

hound

Peon 1 point

AP	SPD	EVA	ARM	RSL	HP
2	6	4	10	6	1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Rip and Tear	4	0	4	

SPECIAL ABILITIES

Powerful Charge Poorly Protected

Solitary

HGT 2 40MM WL 4

INITIATE

Warrior 3 points

AP	SPD	EVA	ARM	RSL	HP
3	3	3	12	10	1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Spear	6	0	4	Bleeding
Thrown Spear	6	6	4	Reload(2), Fade

SPECIAL ABILITIES

All Terrain Powerful Charge

Ranger

HGT 2 30MM WL 4

HARRIER

Warrior 2 points

AP	SPD	EVA	ARM	RSL	HP
3	3	3	12	10	1

WEAPON	AA	RN	ST	WEAPON ABILITIES
Hunting Bow	5	8	2	Fade, Bleeding, Reload(2)

SPECIAL ABILITIES

All Terrain Eagle-Eye

HGT 2 30MM WL 3

Dervish

Champion 3 points

AP	SPD	EVA	ARM	RSL	HP
3	4	2	14	12	2

WEAPON	AA	RN	ST	WEAPON ABILITIES
Trophy Daggers	6	0	4	Powerful(2), Finisher (終)

SPECIAL ABILITIES

All Terrain Ambush

HGT 2 30MM WL 2

hound

INITIATE

Bleeding : A model hit by an attack made using this weapon profile gains a **Bleeding counter**.

Bleeding counter: During the End Phase, this model must perform a Condition Test:
- TN of 10
- Success: Lose the **Bleeding counter**.
- Failure: Lose 1 HP, then lose the **Bleeding counter**.

Fade : After hitting another model with an attack made with this weapon profile, this model may vault up to 2". This ability cannot be used if the attacking model has a **Floored counter**.

HARRIER

Eagle-Eye : This model may spend 1 AP during its activation to perform the **Eagle-Eye** Special Action.

Eagle-Eye: This model may gain the aiming bonus when making ranged attacks without spending an AP.

Fade : After hitting another model with an attack made with this weapon profile, this model may vault up to 2". This ability cannot be used if the model making the attack has a **Floored counter**.

Bleeding : A model hit by an attack made using this weapon profile gains a **Bleeding counter**.

Bleeding counter: During the End Phase, this model must perform a Condition Test:
- TN of 10
- Success: Lose the **Bleeding counter**.
- Failure: Lose 1 HP, then lose the **Bleeding counter**.

Dervish

Finisher(X) : Attack tests made with this weapon profile gain a +2 TN modifier and any resulting Armor Tests are resolved with a -2 TN modifier when targeting a model with any of the following conditions or tokens: X.
- **Bleeding, Downed, Hunter's Mark**

Ambush : While this model is within or in contact with terrain with the **Light Cover** or **Heavy Cover** terrain rule, it is also considered to be in terrain with the **Obscuring terrain** rule.

VINEWROUGHT

Mage4 points

AP

SPD

EVA

ARM

RSL

HP

3

3

3

14

14

2

WEAPON	AA	RN	ST	WEAPON ABILITIES
Thorned Staff	4	0	4	Bleeding

SPECIAL ABILITIES

All TerrainMagika Caster (X)

HGT 2

30MM

WL 1

VINEWROUGHT

Magika Caster (X)

This model may cast Magika. When this model is deployed, it may select two Magika spells with the X Magika keyword.
* Natural Order

Bleeding

A model hit by an attack made using this weapon profile gains a **Bleeding counter**.

Bleeding counter: During the End Phase, this model must perform a Condition Test:
- TN of 10
- Success: Lose the **Bleeding counter**.
- Failure: Lose 1 HP, then lose the **Bleeding counter**.

