Captain (4-11/1) **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	7	6	6	5	4	4
Dis	9	8	7	6	5	5
DV	14	13	11	10	8	7
MD	14	13	11	10	8	7

S.A.: Amphibious, Fearless, Improved Charge/4, Outrider, Tough/2

MAV	7	6	6	5	4	4
#MA	4	**S.A.:** Reach, Warmaster				

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Chai Uut 14308

Affiliation: Reptus/Neutral **Cost:** 79
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Amphibious, Deflect/1, Fearless, Tough/2

MAV	6	5	5	4	4
#MA	4	**S.A.:** Warmaster			

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Chhaya, Sergeant 14454

Affiliation: Reptus/Neutral **Cost:** 34
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	5
DV	13	11	9
MD	12	11	10

S.A.: 360, Amphibious

MAV	6	5	4
#MA	2		

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Gam-Nan, Gaan-Hor Clan Elder 14442

Affiliation: Reptus/Neutral **Cost:** 82
Rank: Unq Sergeant (4-9/0) **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	7	6	6	5	4
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: 360, Amphibious

MAV	5	5	4	4	3
#MA	3	**S.A.:** Warmaster			

MOV	10	9	8	7	6
S.A.: Flyer					

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Ssathuss 14187

Affiliation: Reptus/Neutral **Cost:** 48
Rank: Unq Sergeant (4-9/1) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	10	9	7
MD	10	9	7

S.A.: 360, Amphibious, Raider/2, Ranger

MAV	6	5	4
#MA	3	**S.A.:** Poison Strike, Warmaster	

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Audt — 14222

Affiliation: Reptus/Neutral — **Cost:** 47
Rank: Sergeant (4-9/0) — **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	6	5	5	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: 360, Amphibious, Deflect/1, Tough/1

MAV	5	5	4	3
#MA	4			

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Nai-Khanon — 14235

Affiliation: Reptus/Neutral — **Cost:** 96
Rank: Unq Hero — **Base:** Std

Dmg	0	1	2	3	4
Mov	5	5	4	4	3
Dis	9	8	7	6	5
DV	14	13	11	10	8
MD	14	13	11	10	8

S.A.: 360, Amphibious, Deflect/1, Fearless, Improved Charge/3, Tough/2

MAV	6	5	5	4	4
#MA	4	**S.A.:** Frenzy, Warmaster			

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Ra'am — 14225

Affiliation: Reptus/Neutral — **Cost:** 59
Rank: Hero — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	10	9	8	6
MD	11	10	9	7

S.A.: 360, Amphibious, Deflect/1, Improved Charge/3, Tough/2

MAV	5	5	4	3
#MA	4	**S.A.:** Warmaster		

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Tasanee — 14503

Affiliation: Reptus/Neutral — **Cost:** 64
Rank: Hero — **Base:** Cav

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	6	5	5	4
DV	12	11	10	7
MD	11	10	9	7

S.A.: Amphibious, Improved Charge/3

MAV	6	5	5	4
#MA	3	**S.A.:** First Strike, Poison Strike, Warmaster		

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Uszkuluz Grayhide, Troll Shaman — 14455

Affiliation: Reptus/Neutral — **Cost:** 55
Rank: Unq Cleric — **Base:** Lrg

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	6	5	5	4
DV	13	12	10	8
MD	12	11	10	7

S.A.: Amphibious, Tough/2

MAV	5	5	4	3
#MA	2	**S.A.:** Reach		

CP	7	6	6	4
S.A.: Cleric 3/6				

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T'kay — 14096

Affiliation: Reptus/Neutral — **Cost:** 62
Rank: Cleric — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	4	4	3	2
DV	10	9	8	6
MD	13	12	10	8

S.A.: Amphibious, Deflect/1, Fearsome, Healer, Tough/1

MAV	5	5	4	3
#MA	2			

CP	6	5	5	4
S.A.: Cleric 2/8				

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Pakpao — 14490

Affiliation: Reptus/Neutral — **Cost:** 61
Rank: Unq Mage — **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	11	10	9	7
MD	13	12	10	8

S.A.: 360, Amphibious, Deflect/1, Tough/1

MAV	6	5	5	4
#MA	3			

CP	7	6	6	4
S.A.: Defensive Magic, Mage 2/8				

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Ssudai — 14188

Affiliation: Reptus/Neutral — **Cost:** 56
Rank: Unq Mage — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	4	4	3	2
DV	9	8	7	5
MD	12	11	10	7

S.A.: Amphibious, Ranger

MAV	4	4	3	2
#MA	1	**S.A.:** Poison Strike		

CP	6	5	5	4
S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/8				

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Kulan — 14443

Affiliation: Reptus/Neutral — **Cost:** 42
Rank: Unq Rogue — **Base:** Std

Dmg	0	1	2	3
Mov	8	7	6	5
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6

S.A.: 360, Amphibious, Ranger

MAV	5	5	4	3
#MA	2	**S.A.:** Backstab/3, Poison Strike		

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Brood of Payanak

Affiliation: Reptus/Neutral **Cost:** 88
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3	4
Mov	9	9	9	9	9
Dis	6	5	5	4	4
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: Amphibious, Fearless, Improved Charge/3, Mounted, Tough/2

