

ASALIAH REBEL ANGEL



SHS - **CBT** 4 **DEF** 5 **PR** 0 **LP** 12 **FTH** 3 **CMD** 6

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
• **Evil Gaze**
Gaze

Hits **Damage**
1 Slowed 2
2 Stunned
3 Life drain 2
4 Immobilized
5 Consumed (Fire • 2/5)

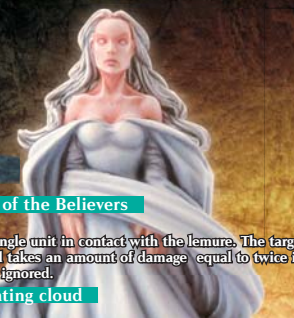
ORDERS
• **Angelic Inspiration** ☐
Active • 3 permanent CMD • Unique
Asaliah and all of her allies each recover 8 LP
• **Vae Soli**
• **Vae Victis**
• **Regeneration Aura**
Permanent • 6 fathom radius • Cumulative • Inclusive • Satanists
Satanist units within this aura's area of effect recover 1 LP during each Upkeep Phase.

AURA

SPECIAL ABILITIES
• Officer
• Angel
• Female
• Satanist (Luciferian)
• Internalist 2/3
• Mentalist
• Charisma
• Concentrated
• Evasive
• Expertise
• Levitation
• Terror

Unique
60

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• Expertise
• Levitation
• Terror

Unique
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HELL DORADO

SPELL BOOK



DAMNED ONE OF WRATH



SHS - **CBT** 4 **DEF** 4 **PR** 0 **LP** 9 **FTH** 2 **CMD** -

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS
• **Grafted Weapons**
Blunt, Piercing, and/or Slashing
(Refer to model)


Hits **Damage**
1 3
2 4
3 6
4 8
5 10

Trooper **Male**
Damned One **Satanist (Luciferian)**

SPECIAL ABILITIES
• **Fury**

Unlimited
14

DAMNED ONE OF WRATH



SHS - **CBT** 4 **DEF** 4 **PR** 0 **LP** 9 **FTH** 2 **CMD** -

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS
• **Grafted Weapons**
Blunt, Piercing, and/or Slashing
(Refer to model)

Hits **Damage**
1 3
2 4
3 6
4 8
5 10

Trooper **Male**
Damned One **Satanist (Luciferian)**

SPECIAL ABILITIES
• **Fury**

Unlimited
14

DAMNED ONE OF SLOTH



SHS - **CBT** 3 **DEF** 2 **PR** 0 **LP** 18 **FTH** 2 **CMD** -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12
13 14 15 16 17 18

WEAPONS
• **Attached Weapon**
Blunt, Piercing, or Slashing
(Refer to model)

Hits **Damage**
1 2
2 3
3 5
4 7
5 9

Trooper **Asexual**
Damned One **Satanist (Luciferian)**

SPECIAL ABILITIES
• **Attraction 4**
• **Advance Deployment 4**
• **Slow**
• **Tenacious**

Unlimited
13

DAMNED ONE OF SLOTH



SHS - **CBT** 3 **DEF** 2 **PR** 0 **LP** 18 **FTH** 2 **CMD** -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12
13 14 15 16 17 18

WEAPONS
• **Attached Weapon**
Blunt, Piercing, or Slashing
(Refer to model)

Hits **Damage**
1 2
2 3
3 5
4 7
5 9

Trooper **Asexual**
Damned One **Satanist (Luciferian)**

SPECIAL ABILITIES
• **Attraction 4**
• **Advance Deployment 4**
• **Slow**
• **Tenacious**

Unlimited
13

FOULQUES THE BLACK KNACKER



SHS - **CBT** 3 **DEF** 3 **PR** 0 **LP** 18 **FTH** 2 **CMD** -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12
13 14 15 16 17 18

WEAPONS
• **Attached Weapon**
Blunt, Piercing, or Slashing
(Refer to model)

Hits **Damage**
1 2
2 3
3 5
4 7
5 9

Independent **Male**
Demon **Satanist (Luciferian)**

SPECIAL ABILITIES
• **Defensive Combat**
• **Man-at-arms**
• **Protective**
• **Ricochet**

Unique
26

FOULQUES THE BLACK KNACKER

SHS CBT DEF PR LP FTH CMD
- 5 3 2 9 2 1

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS
Handsaw
Slashing

Hits	Damage
1	Life Drain 2
2	Life Drain 3
3	Life Drain 4
4	Life Drain 5
5	Life Drain 6

ORDERS
• Hostile Surgery
1 Permanent CMD • Unique

When an enemy unit is killed within 3 fathoms of Foulques, this order may be used. If this order is used, Foulques gets +1 MVT, +2 CBT, +1 DEF, and +1 FTH from the beginning of the next upkeep phase until the end of the game. This order can't be used when a Lemure or Devoured unit is killed within 3 fathoms of Foulques.

Limited 2

30

INFERNAL AMBASSADOR

MVT DEF FTH CMD
5 4 3 1

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Claws
Slashing
Penetrating Strike 2

Hits	Damage
1	2
2	3
3	5
4	7
5	9

ORDERS
• Treacherous Insinuation
Free • Variable
Cancel the effects of a Vae Victis or Vae Soli order before they happen. This order's cost is equal to the cost of the Vae Victis or Vae Soli order that was canceled.
• Under His Protection
Passive • 1 CMD
Against the next attack that causes at least one hit to him, the Infernal Ambassador gets Resistance 4 against one of the following damage types: blunt, slashing, or piercing. This choice must be made when this order is given. If this order is already affecting the Infernal Ambassador and it is used again, then the effects aren't cumulative and the chosen damage type is changed.

