



THE TURN: — ACTIVATE

PAY MANA

CHOOSE ACTION

ACTIONS

MOVE

Move the unit up to its MV stat. Fly (x) may be used for moving. A move action may be split in multiple sections, so a MV 10 may move *e.g. first 3 in one direction then another 3 in a different direction and so forth.*

DASH

Just like the move action but add +5 to the MV stat. When the dash is over gain one stress.

CHARGE

Move in one straight line towards the target MV + D10, if this total is enough to reach base to base contact with the target the charge is succesful. Both gain one stress. Combat then ensues.

If the charge fails the charging unit moves its MV in a straight line towards the target.

SHOOT

Choose target within range and line of sight. Attack as normal against TH, Hits are saved on succesful AR saves. Then Target takes CP test.

Light cover: +1 TH

Hard cover: +1 TH and +1 AR

REST

Remove half of stress (rounded up).
Gol Hakmon may not take this action!

HEAL

Heal self or friendly unit within 2 inches. Restore 2 health points (HP).

Then remove 2 single conditions of own choice (Blaze, Bleed, Frostbite, Poison or stunned).

INTERACT

Interact with tokens and terrain on the battlefield.

CARD ACTIONS

There are five actions on the unit cards.



Can be used in melee combat.



Can be used as ranged attack.



Can be used as action instead of normal actions.



Static actions are always active.



Can be used to cast 1 spell.



CONDITIONS

BLAZE

Blaze is a persistent ability which only disappears when removed by either an ability, spell or by taking the heal action as explained later.

At the start of every round a unit inflicted with Blaze takes 2 damage which cannot be saved by armour or reduced by any ability. A unit can only ever have one blaze condition at a time.

BLEED

A unit may have up to 3 bleed at any one time.

At the start of a round in which a unit has one or more bleed they lose the amount of health equal to the number of bleed they have.

When taking the heal action a unit can remove up to 2 bleed.

FROSTBITE

A unit may only ever have one frostbite condition at a time. When a unit has Frostbite their TH is reduced by 1 and must pay one extra mana of the player's choice to activate while having Frostbite. Frostbite disappears after the end of the current round but can be removed during the round by use of the heal action.

POISON

A unit may have an endless amount of poison at any one time.

If a unit has Poison, they suffer 1 damage whenever the unit is activated. This damage may not be saved by armour or reduced.

When the unit has suffered damage because of this, 1 poison is removed from the unit.

Poison may also be removed by the heal action. up to 2 poison can be removed per heal action.

STUNNED

When a unit inflicted with stunned activates, they must take the rest action. When during so the Stunned action is removed.

If a stunned unit is charged or gains stunned during a combat before they have made any attacks they half their attacks (AT) rounded up.

Also if a stunned unit is forced to retreat because of losing a combat they move 1 inch away from the enemy and automatically gain one stress.

The stunned action can also be removed by the heal action.



COMMON

Abilities

CRIPPLING BLOW

When this unit charges an enemy unit, the enemy unit gains -1 MV until the end of the round. This rule stacks to a minimum of 2 MV.

FEAR (X)

Enemy units engaged with or retreating from this model gains a negative modifier to their composure roll equal to X.

FLY (X)

This unit can move X inches and may move over other units and terrain without penalty, but must move all the way through. Fly cannot be used to charge.

HAIL OF FIRE (X)

If this unit has not moved during the round, any shooting attack it makes add +X AT.

IRON WILL

This unit does not gain stress when making a charge. Additionally, they may reroll any failed composure test.

IMMUNITY ()

This unit is immune to the condition, damage type or token effects in ().

MAGICAL ATTUNEMENT ()

This unit can cast magic of one of the four lores of magic. Which lore the mage can choose from is listed in ().

OVERRUN

When this unit wins a combat it may immediately after the enemy retreats move 3 inches.

REGENERATION (X)

Once per round when activating this unit, it may regain X HP.

SCOUT

When activating before taking any action move this unit up to 2 inches any direction.

TIGHT GRIP

Any enemy Unit that activates within 3 inches of this unit, start their turn with -2 movement.

VANGUARD

After both players have deployed, this unit may be deployed anywhere on the battlefield at least 9 inches from any enemy units.