MAV	7	7	6	6	5
#MA	3	**S.A.:** Shock, Warmaster			

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Clutchling Javeliners 14483

Affiliation: Reptus/Neutral **Cost:** 29
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7

S.A.: Amphibious, Band

MAV	4	3	3
#MA	1		

RAV	3	3	2
#RA	1	Rng(12) **S.A.:** Defensive Shot, Marksman/1	

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Cuoatl 14459

Affiliation: Reptus/Neutral **Cost:** 27
Rank: Adept **Base:** Std

Dmg	0	1
Mov	14	10
Dis	5	4
DV	8	6
MD	9	6

S.A.: 360, Band, Hover, Ranger

MAV	5	4
#MA	1	**S.A.:** Poison Strike

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Gaan-Hor Clan Warrior 14441

Affiliation: Reptus/Neutral **Cost:** 59
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	6	5	5	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: 360, Amphibious

MAV	5	5	4	3
#MA	3			

MOV	10	9	8	6
S.A.: Flyer				

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Nagendra Ranger 14423

Affiliation: Reptus/Neutral **Cost:** 43
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	6
MD	10	9	7

S.A.: 360, Amphibious, Raider/2, Ranger

MAV	5	4	4
#MA	3	**S.A.:** Poison Strike, Warmaster	

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Nagendra Venomspitter 14326

Affiliation: Reptus/Neutral **Cost:** 41
Rank: Adept **Base:** Cav

Dmg	0	1	2
Mov	8	7	6
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Amphibious, Raider/2

MAV	3	3	2
#MA	2	**S.A.:** Poison Strike	

RAV	4	3	3
#RA	1	Rng(18) **S.A.:** Defensive Shot, Marksman/1, Poison Shot	

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Nagendra Warrior 14498

Affiliation: Reptus/Neutral **Cost:** 36
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	10	9	7
MD	11	9	8

S.A.: 360, Amphibious, Improved Charge/4

MAV	5	4	4
#MA	3	**S.A.:** Poison Strike	

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Raptors 14475

Affiliation: Reptus/Neutral **Cost:** 44
Rank: Adept **Base:** Cav

Dmg	0	1	2
Mov	9	8	7
Dis	6	5	5
DV	10	9	8
MD	9	8	6

S.A.: Beast, Improved Charge/3

MAV	5	4	4
#MA	3	**S.A.:** Disable, Frenzy	

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River Troll 14008

Affiliation: Reptus/Neutral **Cost:** 70
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	6	5	5	4	4
DV	13	12	10	9	8
MD	12	11	10	8	7

S.A.: Amphibious, Beast, Improved Charge/4, Outrider, Tough/2

MAV	6	5	5	4	4
#MA	3	**S.A.:** Reach, Warmaster			

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Spikeshell Warriors

DHL 3272

Affiliation: Reptus/Neutral **Cost:** 33
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	5	4	4
DV	13	11	9
MD	11	9	8

S.A.: Amphibious, Band, Deflect/2, Tough/3

MAV	6	5	4

#MA 1 **S.A.:** Critical Strike/2

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Reptus Archer

14393

Affiliation: Reptus/Neutral **Cost:** 37
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	12	10	8

S.A.: Amphibious

MAV	2	2	1

#MA 1

RAV	4	3	3

#RA 1 Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1

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Reptus Clutchling

14362

Affiliation: Reptus/Neutral **Cost:** 30
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	4	3	3
DV	9	8	6
MD	10	9	7

S.A.: Amphibious

MAV	5	4	4

#MA 2 **S.A.:** First Strike, Reach

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Reptus Longstriker

14403

Affiliation: Reptus/Neutral **Cost:** 48
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	11	10	9	7
MD	12	11	10	7

S.A.: 360, Amphibious, Deflect/1

MAV	6	5	5	4

#MA 3 **S.A.:** First Strike, Reach

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Reptus Skull Breaker

14351

Affiliation: Reptus/Neutral **Cost:** 47
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	11	10	9	7
MD	12	11	10	7

S.A.: 360, Amphibious, Deflect/1

MAV	7	6	6	4

#MA 3

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Reptus Warrior

14343

Affiliation: Reptus/Neutral **Cost:** 44
Rank: Grunt **Base:** Std

Dmg	0	1	2	3
Mov	5	5	4	3
Dis	5	5	4	3
DV	12	11	10	7
MD	12	11	10	7

S.A.: 360, Amphibious, Deflect/1, Tough/1

MAV	5	5	4	3

#MA 3

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Dragon Turtle

14493

Affiliation: Reptus/Neutral **Cost:** 144
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5	6
Mov	8	8	8	7	7	6	5
Dis	6	6	5	5	4	4	3
DV	15	14	14	12	11	9	8
MD	12	11	11	10	8	7	6