Independent Male
Demon Satanist (Luciferian)
Bodyguard Terror

SPECIAL ABILITIES

Limited 2

30

INFERNAL AMBASSADOR

SHS CBT DEF PR LP FTH CMD
- 5 4 0 12 3 1

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Claws
Slashing
Penetrating Strike 2

Hits	Damage
1	2
2	3
3	5
4	7
5	9

ORDERS
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• Under His Protection
Passive • 1 CMD
Against the next attack that causes at least one hit to him, the Infernal Ambassador gets Resistance 4 against one of the following damage types: blunt, slashing, or piercing. This choice must be made when this order is given. If this order is already affecting the Infernal Ambassador and it is used again, then the effects aren't cumulative and the chosen damage type is changed.

Independent Male
Demon Satanist (Luciferian)
Bodyguard Terror

SPECIAL ABILITIES

Limited 2

30

GREAT DAMNED ONE OF WRATH

MVT DEF FTH CMD
5 3 3 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12
13 14 15 16 17 18 19 20

WEAPONS
Grafted Weapons
Piercing
Slashing
Eager
Lunge 2

Hits	Damage
1	4
2	6
3	8
4	10
5	12

Independent Asexual
Damned One Satanist (Luciferian)

SPECIAL ABILITIES
Entangle Terror
Frenzy Uncontrollable
Fury

Limited 2

26

GREAT DAMNED ONE OF WRATH

SHS CBT DEF PR LP FTH CMD
- 7 3 0 20 3 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12
13 14 15 16 17 18 19 20

WEAPONS
Grafted Weapons
Piercing
Slashing
Eager
Lunge 2

Hits	Damage
1	4
2	6
3	8
4	10
5	12

Independent Asexual
Damned One Satanist (Luciferian)

SPECIAL ABILITIES
Entangle Terror
Frenzy Uncontrollable
Fury

Limited 2

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SUCCUBUS

MVT DEF FTH CMD
5 5 3 1

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Whips
Slashing
Eager
Lunge 2

Hits	Damage
1	3
2	4 + Pain 2
3	6
4	8
5	6 + Knocked Down

ORDERS
• Shield of Lust
Passive • 2 CMD
Until the end of the turn, the Succubus is DEF 6 against all Male enemies in close combat.
• Demonic Fury
Active • 2 permanent CMD • Unique
Until the end of the game, the Succubus gets +2 MVT, +2 CBT, and +2 FTH.

Independent Female
Demon Satanist (Luciferian)
Charisma Ricochet
Evasive

SPECIAL ABILITIES

Limited 3

29

SUCCUBUS

SHS CBT DEF PR LP FTH CMD
- 6 5 0 11 3 1

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11

WEAPONS
Whips
Slashing
Eager
Lunge 2

Hits	Damage
1	3
2	4 + Pain 2
3	6
4	8
5	6 + Knocked Down

ORDERS
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Until the end of the turn, the Succubus is DEF 6 against all Male enemies in close combat.
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Independent Female
Demon Satanist (Luciferian)
Charisma Ricochet
Evasive

SPECIAL ABILITIES

Limited 3

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SAMAEAL WARRIOR ANGEL

MVT DEF FTH CMD
5 5 3 4

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS
Retribution
Spiritual Damage

Hits	Damage
1	4
2	5
3	7
4	9
5	11

ORDERS
• Samael's Chosen One
During the Upkeep Phase, Samael may choose a unit from his company. Until the end of the turn, any time the chosen unit is dealt damage, Samael may choose to take all or part of the damage himself. If he does so, his PR is not taken into account. Samael cannot take more damage than he has Life Points left. This order can't target an Invulnerable model.
• Martial Mortification
Active • 1 CMD • Unstoppable
Samael takes 3 damage, PR is not counted, when he uses this order. Samael and all his allies gain +1 CBT until the end of the turn.
• Ultimate Sacrifice
When Samael dies, all his allies recover all the Life Points they have lost. In addition, his death does not cause his company to lose any CMD at all.
• Vae Soli • Vae Victis

Officer Male
Angel Satanist (Luciferian)
Charisma Man-at-Arms
Frenzy Regeneration 2
Levitaton

SPECIAL ABILITIES

Unique

70

SAMAEAL WARRIOR ANGEL

SHS CBT DEF PR LP FTH CMD
- 5 5 0 14 3 4

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS
Retribution
Spiritual Damage

Hits	Damage
1	4
2	5
3	7
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ORDERS
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• Vae Soli • Vae Victis

Officer Male
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Charisma Man-at-Arms
Frenzy Regeneration 2
Levitaton

SPECIAL ABILITIES

Unique

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DAMNED ONE OF PRIDE

MVT 4 DEF 3 FTH 2 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9

WEAPONS

- Rant and Slap
- Penetrating Strike 3

ORDERS

- I Told You So...

If the Great Damned one of Pride that the Damned One of Pride is associated with is killed, he becomes Brave until the end of the game.

AURAS

- Aura of Rashness

Permanent • 6 Fathom Radius • Allies

Allied units within this aura's area of effect get a bonus of +1 CBT.

Aura of Denouncement

Temporary • Active • 8 Fathom Radius • Instant • An ally and enemy unit.

Target an enemy unit within this aura's area of effect and the Damned one of Pride or an allied unit within this aura's area of effect. Until the end of the turn, the targeted enemy unit treats the targeted friendly unit as though it has the Attraction 6 ability.

Independent Satanist (Luciferian)

Damned One Mentalist

Male

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 3

41

DAMNED ONE OF PRIDE

SHS - CBT 3 DEF 3 PR 1 LP 9 FTH 2 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9

WEAPONS

- Rant and Slap
- Penetrating Strike 3

ORDERS

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Independent Satanist (Luciferian)

Damned One Mentalist

Male

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 3

41

GREAT DAMNED ONE OF PRIDE

MVT 5 DEF 4 FTH 2 CMD -

LIFE POINTS 1 2 3 4 5 6 7 8 9

WEAPONS

- Rant and Slap
- Penetrating Strike 3

ORDERS

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Independent Satanist (Luciferian)

Damned One Mentalist

Male

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 3

41

GREAT DAMNED ONE OF PRIDE

SHS - CBT 6 DEF 4 PR 0 LP 16 FTH 2 CMD -

LIFE POINTS 1 2 3 4 5 6 7 8 9 10

WEAPONS

- Overlarge Weapon
- Slashing

ORDERS

- Challenge

Passive • 1 CMD

This order can only be given when the Great Damned One of Pride is engaged with only one enemy unit. The Great Damned one of Pride and the unit he is engaged with, hereafter referred to as duellists, enter into a challenge of mortal combat that can only end with the elimination of one of the duellists. Duelists can't engage other units, and other units can't engage the duellists. Neither duelist can retreat. Duelists are immune to any effect which may force them to break contact, except for effects generated by either duelist. If contact is broken due to an effect generated by either duelist, then both duellists must attempt to reestablish contact during their next and subsequent activations as though the other duelist had Attraction with an unlimited range. The effects of this order will last until one of the duellists is killed.