GOL HAKMON

Abilities

ANCIENT WISDOM

This Model may spend up to 6 points on Feats.

AVATAR OF THE ANCIENTS

This unit may reroll all failed hits. Also, this unit makes +2 attacks when fighting General or Deity.

EARTHBIND AURA

All enemy units activating within 3 inches of this unit move at half speed rounded down.

EARTHSHAKING STOMP

Before finding the winner of the combat, after both units have struck blows. This unit may make one more attack with the following profile:

2
AT

2
RD

**SPECIAL RULES:
IF ANY UNSAVED HITS, ENEMY
UNIT GAINS STUNNED.**

GUARDIAN OF THE RIFTS

When activating, if this unit is in base contact with a Mana Token, it may collect 2 mana and destroy the Mana Token.

PRIMORDIAL FURY

This unit's attack value increases with +1 per round.

PRIMORDIAL STRENGTH

Every attack this unit hits with gives 2 damage instead of 1.

SACRED GUARDIAN

For each friendly unit within 8 inches of this unit. This unit gains +1 TH.

SEISMIC SLAM

When moving within 2 inches of any enemy units, if any of these units are not a Deity, these units may be pushed 2 inches any direction.

SPECTRAL SHIELD

If this unit has activated during the round, itself and all friendly unit's with 6 inches gains +1AR.

SPIRITUAL ASCENSION

When this Unit is destroyed, it stays in play and can act as normal until the end of the round. First then is it removed. The unit cannot be healed when it is in this state and cannot gain or be affected by conditions.

TITANIC PRESENCE

Enemy units within 8 inches of this unit gains a -2 modifier to their composure roll. Also, All friendly units within 10 gain +1 CP to any composure roll.



HEARTH MAGES

Abilities

AETHERIC SHROUD

All friendly units within 10 inches have +2 TH.

ASHBLIND

This unit gains +1 TH against ranged Attacks, +2 TH if attack is beyond 12 inches.

CHRONOMANCY

This unit ends the turn on spending the 3rd mana instead of the 2nd. Also, it may spend a 6th mana during any turn.

FRACTURED MIND

This unit may spend HP instead of mana to cast magic.

LIFE LEECH ()

When this unit makes any damage to an enemy it heals () HP itself.

LUNACY

This Unit does not get any negative modifiers when stressed, but still loses health as normal.

MAGICAL SUMMONING ()

once per game this unit may summon () within 10 inches of itself.

MYSTIC REJUVENATION

This unit may take the heal action within 5 inches instead of 2 and heal +1 health.

SOUL HARVEST

When this unit destroys an enemy unit, gain 1 mana.

SPECTRAL PROJECTION

This unit may cast spells or make ranged attacks through another friendly unit within 8 inches as it was them who cast the spell or shot.

VEINS OF FIRE (X)

Enemy units that inflict wounds on this unit in melee automatically suffer X wounds which can be saved.

VOID PHASING

Once per round, place this unit within 10 inches of itself.

WITHERING

All terrain within 12 inches of this unit is treated as dangerous terrain for all enemy units only.



HIGHBORN ALVANIANS

Abilities

ARCANE PRECISION

This unit may reroll one failed hit when fighting melee and up to two failed hits when shooting.

CRYSTALLINE ARMOUR

When this unit is affected by any spell, roll a D10 on a 6+ ignore the effect for this unit.

ENCHANTED VEIL

All friendly units within 12 inches of this unit gains +1 to their Threshold.

EVASIVE MANOEUVRES

When this unit is charged, it may before the charge roll is made, move 2 inches in any direction.

GRACE OF THE MOON WEAVER

When this unit has moved this turn it has +1 TH and +1 AR til the end of the turn.

GUARDIAN ANGEL

Once per round, this unit can intercept an attack directed at a friendly unit within 6 inches, taking the damage instead. This damage may be saved.

LAST LIGHT OF KAETH THALOR

When this unit is at half HP or less, it has +1 to hit rolls and all hits give 2 damage each.

MANA-BOUND BLADES

This unit gains +1 to hits rolls when within 6 inches of a manarift.