S.A.: Amphibious, Beast, Deflect/3, Fearless, Fearsome, Tough/4

MAV	8	8	8	7	7	6	5

#MA 4 **S.A.:** Warmaster

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Krungbeast

14139

Affiliation: Reptus/Neutral **Cost:** 100
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4
Mov	8	7	6	6	5
Dis	4	4	3	3	2
DV	13	12	10	9	8
MD	12	11	10	8	7

S.A.: Amphibious, Beast, Fearsome, Improved Charge/4, Tough/3

MAV	8	7	6	6	5

#MA 4 **S.A.:** First Strike, Warmaster

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Nakaraat, Hydra

14445

Affiliation: Reptus/Neutral **Cost:** 318
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5	6	7
Mov	8	8	8	7	7	6	5	5
Dis	9	9	9	8	8	7	6	5
DV	15	15	15	14	14	13	12	11
MD	16	16	15	14	14	12	10	10

S.A.: 360, Amphibious, Beast, Deflect/2, Fearless, Fearsome, Improved Charge/4, Tough/6

MAV	9	9	9	9	9	9	9	9

#MA 5 **S.A.:** First Strike, Frenzy, Poison Strike, Reach, Warmaster

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Klahan				**14480**
Affiliation: Reptus/Neutral				**Cost:** 88
Rank: Unq Solitaire				**Base:** Cav

Dmg	**0**	**1**	**2**	**3**
Mov	8	7	6	5
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6
S.A.: Amphibious, Champion, Ranger				

MAV	5	5	4	3
#MA	2	**S.A.:** Poison Strike		

RAV	6	5	5	4
#RA	1	Rng(24) **S.A.:** Critical Shot/3, Defensive Shot, Marksman/1, Poison Shot		

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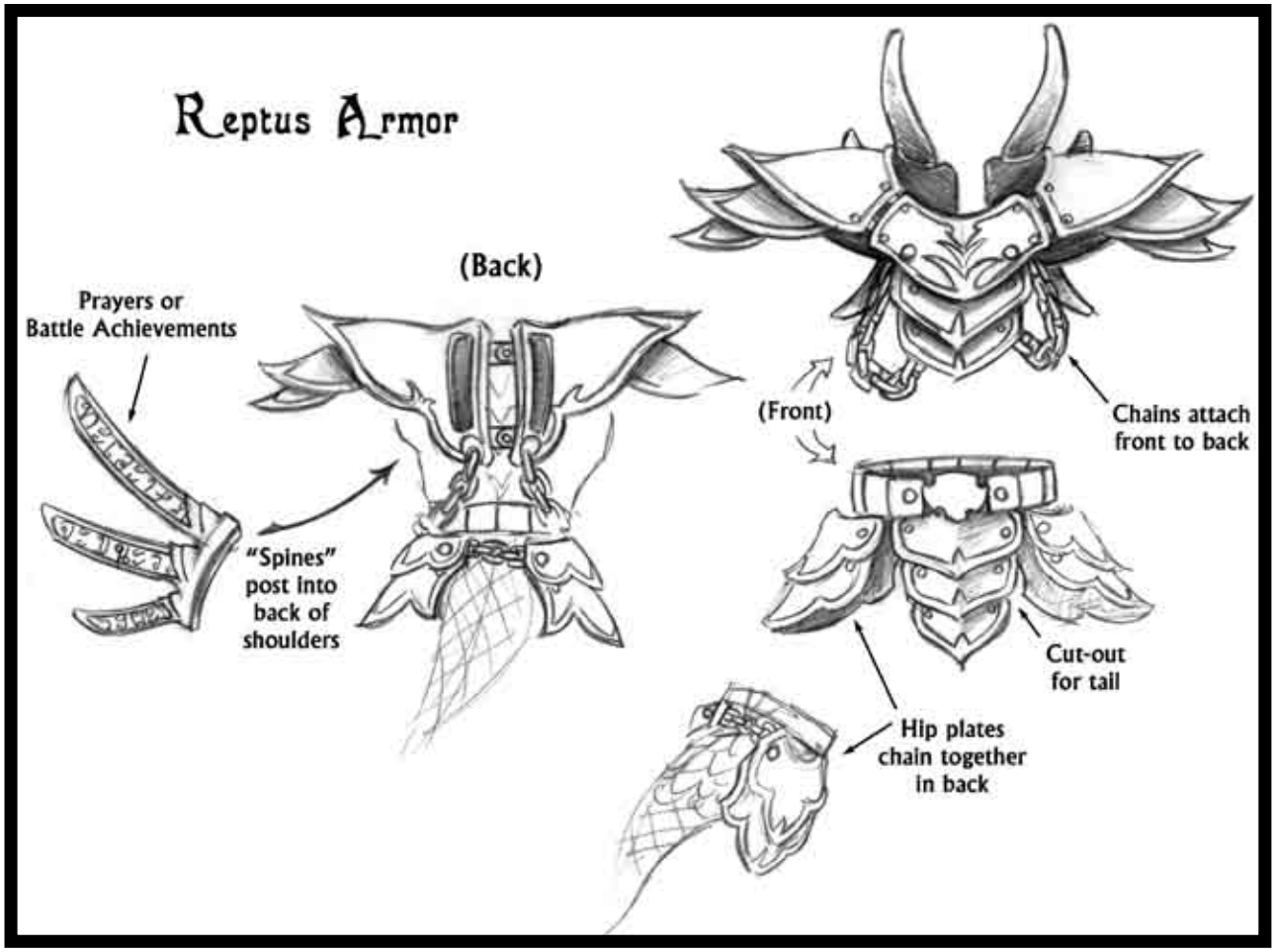