I Told You So...

If the Damned one of Pride that the Great Damned One of Pride is associated with is killed, he becomes Brave until the end of the game.

Independent Satanist (Luciferian)

Damned One Mentalist

Female

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 2

17

MOURNER

MVT 4 DEF 3 FTH 3 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10

WEAPONS

- Overlarge Weapon
- Slashing

ORDERS

- Challenge

Passive • 1 CMD

This order can only be given when the Great Damned One of Pride is engaged with only one enemy unit. The Great Damned one of Pride and the unit he is engaged with, hereafter referred to as duellists, enter into a challenge of mortal combat that can only end with the elimination of one of the duellists. Duelists can't engage other units, and other units can't engage the duellists. Neither duelist can retreat. Duelists are immune to any effect which may force them to break contact, except for effects generated by either duelist. If contact is broken due to an effect generated by either duelist, then both duellists must attempt to reestablish contact during their next and subsequent activations as though the other duelist had Attraction with an unlimited range. The effects of this order will last until one of the duellists is killed.

I Told You So...

If the Damned one of Pride that the Great Damned One of Pride is associated with is killed, he becomes Brave until the end of the game.

Independent Satanist (Luciferian)

Damned One Mentalist

Female

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 2

17

MOURNER

SHS - CBT - DEF 3 PR 0 LP 10 FTH 3 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10

AURAS

- Aura of Lament

Temporary • Active • 8 Fathom Radius • Lingering • Luciferians and FTH 3 or more (Immune)

Non-luciferian units with a FTH of 2 or less suffer a penalty of -1 SHS and -1 CBT while in the area of effect of this aura.

- Aura of Spiritual Vice

Permanent • Affects the Whole Battlefield • Allies (Immune)

Whenever CMD is spent to pay for an enemy unit's order, that unit takes a number of damage equal to the amount of CMD spent, ignoring PR. If they are paying for Vae Soli or Vae Vicis then they aren't affected by this aura. If the enemy unit giving the order is killed by this aura's effect, the order they are giving still happens normally.

Independent Satanist (Luciferian)

Damned One Mentalist

Female

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 2

17

JINX

ANNOYING SLAVE

MVT 4 DEF 6 FTH - CMD -

LIFE POINTS 1 2 3 4

ORDERS

- Aneurysm Side-Effects

You may decide to have Jinx take 1 damage, ignoring PR, to exempt a friendly unit's aura from its Aneurysm Aura's effects for the turn. For each aura affected by Jinx's Aneurysm Aura during any Upkeep Phase roll 1d6. For each 6 rolled, Jinx takes 1 damage, ignoring PR. If Jinx dies due to this order, affected auras still will not have any effect that turn.

AURAS

- Aneurysm Aura

Permanent • 8 Fathom Radius • Cumulative • Mentalists (Jinx Immune)

At the beginning of the Upkeep Phase, Jinx prevents all other auras within this aura's area of effect from having any effect for the rest of the turn.

Independent Satanist (Luciferian)

Damned One Mentalist

Female

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 2

15

JINX

ANNOYING SLAVE

SHS - CBT - DEF 6 PR 0 LP 4 FTH - CMD -

LIFE POINTS 1 2 3 4

ORDERS

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Independent Satanist (Luciferian)

Damned One Mentalist

Female

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 2

15

ZAAXAN

ANGRA MAINYU'S HERALD

MVT 5 DEF 4 FTH 3 CMD 1

LIFE POINTS 1 2 3 4

ORDERS

- Aneurysm Side-Effects

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- Aneurysm Aura

Permanent • 8 Fathom Radius • Cumulative • Mentalists (Jinx Immune)

At the beginning of the Upkeep Phase, Jinx prevents all other auras within this aura's area of effect from having any effect for the rest of the turn.

Independent Satanist (Luciferian)

Damned One Mentalist

Female

SPECIAL ABILITIES

- Dodge 2
- Runaway

Limited 2

15

ZAAKAN ANGRA MAINYOV'S HERALD

SHSCBTDEFPRLPFTHCMD

-5411431

LIFE POINTS
 1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS

- Giant Axe

Hits	Damages
1	3
2	4
3	6 + Pain
4	8 + Stunned
5	10
- Slashing
- Eager
- Cumbersome
- Lunge 2

ORDERS

- Demonic Dissonance

Passive • 3 Permanent CMD • Unique
 Choose an enemy Independent or Officer. The chosen unit gets Maverick until the end of the turn, and any order given by the chosen unit has its cost increased by 1 CMD (Which will be permanent if the original order cost permanent CMD) until the end of the turn.

AURAS

- Your Soul to Sell

Active • 3 Fathom Radius • Instant • Satanists or FTH 3+ (Immune)
 Troopers and Independents within the area of effect of this Aura get Uncontrollable until the end of the turn. Units that are either Satanists or have a FTH of 3 or greater are not affected by this Aura.

TSILLA BROKEN ANGEL

MVTDEFFTHCMD

4415

LIFE POINTS
 1 2 3 4 5 6 7 8 9 10 11

WEAPONS

- Daggers

Hits	Damages
1	1
2	2
3	2
4	Stunned
5	3
- Piercing

ORDERS

- A Heart Beyond Reproach

Free • 2 Permanent CMD • Unique
 Tsilla immediately moves, ignoring terrain, control areas or other units, and without triggering any reaction from any enemy units she is in contact with, to anywhere she chooses on the battlefield. Tsilla must be placed in clear terrain, and she can't be placed in an enemy control area or in contact with an enemy unit.
- Vae Victis
- Vae Soli

AURAS

- Aura of Conscience

Permanent • 4 Fathom Radius
 Units within this aura's area of effect suffer a penalty of -1 FTH.

