

VETERAN SCOUT

1
PTS.

THIS UNIT CAN MOVE THROUGH TERRAIN WITHOUT -2 MOVEMENT.

STALWART DEFENSE

1
PTS.

THIS UNIT GAINS +1 TO ARMOUR (AR).

KEEN SIGHT

1
PTS.

THIS UNIT GAINS +1 TO RANGED ATTACK ROLLS.

FEROCIOUS CHARGE

1
PTS.

THIS UNIT GAINS +1 TO ATTACK ROLLS WHEN CHARGING.

RESILIENT RESOLVE

1
PTS.

THIS UNIT GAINS +1 TO COMPOSURE ROLLS

SWIFT STRIDE

1
PTS.

THIS UNIT GAINS +1 MOVEMENT (MV).

INSPIRING PRESENCE

1
PTS.

FRIENDLY UNITS WITHIN 6 INCHES GAIN +1 TO COMPOSURE ROLLS.

POISONED WEAPONS

1
PTS.

WHEN THIS UNIT MAKE ONE OR MORE UNSAVED HITS GIVE +1 POISON.

SHIELD WALL

1
PTS.

THIS UNIT GAINS +1 TO ARMOUR SAVES (AR) WHEN WITHIN 2 INCHES OF A FRIENDLY UNIT.

QUICK RECOVERY

1
PTS.

THIS UNIT CAN REMOVE ONE CONDITION AT THE START OF EACH ROUND.

ELUSIVE PREY

1
PTS.

THIS UNIT GAINS +1 TO HIT ROLLS AGAINST HIGHER RANKED ENEMY UNITS.

FIERCE DETERMINATION

1
PTS.

THIS UNIT GAINS +1 TO HIT ROLLS WHEN BELOW HALF HEALTH (HP).

ADAPTIVE STRATEGY

1
PTS.

THIS UNIT CAN REROLL ONE FAILED ATTACK ROLL PER GAME.

STAUNCH DEFENDER

1
PTS.

THIS UNIT GAINS +1 TO ARMOUR SAVES AGAINST HITS OF 8,9 AND 10.

SNEAK ATTACK

1
PTS.

WHEN FIGHTING A COMBAT IN TERRAIN, THIS UNIT GAINS +2 ATTACKS (AT).

LETHAL VENOM

2
PTS.

WHEN DEALING OUT POISON DOUBLE THE AMOUNT.

SHIFTING SHADOWS

2
PTS.

ONCE PER GAME PLACE THIS UNIT ANYWHERE WITHIN 8 INCHES OF ITSELF.

PIERCING STRIKE

2
PTS.

EVERYTIME THIS UNIT HITS AN ENEMY WITH AN ATTACK. UP TO 2 OF THESE HITS IGNORES ARMOUR

VICIOUS ASSAULT

2
PTS.

WHEN THIS UNIT MAKES ONE OR MORE SUCCESSFUL HITS AGAINST AN ENEMY IN COMBAT, THE ENEMY SUFFER +2 BLEED.

IMPENETRABLE DEFENSE

2
PTS.

REDUCE THE ENEMY REND (RD) BY -1 WHEN HIT BY AN ENEMY ATTACK.

DEATHS EMBRACE

2
PTS.

THIS UNIT GAINS +2 ATTACKS (AT) WHEN FIGHTING AN ENEMY WITH THE UNSTABLE CREATION ABILITY.

RAPID RECOVERY

2
PTS.

WHEN HEALING SELF OR FRIENDLY UNIT, HEAL +1 HEALTH.

MAGICAL ENDURANCE

2
PTS.

WHEN THIS UNIT IS THE TARGET OF A MAGIC SPELL, IT MAY DISPEL THE SPELL FOR 1 LESS MANA TO A MINIMUM OF 1.

VENOMOUS CLOUD

2
PTS.

WHEN THIS UNIT IS REMOVED AS A CASUALTY ALL ENEMIES WITHIN 8 INCHES SUFFER +3 POISON.