Reven

Army List Name: **Reven Default**
Restrictions: Any Model of Reven Affiliation
Models that change From Unique to Non-Unique:
- Nhoolyan, Monster

Army List Name: **Tomukh (Bull Orc) Sublist**
Restrictions: The following Models only:
- Varaug, Warlord
- Gurm, Ogre, Unq. Captain
- Narg, Captain
- Kharg, Sergeant
- Urga, Sergeant
- Gaaguk, Unq. Hero
- Traeg, Unq. Hero
- Ombur, Cleric
- Yagun Oog, Unq. Mage
- Ogre Warrior, Adept
- Bull Orc Berserker, Adept
- Bull Orc Archer, Grunt
- Bull Orc Hunter, Grunt
- Bull Orc Fighter, Grunt
- Beastman Woodcutter, Grunt
- Nhoolyan, Monster
- Lurgh, Unq. Solitaire

Models that change From Unique to Non-Unique:
- Nhoolyan, Monster

Models that change From Adept to Grunt:
- Bull Orc Archer, Grunt
- Bull Orc Hunter, Grunt
- Bull Orc Fighter, Grunt

Army List Name: **Noghra (Goblin) Sublist**
Restrictions: The following Models only:
- Gronkelfibbets and Mazak
- Ogg, Sergeant
- Neek, Sergeant
- Gonda, Cleric
- Lunk, Mage
- Skralla, Unq. Rogue
- Harpy, Adept
- Goblin Ranger, Adept
- Goblin Beastrider, Adept
- Goblin Worm Bait, Adept
- Goblin Line Smashers, Adept
- Goblin Flingers, Adept
- Goblin Skeeter, Grunt
- Goblin Warrior, Grunt
- Hill Giant, Monster

Models that change From Unique to Non-Unique:
- Ogg, Sergeant
- Hill Giant, Monster

Models that change From Adept to Grunt:
- Goblin Beastrider, Grunt

Reven (default) Faction Special Abilities

Horde
All Leader Models without Mob/# gain Mob/2. Leader models with Mob may add 2 to their existing Mob capacity. Additionally, all Grunt Models gain the Mob SA.

Mob Mentality
Whenever a Model with the Mob SA must make a Dis check for making B2B contact with an enemy Model, it receives +1 to this roll for every friendly Model that is also in B2B contact with the target Model. Additionally, it receives a +1 bonus to this check for every friendly Model making a Charge Action against the same target Model this Action Phase.

Trolls
River Trolls (normally Reptus only) are known to fight alongside the Reven, since in many ways they share the same vision. River Trolls (but not Uru or Uszkuluz Grayhide) may be fielded in a Reven Fighting Company.

Steppe Born
All Reven Models gain the Ridge Runner SA.

Tenacious
Any Model of the Reven Affiliation may re-roll one missed Tough check.

Tomukh (Bull Orc) Sublist Faction Special Abilities

Warcry
All Leader Models gain the Innate Spell/4 (Warcry) SA.

Enraged
For each Activation, a single Model from a Bull Orc Troop may choose to become Enraged. An Enraged Model may suffer a -2 penalty to its DV for each +1 bonus it wishes to gain to its MAV. A Model may not lower its DV below one. This temporary bonus and penalty go away at the conclusion of all Defensive Strikes. Enraged may be used in combination with other Melee SAs like First Strike and Frenzy.



Noghra (Goblin) Sublist Facton Special Abilities

Goblin Horde
All Leader Models without Mob/# gain Mob/5. Leader models with Mob may add 5 to their existing Mob capacity. All Grunt Models gain the Mob SA. Additionally, Support Bonuses are capped at +5 instead of +3.

Mob Mentality
Whenever a Model with the Mob SA must make a Dis check for making B2B contact with an enemy Model, it receives +1 to this roll for every friendly Model that is also in B2B contact with the target Model. Additionally, it receives a +1 bonus to this check for every friendly Model making a Charge Action against the same target Model this Action Phase.