SPECIAL ABILITIES

- Officer
- Angel
- Female
- Satanist (Luciferian)
- Infernalist 2/3
- Mentalist
- Concentrated
- Runaway
- Expertise

Unique
40
EN

TSILLA BROKEN ANGEL

SHSCBTDEFPRLPFTHCMD

-4401115

LIFE POINTS
 1 2 3 4 5 6 7 8 9 10 11

WEAPONS

- Daggers

Hits	Damages
1	1
2	2
3	2
4	Stunned
5	3
- Piercing

ORDERS

- A Heart Beyond Reproach

Free • 2 Permanent CMD • Unique
 Tsilla immediately moves, ignoring terrain, control areas or other units, and without triggering any reaction from any enemy units she is in contact with, to anywhere she chooses on the battlefield. Tsilla must be placed in clear terrain, and she can't be placed in an enemy control area or in contact with an enemy unit.
- Vae Victis
- Vae Soli

AURAS

- Aura of Conscience

Permanent • 4 Fathom Radius
 Units within this aura's area of effect suffer a penalty of -1 FTH.

TSILLA BROKEN ANGEL

SPELLS

- Slanderous Injunction

Vanished
 Targets a single unit in contact with the lemur. The unit immediately becomes Stunned. This spell has no effect on Troopers.
- Crawling Cloud

Vanished
 This spell creates a 3-fathom radius scenery element centered on the lemur. Every model within the cloud when it is created takes 2 Damage, ignoring PR. The element is Deadly. Demons and Damned Ones are immune to the effects, and terrain created by this spell.
- Son Crachat

Vanished
 Targets a single unit in contact with the lemur. The target takes 1d6+1 damage, ignoring PR.

HELL DORADO

SPELL BOOK

DAMNED ONE OF GLUTTONY

MVTDEFFTHCMD

642-

LIFE POINTS
 1 2 3 4 5 6 7 8 9 10 11

WEAPONS

- Gaping Mouth

Hits	Damages
1	3
2	5
3	7
4	9
5	11
- Absorption

ORDERS

- Transformation (After having Devoured an enemy • Damned One of Gluttony, Obese Form)

SPECIAL ABILITIES

- Trooper
- Damned One
- Asexual
- Satanist (Luciferian)

Unlimited
17
EN

DAMNED ONE OF GLUTTONY

SHSCBTDEFPRLPFTHCMD

-54082-

LIFE POINTS
 1 2 3 4 5 6 7 8

WEAPONS

- Gaping Mouth

Hits	Damages
1	4
2	2 + Stunned
3	Devoured
4	6
5	7 + Stunned
- Absorption

DAMNED ONE OF GLUTTONY, OBESE FORM

MVTDEFFTHCMD

262-

LIFE POINTS
 1 2 3 4 5 6 7 8

WEAPONS

- Gaping Mouth

Hits	Damages
1	3
2	5
3	7
4	9
5	11
- Absorption

ORDERS

- Transformation (After having killed a Devoured enemy • Damned One of Gluttony)

SPECIAL ABILITIES

- Trooper
- Damned one
- Asexual
- Satanist (Luciferian)
- Invulnerable
- Slow
- Tenacious

Unlimited
0
EN

DAMNED ONE OF GLUTTONY, OBESE FORM

SHSCBTDEFPRLPFTHCMD

-36032-

LIFE POINTS
 1 2 3

WEAPONS

- Gaping Mouth

Hits	Damages
1	3
2	5
3	7
4	9
5	11
- Absorption

EURYNOME THE PRINCE OF DEATH

MVT

7

DEF

4

FTH

1

CMD

5



- Officer
- Demon
- Asexual

- Agnostic
- Mentalist

SPECIAL ABILITIES

- Entangle
- Harmless
- Impressive
- Leader
- Regeneration 2
- Ricochet 2
- Teleportation
- Terror 2

Unique

66

EURYNOME THE PRINCE OF DEATH

SHS

-

CBT

-

DEF

4

PR

2

LP

16

FTH

1

CMD

5



LIFE POINTS

ORDERS

Don't Seel

Vae Victis

Vae Soli

Don't Hear!

Don't Speak!

Obe!

Death Becomes Her

Reanimation

Unique

48

FLESH DEMON

MVT

4

DEF

3

FTH

2

CMD

-



- Trooper
- Demon
- Advance Deployment 4
- Ambush

- Asexual
- Satanist (Luciferian)
- Impressive
- Regeneration 8
- Terror

SPECIAL ABILITIES

Unlimited

12

FLESH DEMON

SHS

-

CBT

3

DEF

3

PR

0

LP

8

FTH

2

CMD

-



LIFE POINTS

WEAPONS

Bodily Harm

Blunt

Hits	Damage
1	2
2	3
3	5 + Stunned
4	9
5	5 + Knocked Down

Unique

48

ISHA-AKSHAY SQUAMATA WARCHIEF

MVT

5

DEF

4

FTH

0

CMD

6



- Officer
- Lost
- Fierce 2
- Leader

- Male
- Agnostic
- Strider
- Resistance (Blunt)

