

ALLIANCE 2

38 **CAYAD - FIGHTER**  

Awareness  **Form**  **Essence** 

5 **MV**
6 **ML**
1 **AR**
5 **DF**
1 **RG**
3 **IN**
4 **EP**

Cayad Swords: EP: 2 | TR: 1 | B: 2 | Brutal

Aggravated Wound [1]
Combat: +1 EP | When this character damages a model with a melee attack, the target suffers 1 extra wound in the 'Clean Up' phase. Damage continues until the character is either fully healed or spends 3 EP in the 'Clean Up' phase.

Pack Hunter | Melee: Passive
Gain a (d) in (P) for each friendly model engaged with target with this skill.

Savage Instinct
Resistance Test: Passive
When this character must make either a Form or Awareness test, he may spend use either attribute.

Powerful Jaws | Melee: +0 EP
TN: 3 | Piercing [1].

Teamwork | Combat: Passive
Character gains [X] to its Melee Skill this turn. X is the number of models with Teamwork in base-to-base contact with engaged model.

Scent | Charge: +0 EP | Character with this skill may charge without line of sight.

45 **HADJEN- MAGE**  

Awareness  **Form**  **Essence** 

3 **MV**
2 **ML**
0 **AR**
2 **DF**
2 **RG**
5 **IN**
4 **EP**

Short Sword: EP: 1 | TR: 1 | B: 1 | Piercing [1]

Condemnation | Spell: +2 EP
R (3 / 6 / 9) | TN: 3 | Res: A(3)
Attacks against the target model ignore Blunder.


Heal | Spell: +2 EP
Touch TN: 4 | Res: - | Target model removes a point of damage per success.

Improved Psychic Blast
Spell: +2 EP | R (4 / 8 / 12)
TN: 4 | Res: (E) | Target must resist using (E) instead of (A). Grants 2 points of bonus damage, Piercing [2].

Spiritual Attunement
Resistance Test: +0 EP | When this character must make either an Awareness or Essence test, he may spend 1 EP to use either attribute.

Arcane Master
Combat: Passive | This character may always roll half of their original (E) dice, rounded up, when casting spells, even if the attribute is reduced to zero.

Magical Conduit
Casting: Passive | When casting a spell, this character treats a 1 or 2 on the dice as an Accomplishment.

68 **MINDTAUR- MAGE/PTA**   

Awareness  **Form**  **Essence** 

3 **MV**
5 **ML**
2 **AR**
5 **DF**
1 **RG**
4 **IN**
5 **EP**

Battle Axe (x2): EP: 2 | TR: 1 | B: 2 | Vicious

Aggravated Wound | Combat: +1 EP | When this character damages a model in melee, the target suffers 1 additional wound in the 'Clean Up' phase. Damage continues until the character is either fully healed or spends 3 EP in the 'Clean Up' phase.

Heal | Spell: +2 EP | **Touch | TN: 4 | Res: -** | Target model removes a point of damage per success. For each Rank, the range of this skill is increased by 1".

Well Honed Weapon | Melee: Passive | If target is wounded in melee, deal an additional point of damage per Rank.

Bull Rush | Charge +0 EP | When this character wounds the charge target, defender is assigned an EP for each point of damage received.

Full Head of Steam | Charge: +1 EP | Gain 3" on the charge. Charge must be in a straight line.

Gored | Melee: +0 EP | TN: 3
Piercing [1].

ALLIANCE 2

55 **SICARIUS - FIGHTER**  

6 **MV**
5 **ML**
0 **AR**
4 **DF**
3 **RG**
4 **IN**
4 **EP**

Awareness
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Form
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Essence
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Battle Axe: EP: 2 | TR: 1 | B: 2 | Vicious

Defensive Stance
Defense: Passive | Character adds 1 to defense skill when in melee combat.

Favored Enemy
Start of Game: +0 EP | Choose an opposing character. This character gains a (d) when attacking the target in Melee.
Clean Up Phase: If target is slain, may spend 2 EP to choose another target.

Oath of Vengeance
Combat: +0 EP | When attacking 'Favored Enemy' gain +1 TN in melee combat.

Totem: Form
+2 EP | Aura: 3" | DP: 5 Increases friendly character's Form by 1 when they are within its Aura. Stays in play.

Totem: Heal
+2 EP | Aura: 1" | DP: 1 During the Clean Up phase, a character heals one damage point per Healing Aura they are within.

43 **SICARIUS - MAGE**  

6 **MV**
2 **ML**
0 **AR**
3 **DF**
3 **RG**
5 **IN**
5 **EP**

Awareness
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Form
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Essence
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Long Bow: EP: 2 | TR: -/12/24 | B: 2 | Vicious

Heal [1] | Spell: +2 EP | Touch
TN: 4 | Target model removes a point of damage per success.

Flaming Fists | Combat: +1 EP
Melee | TN: 3 | When unarmed, "Flaming Fists" provides 2 points of additional damage. Wounded opponent is on fire, and receives 1 point of damage during the 'Clean Up' phase until a F(3) resistance test is passed.

Ley Line Travel [1]
Spell: +0 EP | Self | TN: 4
Caster may move up to 3". This skill does not count as movement.

Pacify | Spell: +2 EP
R (4 /8/ 12) | TN: 4 | Target character cannot attack until they pass an E(3) test or are assigned 2 EP.

Totem: Essence
+2 EP | Aura: 3" | DP: 5
Increases friendly character's Essence by (d) when they are within its Aura. Stays in play.