No Command Structure
An all Goblin list ignores the "Chain of Command" rules, and therefore does not require Captains or a Warlord (even for large games that normally require a Warlord).

You be Leader, no YOU be Leader
Any Soldier Model may become a Leader and gain Troop Capacity "4-8/0" when leading a Troop with at least 3 other Models that also use its own original Data Card. The Leader Goblin Model should be marked in some way to distinguish it from the other Goblins. The Leader Model cannot take equipment restricted to Leader models.

Hey! We Come Too!
All Leader Models (including Soldiers that are now made Leaders) gain "/1" to their Troop value, thus allowing them to take one Elite Model. Leader Models that could already take Elites gain no further benefit.

Goblin Clans
The following models can be fielded only in a Noghra Sublist:

Goblin Worm Bait, Adept
Goblin Line Smashers, Adept
Goblin Flingers, Adept



Gronkelfibbets and Mazak — 14396

Affiliation: Reven/Evil **Cost:** 137
Rank: Warlord (3-12/2) **Base:** Lrg

Dmg	0	1	2	3	4
Mov	8	8	7	7	6
Dis	9	8	7	6	5
DV	14	13	13	12	11
MD	15	15	14	14	13

S.A.: Fearless, Improved Charge/3, Mounted, Ridge-Runner, Tough/3

MAV	7	7	6	6	5
#MA	3	**S.A.:** Reach, Warmaster			

CP	8	7	6	6	5

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/10

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Kiakara, Orc Warlord — 14195

Affiliation: Reven/Neutral **Cost:** 105
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	12	11	10	8	7
MD	14	13	13	12	11

S.A.: Fearsome, Healer, Mob Leader/5, Spy, Tactician, Tough/3

MAV	6	5	5	4	4
#MA	2	**S.A.:** Warmaster			

CP	7	7	6	6	5

S.A.: Cleric 2/8

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Varaug, Bull Orc Warlord — 14063

Affiliation: Reven/Neutral **Cost:** 142
Rank: Warlord (3-12/2) **Base:** Std

Dmg	0	1	2	3	4	5
Mov	6	6	5	5	5	4
Dis	9	9	8	8	7	6
DV	13	12	12	11	10	8
MD	13	12	12	11	10	8

S.A.: Fearless, Improved Charge/4, Spy, Tactician, Tough/4

MAV	7	7	6	6	6	5
#MA	4	**S.A.:** Frenzy, Warmaster				

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Dantral, Half-Orc Captain — 14270

Affiliation: Reven/Neutral **Cost:** 36
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	8	7	6
DV	10	9	7
MD	11	9	8

S.A.: Improved Charge/4, Mob Leader/4, Tough/3

MAV	4	3	3
#MA	3		

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Gronk Spliteye, Bugbear Captain — DHL 3101

Affiliation: Reven/Neutral **Cost:** 67
Rank: Unq Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3
Mov	6	6	5	5
Dis	7	7	6	5
DV	12	11	10	9
MD	12	11	10	9

S.A.: Fearless, Raider/2, Tough/2

MAV	7	7	6	5
#MA	3	**S.A.:** Warmaster		

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Gurm, Ogre Captain — 14054

Affiliation: Reven/Neutral **Cost:** 82
Rank: Unq Captain (4-11/1) **Base:** Lrg

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	6	5	5	4	4
DV	14	13	11	10	8
MD	14	13	11	10	8

S.A.: Tough/2

MAV	8	7	6	6	5
#MA	3	**S.A.:** Reach, Warmaster			

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Nor'Okk, Ettin — DHL 3137

Affiliation: Reven/Evil **Cost:** 131
Rank: Unq Captain (4-11/1) **Base:** Lrg

Dmg	0	1	2	3	4	5
Mov	7	7	6	6	6	5
Dis	7	7	6	6	6	5
DV	14	13	13	12	11	9
MD	13	12	12	11	10	8

S.A.: Beast, Fearless, Raider/2, Tough/3

MAV	7	7	6	6	6	5
#MA	4	**S.A.:** Frenzy, Warmaster				

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Kak'Urg, Orc Captain — 14194

Affiliation: Reven/Neutral **Cost:** 34
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2
Mov	5	4	4
Dis	8	7	6
DV	11	9	8
MD	11	9	8

S.A.: Deflect/1, Mob Leader/6, Tough/2

MAV	5	4	4
#MA	2		

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Narg, Bull Orc Captain — 14049

Affiliation: Reven/Neutral **Cost:** 78
Rank: Captain (4-11/1) **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	9	8	7	6	5
DV	11	10	9	8	7
MD	12	11	10	8	7

S.A.: Fearless, Improved Charge/4, Tough/3

MAV	6	5	5	4	4
#MA	3	**S.A.:** Frenzy, Warmaster			

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Ogg, Beastrider — 14210

Affiliation: Reven/Evil — **Cost:** 48
Rank: Unq Sergeant (4-9/0) — **Base:** Cav