TRACKER

Ranger5 points

AP

SPD

EVA

ARM

RSL

HP

3

4

3

12

14

2

WEAPON	AA	RN	ST	WEAPON ABILITIES
Spear	6	*	6	Fade, Reach
Mark Target	8	6	*	Hunter's Mark, Fade, Reload(1)

SPECIAL ABILITIES

All TerrainRangerAmbush

HGT 2

30MM

WL 1

TRACKER

Fade

After hitting another model with an attack made with this weapon profile, this model may vault up to 2". This ability cannot be used if the attacking model has a **Floored counter**.

Hunter's Mark

A model hit by an attack made using this weapon profile gains a **Hunter's Mark token**.

Hunter's Mark token: Attack Tests made against this model gain a +2 TN modifier and ignore the Attack Test modifier for cover. If any other models in this model's warband gain a **Hunter's Mark token**, remove the **Hunter's Mark token** from this model. A model may only have one **Hunter's Mark token**.

Ambush

While this model is within or in contact with terrain with the **Light Cover** or **Heavy Cover** terrain rule, it is also considered to be in terrain with the **Obscuring terrain** rule.

HUNT ASPECT

Warlord7 points

AP

SPD

EVA

ARM

RSL

HP

4

3

4

16

16

3

WEAPON	AA	RN	ST	WEAPON ABILITIES
Trophy Sword	8	0	6	Powerful(2), Fade
Ceremonial Spear	8	6	6	Reload(1), Bleeding, Fade

SPECIAL ABILITIES

All TerrainBalance

HGT 3

40MM

WL 1

HUNT ASPECT

Fade

After hitting another model with an attack made with this weapon profile, this model may vault up to 2". This ability cannot be used if the attacking model has a **Floored counter**.

Bleeding

A model hit by an attack made using this weapon profile gains a **Bleeding counter**.

Bleeding counter: During the End Phase, this model must perform a Condition Test:
- TN of 10
- Success: Discard **Bleeding counter**.
- Failure: Lose 1 HP, then lose the **Bleeding counter**.

BED OF THORNS

NATURAL ORDER

WEAPON	AA	RN	ST	WEAPON ABILITIES
Bed Of Thorns	6	*	2	Wall (6), Reload (1), Bleeding

BLOOD FOR BLOOD

NATURAL ORDER

Magika Test :

TN: RSL + 2

Success :

Select an enemy model within 10" with a **Bleeding counter**. Remove the **Bleeding counter**, then a friendly model within 10" gains 1 HP.

Failure :

Nothing

HAEMOMANCY

NATURAL ORDER

Models within 4" of this model must re-roll successful Condition tests for the **Bleeding** condition. This model is not affected by **Haemomancy**.

MARK TARGET

NATURAL ORDER

WEAPON	AA	RN	ST	WEAPON ABILITIES
Mark-Target	6	10	✱	Hunter's Mark, Fade, Reload (1)

REMNANT FORTUNE

Select a model in one of your warbands at the end of its activation. If that model is unengaged, it gains an **On Guard** token.

FORTUNE

REMNANT FORTUNE

Select a model in one of your warbands at the start of its activation. Select an enemy model within 8" of it. It gains a **Hunter's Mark** token.

FORTUNE

REMNANT FORTUNE

Select a model in one your warbands at the start of its activation. This model moves an additional 1" as a result of the **Fade** weapon ability until the end of its activation.

FORTUNE

Bleed Out

At the beginning of the End Phase, if 2 or more enemy models are Downed and have a **Bleeding counter**, score 1 **VP** and gain 1 **Fortune**.

HIT AND RUN

When a model in one of your warbands moves 4" or more in a single activation due to the **Fade** weapon ability, score 1 **VP**.

Prey

When an enemy model with a **Mark Target token** is Killed, score 1 **VP** and gain 1 **Fortune**.

Vigilance

At the end of the Round, if 2 or more models in one of your warbands are in contact with Objectives and have **On Guard tokens** on them, score 1 **VP**.

Deed

Deed

Deed

Deed