SPECIAL ABILITIES

Unique

48

ISHA-AKSHAY SQUAMATA WARCHIEF

SHS

3

CBT

2

DEF

6

PR

4

LP

14

FTH

0

CMD

6



LIFE POINTS

WEAPONS

War Discs

Slashing

Range 5

Ammunition 3

Eviscerator

Piercing

Slashing

Hits	Damage
1	2
2	4
3	5
4	7
5	9

ORDERS

Never give in

Vae Soli

Vae Victis

Passive: 1 CMD

Passive: 2 permanent CMD

Passive: 1 CMD

Passive: 1 permanent CMD

Unique

Unlimited

17

FANGS OF THE PIT

MVT

7

DEF

5

FTH

-

CMD

-



- Trooper
- Animal
- Strider
- Attack of Opportunity

- Asexual
- Unbeliever
- Insignificant
- Intercept 6
- Fanatic

SPECIAL ABILITIES

Limited 2

18

FANGS OF THE PIT

SHS

-

CBT

4

DEF

5

PR

0

LP

8

FTH

-

CMD

-



LIFE POINTS

WEAPONS

Teeth

Slashing

Hits	Damage
1	3
2	4
3	5
4	2 + Knocked Down
5	3 + Immobilized

Unique

17

SQUAMATA WARRIOR

MVT

5

DEF

4

FTH

0

CMD

-



- Trooper
- Lost
- Strider
- Regeneration

- Male
- Agnostic
- Resistance (Blunt)

SPECIAL ABILITIES

Unlimited

17

SQUAMATA WARRIOR

SHS CBT DEF PR LP FTH CMD
1 0 4 3 4 3 1 9 3 0 0 -

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS

- War Disc**
Slashing
Range 5
Ammunition 1
- Eviscerator**
Piercing
Slashing

Hits	Damage
1	2
2	4
3	5
4	7
5	9

Hits	Damage
1	3
2	5
3	7
4	9
5	12

Unlimited

15

SQUAMATA TRACKER

SHS CBT DEF PR LP FTH CMD
5 4 4 3 1 7 3 0 0 -

LIFE POINTS
1 2 3 4 5 6 7

WEAPONS

- Poisoned Spear**
Piercing
Range 6
Ammunition 2
- Poisoned Spear**
Piercing
Penetrating Strike

Hits	Damage
1	2
2	3
3	4+ Consumed (Poison • Durable 1/1)
4	4+ Consumed (Poison • Durable 2/3)
5	5+ Consumed (Poison • Durable 2/3)

Hits	Damage
1	2
2	3
3	4+ Consumed (Poison • Durable 1/1)
4	4+ Consumed (Poison • Durable 2/3)
5	5+ Consumed (Poison • Durable 2/3)

Trooper Male
Lost Agnostic

SPECIAL ABILITIES

- Advanced Dodge 2
- Deployment 4 Scout
- Camouflage 2 Strider
- Discretion 4

Unlimited

15

SQUAMATA TRACKER

SHS CBT DEF PR LP FTH CMD
3 2 3 2 4 3 1 7 3 0 0 -

LIFE POINTS
1 2 3 4 5 6 7

WEAPONS

- Poisoned Spear**
Piercing
Range 6
Ammunition 2
- Poisoned Spear**
Piercing
Penetrating Strike

Hits	Damage
1	2
2	3
3	4+ Consumed (Poison • Durable 1/1)
4	4+ Consumed (Poison • Durable 2/3)
5	5+ Consumed (Poison • Durable 2/3)

Hits	Damage
1	2
2	3
3	4+ Consumed (Poison • Durable 1/1)
4	4+ Consumed (Poison • Durable 2/3)
5	5+ Consumed (Poison • Durable 2/3)

Trooper Male
Lost Agnostic

SPECIAL ABILITIES

- Advanced Dodge 2
- Deployment 4 Scout
- Camouflage 2 Strider
- Discretion 4

Unlimited

15

VORENUS CORVUS PRAETORIAN

SHS CBT DEF PR LP FTH CMD
5 4 4 3 1 10 4 0 0 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10

WEAPONS

- Hooks**
Piercing

Hits	Damage
1	3
2	4
3	5
4	5 + Knocked Down
5	6 + Immobilized

ORDERS

- Harassment**
Free • 1 CMD
Choose an enemy unit within 4 fathoms of Vorenus. The targeted unit gets a penalty of -1 DEF, to a minimum of 2, until the end of the turn. This order can't be used more than once per turn.

Independent Male
Lost Agnostic

SPECIAL ABILITIES

- Charisma Strider
- Evasive Vicious 2
- Runaway

Unique

25

VORENUS CORVUS PRAETORIAN

SHS CBT DEF PR LP FTH CMD
- - 5 4 4 3 1 10 4 0 0 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10

WEAPONS

- Hooks**
Piercing

Hits	Damage
1	3
2	4
3	5
4	5 + Knocked Down
5	6 + Immobilized

ORDERS

- Harassment**
Free • 1 CMD
Choose an enemy unit within 4 fathoms of Vorenus. The targeted unit gets a penalty of -1 DEF, to a minimum of 2, until the end of the turn. This order can't be used more than once per turn.

Independent Male
Lost Agnostic

SPECIAL ABILITIES

- Charisma Strider
- Evasive Vicious 2
- Runaway

Unique

25

RETIARIUS

SHS CBT DEF PR LP FTH CMD
4 3 4 3 0 0 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10

WEAPONS

- Obsidian dagger**
Slashing

Hits	Damage
1	1
2	2
3	4
4	6
5	Life Drain 3

ORDERS

- Exuvia**
Active • Variable
You may spend as much CMD on this order as you like. Once the amount of CMD is spent, double it to determine how many total LP of healing this order will allow. Once this is known you may split up these LP in any way you see fit between units with the Lost keyword within 4 fathoms of Saurav-Geet. Naturally these units recover a number of LP equal to the number of points assigned to them from the total.
- A Stain Soiling the Faith**
1 CMD
When Saurav-Geet dies, until the end of the current turn and for all of the next turn, all units get a penalty to their PR equal to their FTH. If you cannot pay the cost of this order as well as losing the 1 CMD of Saurav-Geet when he dies, this order can't be used.