Dmg	0	1	2	3
Mov	11	11	11	11
Dis	8	7	6	5
DV	11	10	9	7
MD	11	10	9	7

S.A.: Improved Charge/4, Mounted, Ridge-Runner

MAV	5	5	4	3
#MA	3			

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Gakalath, Orc Sergeant — 14197

Affiliation: Reven/Neutral — **Cost:** 21
Rank: Sergeant (4-9/0) — **Base:** Std

Dmg	0	1
Mov	5	4
Dis	4	3
DV	10	7
MD	10	7

S.A.: Mob Leader/4, Tough/2

MAV	3	2
#MA	1	

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Kharg, Bull Orc Sergeant — 14061

Affiliation: Reven/Neutral — **Cost:** 39
Rank: Sergeant (4-9/0) — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6

S.A.: Improved Charge/3, Tough/2

MAV	6	5	5	4
#MA	2			

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Neek, Goblin — 14095

Affiliation: Reven/Evil — **Cost:** 24
Rank: Sergeant (4-9/0) — **Base:** Std

Dmg	0	1
Mov	6	4
Dis	5	4
DV	9	6
MD	9	6

S.A.: Mob Leader/9

MAV	3	2
#MA	3	

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Urga, Beastman Sergeant — 14118

Affiliation: Reven/Neutral — **Cost:** 29
Rank: Sergeant (4-9/1) — **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	9	8	6
MD	10	9	7

S.A.: Tough/1

MAV	6	5	4
#MA	2		

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Bloodmane, Gnoll Champion — DHL 3214

Affiliation: Reven/Evil — **Cost:** 57
Rank: Unq Hero — **Base:** Std

Dmg	0	1	2	3
Mov	7	6	6	4
Dis	5	5	4	3
DV	11	10	9	7
MD	11	10	9	7

S.A.: Deflect/1, Fearless, Raider/2, Ranger, Tough/2

MAV	5	5	4	3
#MA	3	**S.A.:** Backstab/2, Smite (Good)/2, Warmaster		

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Gaaguk, Bull Orc Hero — 14201

Affiliation: Reven/Neutral — **Cost:** 90
Rank: Unq Hero — **Base:** Std

Dmg	0	1	2	3	4
Mov	6	5	5	4	4
Dis	8	7	6	6	5
DV	11	10	9	8	7
MD	11	10	9	8	7

S.A.: Fearless, Improved Charge/4, Tough/2

MAV	6	5	5	4	4
#MA	4	**S.A.:** Frenzy, Warmaster			

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Korgug, Bugbear Bully — DHL 3245

Affiliation: Reven/Neutral — **Cost:** 76
Rank: Unq Hero — **Base:** Std

Dmg	0	1	2	3	4
Mov	6	6	5	5	5
Dis	6	6	5	5	5
DV	12	11	11	10	9
MD	12	11	11	10	9

S.A.: Beast, Deflect/1, Fearsome, Outrider, Raider/2, Tough/3

MAV	8	7	6	6	5
#MA	2	**S.A.:** Critical Strike/2, Warmaster			

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Traeg, Beastman Hero — 14207

Affiliation: Reven/Neutral — **Cost:** 57
Rank: Unq Hero — **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	12	11	10	7

S.A.: Deflect/1, Fearless, Tough/2

MAV	6	5	5	4
#MA	3	**S.A.:** Warmaster		

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Gonda, Goblin Cleric

14206

Affiliation: Reven/Evil **Cost:** 29
Rank: Cleric **Base:** Std

Dmg	0	1
Mov	6	4
Dis	4	3
DV	7	5
MD	12	8

S.A.: Healer, Mob

MAV	2	1
#MA	1	

CP	5	4

S.A.: Cleric 2/4

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Ombur, Bull Orc Cleric

14079

Affiliation: Reven/Neutral **Cost:** 61
Rank: Cleric **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	7	6	6	4
DV	11	10	9	7
MD	14	13	11	8

S.A.: Fearsome, Healer, Tough/2

MAV	4	4	3	2
#MA	2			

CP	5	5	4	3

S.A.: Cleric 2/8

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Yagun Oog, Ogre Mage

14132

Affiliation: Reven/Evil **Cost:** 81
Rank: Unq Mage **Base:** Lrg

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	4	4	3	3	2
DV	12	11	10	8	7
MD	13	12	10	9	8

S.A.: Ronin, Tough/2

MAV	4	4	3	3	2
#MA	2				

CP	6	5	5	4	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 3/10

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Lunk, Goblin Mage

14123

Affiliation: Reven/Evil **Cost:** 25
Rank: Mage **Base:** Std

Dmg	0	1
Mov	6	4
Dis	5	4
DV	7	5
MD	12	8

S.A.:

MAV	1	1
#MA	1	

CP	5	4

S.A.: Defensive Magic, Innate Spell (Bolt), Mage 2/8

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Skralla, Goblin Rogue

14178

Affiliation: Reven/Evil **Cost:** 26
Rank: Unq Rogue **Base:** Std

Dmg	0	1
Mov	6	4
Dis	5	4
DV	9	6
MD	9	6

S.A.:

MAV	4	3
#MA	2	**S.A.:** Backstab/3

RAV	4	3
#RA	1	Rng(12) **S.A.:** Slow Fire

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Gankorak, Orc Rogue

14198

Affiliation: Reven/Neutral **Cost:** 35
Rank: Rogue **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	6	5	4
DV	10	9	7
MD	11	9	8

S.A.: Tough/1

MAV	5	4	4
#MA	3	**S.A.:** Backstab/3	

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Bugbear Warrior

DHL 2818

Affiliation: Reven/Neutral **Cost:** 53
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	6	5	5
Dis	5	5	4	4
DV	11	10	9	8
MD	11	10	9	8

S.A.: Beast, Deflect/1, Raider/2, Tough/2

MAV	7	6	6	4
#MA	2	**S.A.:** Warmaster		

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Bull Orc Archer

14424

Affiliation: Reven/Neutral **Cost:** 54
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	10	9	8	6
MD	10	9	8	6

S.A.: Tough/1

MAV	4	4	3	2
#MA	1			

RAV	5	5	4	3
#RA	1	Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1		

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Bull Orc Berzerker

14404

Affiliation: Reven/Neutral **Cost:** 64
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	9	8	7	5
MD	10	9	8	6

S.A.: Berserker, Improved Charge/4, Tough/2

MAV	6	5	5	4
#MA	3	**S.A.:** Frenzy, Warmaster		

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Bull Orc Fighter 14347

Affiliation: Reven/Neutral **Cost:** 38
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	10	9	8	6
MD	10	9	8	6

S.A.: Deflect/1, Improved Charge/3, Tough/1

MAV	6	5	5	4
#MA	2			

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Bull Orc Hunter 14426

Affiliation: Reven/Neutral **Cost:** 41
Rank: Adept **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	5	5	4	3
DV	9	8	7	5
MD	10	9	8	6

S.A.: Improved Charge/3, Tough/1

MAV	7	6	6	4
#MA	2	**S.A.:** First Strike, Reach		

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Gnoll Archer DHL 3190

Affiliation: Reven/Evil **Cost:** 54
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	7	6	5
Dis	5	4	4
DV	10	9	7
MD	10	9	7

S.A.: Band, Raider/2, Ranger, Tough/1

MAV	4	3	3
#MA	2		

RAV	6	5	4
#RA	1	Rng(24) **S.A.:** Poison Shot	

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Goblin Beastrider 14189

Affiliation: Reven/Evil **Cost:** 48
Rank: Adept **Base:** Cav

Dmg	0	1	2	3
Mov	11	11	11	11
Dis	6	5	5	4
DV	10	9	8	6
MD	10	9	8	6

S.A.: Improved Charge/4, Mounted, Raider/2, Ridge-Runner

MAV	5	5	4	3
#MA	3			

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Goblin Flingers 14373

Affiliation: Noghra Only/Evil **Cost:** 12
Rank: Adept **Base:** Std

Dmg	0
Mov	6
Dis	3
DV	6
MD	6

S.A.:

MAV	2
#MA	1

RAV	2
#RA	1 Rng(18) **S.A.:** Marksman/1

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Goblin Line Smashers 14429

Affiliation: Noghra Only/Evil **Cost:** 16
Rank: Adept **Base:** Std

Dmg	0
Mov	6
Dis	3
DV	5
MD	5

S.A.: Berserker, Deflect/2, Improved Charge/4, Tough/1

MAV	4
#MA	1 **S.A.:** Frenzy

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Goblin Ranger 14394

Affiliation: Reven/Evil **Cost:** 19
Rank: Adept **Base:** Std

Dmg	0	1
Mov	6	4
Dis	5	4
DV	8	6
MD	8	6

S.A.: Band, Improved Charge/3, Ranger, Ridge-Runner

MAV	4	3
#MA	2	

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Goblin Worm Bait 14394

Affiliation: Noghra Only/Evil **Cost:** 21
Rank: Adept **Base:** Std

Dmg	0
Mov	6
Dis	5
DV	8
MD	8

S.A.: Ranger

MAV	3
#MA	2

MOV	6
S.A.:	Burrow

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Harpy 14216

Affiliation: Reven/Evil **Cost:** 41
Rank: Adept **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Band, Ranger