DEMONIC FRENZY

2
PTS.

WHEN DEALING AT LEAST 1 DAMAGE, THIS UNIT GAINS +1 ATTACK (AT) AND +1 MOVEMENT (MV) UNTIL THE END OF THE ROUND.

DOES NOT STACK!

SPECTRAL REVENANT

2
PTS.

THIS UNIT CAN MOVE OVER IMPASSABLE TERRAIN BUT MAY NOT END ON TOP OF IT.
ALSO THIS UNIT DOES NOT SUFFER ANY PENALTIES FOR MOVING THROUGH ANY OTHER TERRAIN.

CORROSIVE TOUCH

2
PTS.

ALL OF THIS UNITS ATTACK GAIN REND (RD) +2.

FROST BOLT

2
PTS.

THIS UNIT GAINS THE FOLLOWING ACTION:

FROST
BOLT

2
AT

14
RG

1
RD



SPECIAL RULES:

SUCCESSFUL HITS OF 9+ GIVE FROSTBITE.

LIGHTNING THUMP

2
PTS.

WHEN THIS UNIT DEALS ANY DAMAGE TO AN ENEMY, DEAL THE STUNNED CONDITION ASWELL.

STEADFAST RESOLVE

2
PTS.

THIS UNIT DOES NOT GAIN STRESS WHEN CHARGED.

COUNTER ATTACK

3
PTS.

WHEN THIS UNIT IS CHARGED BOTH UNITS HIT AT THE SAME TIME.

INDOMITABLE SPIRIT

3
PTS.

THIS UNIT GAINS +3 STRESS LEVEL (SL).

FIRE IMMUNITY

3
PTS.

THIS UNIT IS IMMUNE TO BLAZE.

ETHEREAL CONDUIT

3
PTS.

THIS UNIT GAINS MANAGERATION 2 :

2
MG

BEAST OF WAR

3
PTS.

THIS UNIT WINS ANY COMBAT IN WHICH IT TIED.
(STILL A TIE IF BOTH UNITS HAVE THIS FEAT)

FROSTBITE AURA

3
PTS.

ENEMY UNITS IN COMBAT WITH THIS UNIT GAINS FROSTBITE AND -3 MOVEMENT UNTIL THE RETREAT IS RESOLVED.

ARCANE INSIGHT

3
PTS.

CASTING SPELLS COSTS 1 LESS MANA FOR THIS UNIT TO A MINIMUM OF 1. DISPELLS ARE STILL REQUIRED THE FULL MANA.

ARCANE OVERLOAD

3
PTS.

WHEN ATTACKING WITH A SPELL, THIS UNIT MAY TAKE UP TO 3 STRESS TO ADD THAT AMOUNT TO THE ATTACK (AT) CHARACTERISTIC OF THAT SPELL.

AVATAR OF WAR

3
PTS.

THIS UNIT GAINS THE FEAR (5) ABILITY.

RALLYING CRY

3
PTS.

ONCE PER GAME THIS UNIT MAY REMOVE ALL STRESS FROM ALL FRIENDLY UNITS WITHIN 6 INCHES.

FIGHTING ANGEL

3
PTS.

WHEN AN ENEMY UNIT DECLARES A CHARGE AGAINST ANOTHER FRIENDLY UNIT WITHIN 6 INCHES OF THIS UNIT. THIS UNIT MAY IMMEDIATELY MOVE 3 INCHES. THIS UNIT MAY INTERCEPT A CHARGE THIS WAY.

DEATH AWAITS^{*}

3
PTS.

ONCE PER GAME AT THE BEGINNING OF A ROUND THIS UNIT BECOMES IMMUNE TO ALL DAMAGE BUT MAGICAL DAMAGE FOR THE DURATION OF THIS ROUND.

^{*} ONLY ONE UNIT MAY TAKE THIS PER ARMY

POISON IMMUNITY

3
PTS.

THIS UNIT IS IMMUNE TO POISON.

FROST IMMUNITY

3
PTS.

THIS UNIT IS IMMUNE TO FROSTBITE.

ARMOUR OF ALOR

3
PTS.

THIS UNIT GAINS +2 ON ARMOUR ROLLS.









FEAT



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