Trooper Asexual
Lost Agnostic

SPECIAL ABILITIES

- Attack of Opportunity Bodyguard
- Vulnerability (Blunt)

Limited 3

21

RETIARIUS

SHS CBT DEF PR LP FTH CMD
- - 5 4 4 3 2 9 4 0 0 -

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS

- Halberd**
Piercing
Slashing
Cumbersome
Eager
Lunge 2

Hits	Damage
1	3
2	5
3	6 + Knocked Down
4	10
5	8 + Immobilized

Independent Agnostic
Lost Mentalist

SPECIAL ABILITIES

- Strider

Unique

25

SAURAV-GEET SQUAMATA SHAMAN

SHS CBT DEF PR LP FTH CMD
5 4 4 3 1 7 3 0 0 -

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS

- Obsidian dagger**
Slashing

Hits	Damage
1	1
2	2
3	4
4	6
5	Life Drain 3

ORDERS

- Exuvia**
Active • Variable
You may spend as much CMD on this order as you like. Once the amount of CMD is spent, double it to determine how many total LP of healing this order will allow. Once this is known you may split up these LP in any way you see fit between units with the Lost keyword within 4 fathoms of Saurav-Geet. Naturally these units recover a number of LP equal to the number of points assigned to them from the total.
- A Stain Soiling the Faith**
1 CMD
When Saurav-Geet dies, until the end of the current turn and for all of the next turn, all units get a penalty to their PR equal to their FTH. If you cannot pay the cost of this order as well as losing the 1 CMD of Saurav-Geet when he dies, this order can't be used.

Independent Agnostic
Lost Mentalist

SPECIAL ABILITIES

- Strider

Unique

25

SAURAV-GEET SQUAMATA SHAMAN

SHS CBT DEF PR LP FTH CMD
- - 3 2 4 3 2 9 5 0 0 1

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS

- Obsidian dagger**
Slashing

Hits	Damage
1	1
2	2
3	4
4	6
5	Life Drain 3

ORDERS

- Exuvia**
Active • Variable
You may spend as much CMD on this order as you like. Once the amount of CMD is spent, double it to determine how many total LP of healing this order will allow. Once this is known you may split up these LP in any way you see fit between units with the Lost keyword within 4 fathoms of Saurav-Geet. Naturally these units recover a number of LP equal to the number of points assigned to them from the total.
- A Stain Soiling the Faith**
1 CMD
When Saurav-Geet dies, until the end of the current turn and for all of the next turn, all units get a penalty to their PR equal to their FTH. If you cannot pay the cost of this order as well as losing the 1 CMD of Saurav-Geet when he dies, this order can't be used.

Independent Agnostic
Lost Mentalist

SPECIAL ABILITIES

- Strider

Unique

25

JAWS OF THE DEEP

BRUTAL BEAST



MVT 6
DEF 4
FTH 0
CMD -

Unique

- Independent
- Asexual
- Demon
- Satanist

SPECIAL ABILITIES

- Combat Sense
- Fury
- Demoralize
- Impressive
- Fast 3
- Strider

32

JAWS OF THE DEEP

BRUTAL BEAST

SHS CBT DEF PR LP FTH CMD
- 7 4 2 12 0 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

- Teeth and Claws
 - Piercing
 - Slashing

Hits	Damage
1	3
2	5
3	7
4	9
5	11

WORMPILE

HIVE MIND



MVT 4
DEF 6
FTH -
CMD -

Unique

- Independent
- Asexual
- Lost
- Unbeliever

SPECIAL ABILITIES

- Elusive
- Inulnerable
- Harmless
- Maverick
- Insignificant
- Regeneration
- Intangible
- Strider

24

WORMPILE

HIVE MIND

SHS CBT DEF PR LP FTH CMD
- - 6 0 5 - -

LIFE POINTS
1 2 3 4 5

ORDERS

- Underground Colony

At the beginning of the upkeep phase, other units within 3 fathoms of Wormpile take 3 damage, ignoring PR. When an allied unit would take damage due to this ability, you may spend 1 CMD to have them not take damage.

- Unstoppable Progress

Wormpile is released with the understanding that he is to kill the enemy officer. Therefore the enemy officer is Wormpile's target. Once Wormpile's target has been eliminated, the enemy independent with the highest AP cost will become its new target. If there are no longer any enemy independents, Wormpile has no target, and is free to act normally. Wormpile must move towards its target, and must attempt to come into contact with its target as soon as possible. Wormpile will use any pertinent form of movement to attempt to come into contact with its target during its activation. As long as Wormpile is in contact with its target it can't move, even repositioning is not allowed, and its target suffers the effects of Stunned. Wormpile is immune to effects that may stop or slow its progress towards its target (Attraction from non-target units, Intangible, etc.).

SLING MAIDEN



MVT 4
DEF 3
FTH 0
CMD -

Limited 2

- Independent
- Female
- Lost
- Agnostic

22

SLING MAIDEN

SHS CBT DEF PR LP FTH CMD
2 3 3 0 6 0 0 -

LIFE POINTS
1 2 3 4 5 6

WEAPONS

- Biting Maggot
 - Piercing
 - Range 5
 - Artillery
 - Penetrating Strike 2
- Pincers
 - Blunt
- Exploding Maggot
 - Range 5
 - Artillery
 - Heavy

Hits	Damage
1	1
2	3
3	5
4	6
5	8

Hits	Damage
1	2
2	3
3	4
4	5
5	3+Stunned

Damage
Explosion (3/1)

ORDERS

- Bloody Sacrifice

Free • 1 Permanent CMD • Unstoppable • Unique

The Sling Maiden kills the Maggot Bearer associated with her. This causes an Explosion (power 2/3) centered on the Maggot Bearer. The Sling Maiden must be in contact with the Maggot Bearer to give this order.