MAV	3	3	2
#MA	3		

MOV	10	9	7
S.A.:	Flyer		

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Ogre Warrior 14038

Affiliation: Reven/Neutral **Cost:** 57
Rank: Adept **Base:** Lrg

Dmg	0	1	2	3	4
Mov	7	6	6	5	4
Dis	5	5	4	4	3
DV	13	12	10	9	8
MD	13	12	10	9	8

S.A.: Outrider, Tough/2

MAV	6	5	5	4	4

#MA 3 **S.A.:** Reach

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Beastman Woodcutter 14361

Affiliation: Reven/Neutral **Cost:** 29
Rank: Grunt **Base:** Std

Dmg	0	1	2
Mov	6	5	4
Dis	5	4	4
DV	9	8	6
MD	10	9	7

S.A.: Tough/1

MAV	6	5	4

#MA 2

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Goblin Skeeter 14373

Affiliation: Reven/Evil **Cost:** 22
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	6	4
Dis	5	3
DV	7	4
MD	9	6

S.A.: Mob

MAV	2	1

#MA 1

RAV	3	2

#RA 1 Rng(24) **S.A.:** Defensive Shot, Indirect Shot, Marksman/1

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Goblin Warrior 14429

Affiliation: Reven/Evil **Cost:** 12
Rank: Grunt **Base:** Std

Dmg	0
Mov	6
Dis	3
DV	9
MD	8

S.A.: Deflect/1

MAV	3

#MA 1

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Orc Spearman 14369

Affiliation: Reven/Neutral **Cost:** 18
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	5	4
Dis	4	3
DV	8	6
MD	9	6

S.A.:

MAV	5	4

#MA 1 **S.A.:** First Strike, Reach

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Orc Warrior 14384

Affiliation: Reven/Neutral **Cost:** 18
Rank: Grunt **Base:** Std

Dmg	0	1
Mov	5	4
Dis	4	3
DV	10	7
MD	9	6

S.A.: Deflect/1

MAV	5	4

#MA 1

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Hill Giant 14205

Affiliation: Reven/Neutral **Cost:** 228
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5	6	7
Mov	7	7	7	6	6	5	5	4
Dis	9	9	9	8	8	7	6	5
DV	15	15	14	14	13	11	10	9
MD	15	15	14	14	13	11	10	9

S.A.: Beast, Fearsome, Improved Charge/4, Tough/5

MAV	10	10	10	9	9	8	7	6

#MA 4 **S.A.:** First Strike, Frenzy, Warmaster

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Nhoolyan, Plains Hunter 14221

Affiliation: Reven/Neutral **Cost:** 99
Rank: Unq Monster **Base:** Gnt

Dmg	0	1	2	3	4	5
Mov	10	9	8	7	6	5
Dis	8	7	6	6	5	4
DV	14	13	11	10	8	7
MD	14	13	11	10	8	7

S.A.: Beast, Improved Charge/4, Tough/3

MAV	6	5	5	4	4	3

#MA 4 **S.A.:** First Strike, Warmaster

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Greka, Orc Shaman 14196

Affiliation: Reven/Evil **Cost:** 65
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	8	7	6	5
DV	9	8	7	5
MD	14	13	11	8

S.A.: Champion, Fearsome, Healer

MAV	3	3	2	2

#MA 1

CP	7	7	6	5

S.A.: Defensive Magic, Mage 3/6, Cleric 2/8

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Lurgh, Half-Orc Assassin

14043

Affiliation: Reven/Neutral **Cost:** 74
Rank: Unq Solitaire **Base:** Std

Dmg	0	1	2	3
Mov	6	5	5	4
Dis	9	8	7	5
DV	12	11	10	7
MD	12	11	10	7

S.A.: Champion, Fearless, Tough/2

MAV	5	5	4	3

#MA 3 **S.A.:** Backstab/3, Warmaster

RAV	3	3	2	2

#RA 1 Rng(12) **S.A.:** Critical Shot/2, Defensive Shot, Marksman/1, Poison Shot, Sniper

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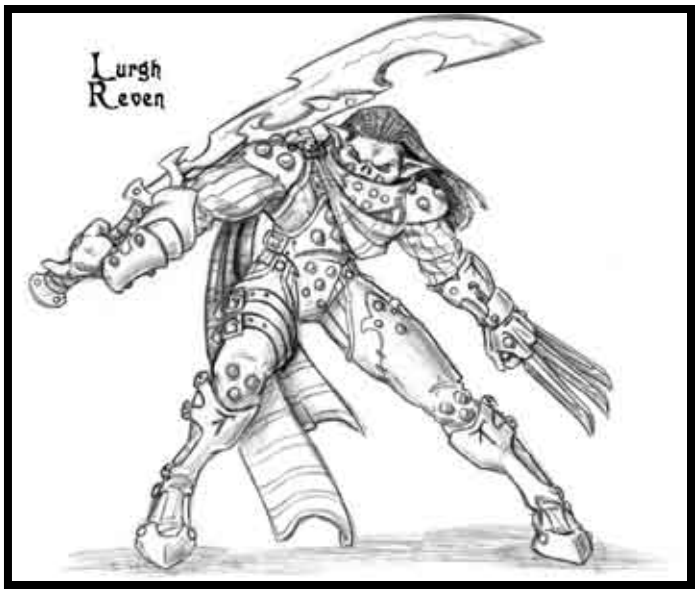







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