REGENERATIVE AURA

Friendly units within 6 inches of this unit when it activates heals 1 HP.

SWIFT RETREAT

When this unit retreats, it can move an additional 3 inches.

TREE HERDER

Once per turn when this Unit moves, all friendly units within 8 inches may immediately move 3 inches.

VOIDFORGED WARCASTER

This unit may cast 2 different spells per activation as long as it does not exceed the mana limit of 5.



IRATUS SIMIA

Abilities

AMBUSH FROM THE CANOPY

This unit may start the game off the table. At the start of turn 2 and onwards it may be placed anywhere on the battlefield 6 inches away from enemy units

APEX PREDATOR

When this unit shoots at an enemy unit, it ignores soft cover and counts hard cover as soft cover.

BATTLE CRY

If this unit has activated during the round, All friendly units within 6 inches of this unit gain +1 to their AT.

CHEST BEATER

This unit may reroll all failed rolls of 1.

CLIMB ANYTHING

This unit does not gain any negative modifiers for going through terrain and may climb onto any terrain piece as long as it is not impassible.

COCO CRAZY

This unit gains +2 MV when charging.

GORILLA GROOVE

In a round were this unit has already activated all friendly units within 12 inches gain +1 Stress level until the end of the round.

KING OF THE JUNGLE

Friendly units within 6 inches of this unit gains +1 MV when charging and +1 CP when taking any CP Test.

LAST STAND

The first time this unit is reduced to 0 Hp is heals back up to 1 Hp. Then gains +2 to any AT and +2 AR until the end of the current round.

PRIMATE POUNCE

Once per round when retreating from combat this unit may move into base contact with another enemy unit. Count this as a charge and immediately perform a round of combat.

SIMIAN RESILIENCE

If this unit has any condition, roll a D10 when activating it before any conditions take effect on 6+ remove one such condition.

WILD HOWL (WHEN ACTIVATING = AS ACTION)

All enemy units within 6 inches of this unit must pass a CP test with -2 or become staggered.



KEBRUYALON EMPIRE

Abilities

ATTACK! (WHEN ACTIVATING = NO ACTION TAKEN)

Activate one Blood Hound Pack or Kaluhazian Maneaters unit within 10 inches of this unit without paying the AC cost. This chosen unit Pack must make a charge action.

CALL HERD (WHEN ACTIVATING = AS ACTION)

Move one Blood Hound Pack or Kaluhazian Maneater unit within 18 inches 12 inches ending closer to this unit.

CAVALRY CHARGE!

When this unit charges, roll two dice and select one of the results.

DEVASTATING CHARGE

Use this ability when charging an enemy unit longer than 8 inches away. If the charge was successful, make an attack before combat ensues, using the following profile:



SPECIAL RULES: = NONE =

FALCON CALL

When activating, this unit may instead activate up to two war trained falcons without paying their AC cost.

FALCON EYES

Whenever a friendly unit is within 6 inches of this unit, It may draw line of sight and shoot from this unit when targeting enemy units.

RELEASE FALCON (X) (WHEN ACTIVATING = AS ACTION)

Place a war trained falcon in base contact with this unit. X, is the number of war trained falcon the unit may have summoned at any one time.

SCENT OF BLOOD

This unit may reroll any failed charge rolls as long as at least one blood hound handler is within 12 inches of this unit.

STEEL BEFORE SORCERY

When an enemy within 18 inches of this unit casts a spell, draw 1 mana. This mana may be used as part of a despell.

TORTOISE FORMATION

If this unit has not moved during the current round, it has a +1 to their current threshold.

TRAINED IN COMBAT

This unit has +1 to its hit rolls and +1 AR Against all private units.

WALK THE TRAIL OF TEARS

Once per round when this Unit moves, all friendly units within 8 inches may immediately move 3 inches.



LEGION OF THE CURLED FLESH

Abilities

BLIGHTED TOUCH

When dealing any damage during a melee attack, the target suffers +1 poison

CURSED GROUND

Enemy units within 6 inches of this unit has -1 to their CP

DARK OMEN

Enemy units must reroll successful hits against this unit.

DREADFUL SCREECH

When this unit activates, enemy units within 6 inches must take a make a successful composure test or suffer one stress.