MAGGOT BEARER



MVT 2
DEF 2
FTH -
CMD -

Associated

- Independent
- Asexual
- Lost
- Unbeliever

SPECIAL ABILITIES

- Ammunition Carrier
- Maverick
- Harmless
- *Associated with Sling Maiden
- Insignificant

0

MAGGOT BEARER

SHS CBT DEF PR LP FTH CMD
- - 2 0 4 - -

LIFE POINTS
1 2 3 4

CORVUS TORMENTOR



MVT 5
DEF 4
FTH 0
CMD -

Unlimited

- Trooper
- Male or Female (Refer to model)
- Lost
- Agnostic

SPECIAL ABILITIES

- Evasive
- Runaway
- First Contact
- Strider
- Levitation
- Vicious 2

13

CORVUS TORMENTOR

SHS CBT DEF PR LP FTH CMD

- 3 4 1 6 0 -

LIFE POINTS

1 2 3 4 5 6

WEAPONS

Lacerator
Slashing

Hits	Damage
1	2
2	3 + Pain
3	4 + Pain 2
4	7
5	9

Officer
Lost
Asexual
Agnostic

SPECIAL ABILITIES

Charisma
Fury
Immune (Controlled)
Leader
Strider
Terror 2

Unique

84

BRAN CARNOOTH

WARLORD

SHS CBT DEF PR LP FTH CMD

- 8 4 3 16 0 5

LIFE POINTS

1 2 3 4 5 6 7 8 9 10

WEAPONS

Heavy Axe
Slashing
Eager
Lunge 2

Hits	Damage
1	4
2	6
3	8
4	10
5	10 + Knocked Down

ORDERS

Battle Cry
Vae Soli
Vae Victis

Active • 3 Permanent CMD • Unique
All enemy units within 8 fathoms of Bran Carnoth are Knocked Down.

Spiritual Armor
Free • 1 Permanent CMD • Unique
Until the end of the turn, Bran Carnoth gets Immune (Spiritual Damage).

Deadly Instinct
Free • 1 Permanent CMD • Unique
For the next combat sequence Bran Carnoth is engaged in he gets Rapid Strike (Attack).

Officer
Lost
Asexual
Agnostic

SPECIAL ABILITIES

Charisma
Fury
Immune (Controlled)
Leader
Strider
Terror 2

Unique

84

BRAN CARNOOTH

WARLORD

SHS CBT DEF PR LP FTH CMD

- 8 4 3 16 0 5

LIFE POINTS

1 2 3 4 5 6 7 8 9 10

WEAPONS

Heavy Axe
Slashing
Eager
Lunge 2

Hits	Damage
1	4
2	6
3	8
4	10
5	10 + Knocked Down

ORDERS

Battle Cry
Vae Soli
Vae Victis

Active • 3 Permanent CMD • Unique
All enemy units within 8 fathoms of Bran Carnoth are Knocked Down.

Spiritual Armor
Free • 1 Permanent CMD • Unique
Until the end of the turn, Bran Carnoth gets Immune (Spiritual Damage).

Deadly Instinct
Free • 1 Permanent CMD • Unique
For the next combat sequence Bran Carnoth is engaged in he gets Rapid Strike (Attack).

Officer
Lost
Asexual
Agnostic

SPECIAL ABILITIES

Charisma
Fury
Immune (Controlled)
Leader
Strider
Terror 2

Unique

84

KARTIKEYA

SQUAMATA BLOOD MASTER

SHS CBT DEF PR LP FTH CMD

6 5 4 5 - X

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 B 14

WEAPONS

Eviscerator
Piercing
Slashing

Hits	Damages
1	3
2	5
3	7
4	9
5	12

ORDERS

The Lizard King
Vae Victis
Vae Soli

Kartikeya's CMD is equal to the number of squamata units included in his company (including himself). This value is figured when the company is made and doesn't change throughout the game as squamata enter or leave play for any reason.

Bloody Rage
Free • 1 Permanent CMD • Unique
Until the end of the current action phase, Kartikeya gets the Rapid Strike (Attack) ability. Until the end of the current action phase, all other squamata units within 6 fathoms of Kartikeya when this order is given get Natural Talent.

Bloody Power
Unique • When Kartikeya kills an enemy unit this order may be used. If it is, all squamata units in his company get Regeneration, or 4 to their Regeneration ability if they already have it, until the end of the game.

Bloody Madness
1 Permanent CMD • Unique • If the Bloody Power order has already been used, and Kartikeya kills another enemy unit, then this order may be used. If it is, all of the units currently on the battlefield get Counter Attack until the end of the game, and all squamata units in Kartikeya's company get Regeneration, or 4 to their Regeneration ability if they already have it, until the end of the game. If this order is not used at the first opportunity to do so, then it can't be used later in the game, even if the opportunity arises again.

Officer
Lost
Male
Unbeliever

SPECIAL ABILITIES

Counter Attack
Demoralize
Fanatic
Frenzy
Fury
Strider
Terrifying

Unique

65

KARTIKEYA

SQUAMATA BLOOD MASTER

SHS CBT DEF PR LP FTH CMD

6 5 4 5 - X

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 B 14

WEAPONS

Eviscerator
Piercing
Slashing

Hits	Damages
1	3
2	5
3	7
4	9
5	12

ORDERS

The Lizard King
Vae Victis
Vae Soli

Kartikeya's CMD is equal to the number of squamata units included in his company (including himself). This value is figured when the company is made and doesn't change throughout the game as squamata enter or leave play for any reason.

Bloody Rage
Free • 1 Permanent CMD • Unique
Until the end of the current action phase, Kartikeya gets the Rapid Strike (Attack) ability. Until the end of the current action phase, all other squamata units within 6 fathoms of Kartikeya when this order is given get Natural Talent.

Bloody Power
Unique • When Kartikeya kills an enemy unit this order may be used. If it is, all squamata units in his company get Regeneration, or 4 to their Regeneration ability if they already have it, until the end of the game.

Bloody Madness
1 Permanent CMD • Unique • If the Bloody Power order has already been used, and Kartikeya kills another enemy unit, then this order may be used. If it is, all of the units currently on the battlefield get Counter Attack until the end of the game, and all squamata units in Kartikeya's company get Regeneration, or 4 to their Regeneration ability if they already have it, until the end of the game. If this order is not used at the first opportunity to do so, then it can't be used later in the game, even if the opportunity arises again.