ETHEREAL PRESENCE

This unit can move through other units and terrain as if they weren't there, must end move all the way through.

GRAVE SHROUD

Friendly units within 6 inches of this unit has +1 AR against ranged attacks.

GRAVEYARD SUMMONING

(WHEN ACTIVATING = AS ACTION)

Once per game summon a Skeleton Legion unit within 6 inches of this unit.

NECROTIC EMBRACE

If a melee attack gives one or more unsaved damage to an enemy that has the bleed condition remove one bleed to heal 2 HP.

SOUL HARVEST

When this unit destroys an enemy unit, gain 1 mana.

UNHOLY RESILIENCE

At the start of each round, this unit regenerates 3 HP.

UNSTABLE CREATION

When this unit reaches it's Stress level it is immediately destroyed. Additionally this unit gains the following rule:

THAT WHICH WILL NOT DIE

At the start of each round unless a unit was summoned, roll a D10 for each Private unit with this rule which has been destroyed during the game. on a 9+, that unit rises again and is placed in your deployment zone not in base contact with any enemy unit.



SONS OF THE SEA

Abilities

ABYSSAL EYES

This unit does not need line of sight to nominate a target for any attack.

ABYSSAL RESILIENCE

Any damage this unit receives from spells is reduced by 2.

ANCHOR SOUL

This unit cannot be forced to move, pushed or placed by any enemy unit or ability/Spell.

AQUATIC MASTERY:

This unit does not suffer any penalties for faring in water. Also when in any water feature, this unit has soft cover.

CRUSTACEAN EXOSKELETON

When an enemy attacks, and rolls less than 5 attacks TH is +2.

CALL OF THE DEEP

Once per game when activated, this unit may summon a Crustacean Swarm unit in base contact with itself.

LEVIATHAN'S BLESSING

When gaining a condition from an enemy within 3 inches of this unit, the enemy unit gains the same condition.

MARINE COMMAND

When moving within 2 inches of a friendly private unit, that friendly Private unit may immediately make a move without paying AC.

RIPTIDE SURGE (WHEN ACTIVATING = AS ACTION)

Move target unit within 15 inches, 5 inches towards this unit.

SEAFARER'S BLESSING

This unit may dash without taken stress.

SEAFOOD STENCH

Units cannot target this unit with any Shooting attack when within 6 inches of this unit. Also this unit has +1 TH against melee attacks.

TERROR OF THE DEPTHS

This unit is immune to the Fear (X) common ability. And has the Fear (3) Common ability itself. CP test for this ability are done with -2.

WHIRLPOOL TOKENS

ALL SONS OF THE SEA UNITS IGNORE THE EFFECT OF THE WHIRLPOOL TOKEN.

THEY STILL DO TAKE DAMAGE FOR BEING IN BASE TO BASE CONTACT AND WALKING OVER IT BUT WITH -1 DMG.



WESTERN MUROIDEA

Abilities

FRONTIER MARKSMANSHIP

When making a ranged attack from above half of the weapons range add +1 AT and +1 RD.

FRONTIER SURVIVAL

When taking damage from any of condition take -1 damage to a minimum of 1. Also remove 2 poison every time poison is removed.

GOLD RUSH

When collecting mana from a Manarift gain +1 mana.

MOST WANTED

This unit may reroll all failed hits when making a ranged attack.

SADDLE UP

When dashing, this unit counts the dash as double movement instead of +5.

SHOWDOWN DUEL

When getting charged this unit may make a shooting attack if the charging unit is within range of the weapon when declaring the charge.

SMOKE AND LEAD

Enemy units within 3 inches of this unit cannot make any shooting attacks.

SMOKING GUNS

When killed this unit may shoot twice at any enemy units before removed from play.

SWIFT JUSTICE

This Unit may make two ranged attacks per activation.

TUMBLEWEED DODGE

When being attacked by a ranged attack from beyond 6 inches add +2 to this units TH.

TUNNEL KNOWLEDGE

This unit ignores negative terrain modifiers and may move through impassible terrain.

WHISKEY COURAGE

A unit with this ability may reroll any failed Composure roll.