Officer
Lost
Male
Unbeliever

SPECIAL ABILITIES

Counter Attack
Demoralize
Fanatic
Frenzy
Fury
Strider
Terrifying

Unique

65

ETRUSCILLA

STRIX

SHS CBT DEF PR LP FTH CMD

5 4 4 3 0 0 3

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Talons
Slashing

Hits	Damage
1	2
2	3
3	4
4	5
5	6

ORDERS

A Light in the Dark
Vae Victis
Vae Soli

Passive • 1 CMD
A unit of your choice loses the Discretion ability until the end of the turn.

Invulnerability
Passive • Unique
Etruscilla takes no damage during the next melee combat sequence she is involved in.

Stupefaction
Passive • 1 Permanent CMD • Unique
A waiting unit of your choice is now already activated (as if it had been activated this turn).

AURAS

Nocturnal Attack
Permanent • Affects the Whole Battlefield • Inclusive
All units on the battlefield get Discretion 4.

Piercing Screams
Permanent • 10 Fathom Radius • Allies (Immune)
The CMD cost of Vae Victis and Vae Soli orders received within the area effect of this aura by enemy units is doubled.

Officer
Lost
Female
Evasive
Leader
Levitation

SPECIAL ABILITIES

Runaway
Strider
Vicious 2

Unique

55

ETRUSCILLA

STRIX

SHS CBT DEF PR LP FTH CMD

2 3 4 0 12 0 3

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Talons
Slashing

Hits	Damages
1	2
2	3
3	4
4	5
5	6

ORDERS

A Light in the Dark
Vae Victis
Vae Soli

Passive • 1 CMD
A unit of your choice loses the Discretion ability until the end of the turn.

Invulnerability
Passive • Unique
Etruscilla takes no damage during the next melee combat sequence she is involved in.

Stupefaction
Passive • 1 Permanent CMD • Unique
A waiting unit of your choice is now already activated (as if it had been activated this turn).

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Permanent • Affects the Whole Battlefield • Inclusive
All units on the battlefield get Discretion 4.

Piercing Screams
Permanent • 10 Fathom Radius • Allies (Immune)
The CMD cost of Vae Victis and Vae Soli orders received within the area effect of this aura by enemy units is doubled.

Officer
Lost
Female
Evasive
Leader
Levitation

SPECIAL ABILITIES

Runaway
Strider
Vicious 2

Unique

55

SQUAMATA SPITTER

SHS CBT DEF PR LP FTH CMD

2 3 4 1 11 0 -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11

WEAPONS

Eviscerator
Piercing
Slashing

Hits	Damage
1	3
2	5
3	7
4	9
5	12

ORDERS

Acid Spit
Ammunition 2
Saliva Projectile
Limited Range 3
Range 4

Cloud Blast (Acid • 5/2 • Consumed (Acid • 1/3))

Explosion (Saliva • Slowed)

Independent
Lost
Male
Agnostic

SPECIAL ABILITIES

Regeneration 2
Strider

Limited 2

25

SQUAMATA SPITTER

SHS CBT DEF PR LP FTH CMD

2 3 4 1 11 0 -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11

WEAPONS

Eviscerator
Piercing
Slashing

Hits	Damage
1	3
2	5
3	7
4	9
5	12

ORDERS

Acid Spit
Ammunition 2
Saliva Projectile
Limited Range 3
Range 4

Cloud Blast (Acid • 5/2 • Consumed (Acid • 1/3))

Explosion (Saliva • Slowed)

Independent
Lost
Male
Agnostic

SPECIAL ABILITIES

Regeneration 2
Strider

Limited 2

25

FRANCISCO VARGAS

FRANK-CAPTAIN TAKING ORDERS FROM THE VATICAN

SHS: 4 CBT: 3 DEF: 4 PR: 3 LP: 5 FTH: 2 CMD: 5

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS: Longsword
Slashing

ORDERS: Leader of the Converts
All the Christian models in Vargas' company are considered to be Christian (Papist) instead of the religion keyword written on their stat cards. This Order takes effect as soon as the company is created, as if the modification is printed on the cards.

Bastion of the Lord
Active • 1 Permanent CMD • Unique
Friendly troopers with a FTH of 1 or more get a PR bonus equal to their FTH until the end of the turn.

Kiss of the Lord
Free • 1 Permanent CMD • Unique
Vargas recovers a number of LP equal to twice his FTH.

Vae Soli • Vae Victis

Independent • Male
Human • Christian (Papist)

SPECIAL ABILITIES: Charisma • Tenacious • Leader

Unique

40

FRANCISCO VARGAS

FRANK-CAPTAIN TAKING ORDERS FROM THE VATICAN

SHS: 5 CBT: 4 DEF: 4 PR: 2 LP: 12 FTH: 3 CMD: 5

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS: Longsword
Slashing

ORDERS: Leader of the Converts
All the Christian models in Vargas' company are considered to be Christian (Papist) instead of the religion keyword written on their stat cards. This Order takes effect as soon as the company is created, as if the modification is printed on the cards.

Bastion of the Lord
Active • 1 Permanent CMD • Unique
Friendly troopers with a FTH of 1 or more get a PR bonus equal to their FTH until the end of the turn.

Kiss of the Lord
Free • 1 Permanent CMD • Unique
Vargas recovers a number of LP equal to twice his FTH.

Vae Soli • Vae Victis

Independent • Male
Human • Christian (Papist)

SPECIAL ABILITIES: Charisma • Tenacious • Leader

Unique

40

AIDAN SAINT JAMES

SERGEANT

SHS: 4 CBT: 3 DEF: 4 PR: 1 LP: 0 FTH: 1 CMD: 1

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS: Longsword
Slashing

ORDERS: Leader of the Converts
All the Christian models in Vargas' company are considered to be Christian (Papist) instead of the religion keyword written on their stat cards. This Order takes effect as soon as the company is created, as if the modification is printed on the cards.

Bastion of the Lord
Active • 1 Permanent CMD • Unique
Friendly troopers with a FTH of 1 or more get a PR bonus equal to their FTH until the end of the turn.

Kiss of the Lord
Free • 1 Permanent CMD • Unique
Vargas recovers a number of LP equal to twice his FTH.

Vae Soli • Vae Victis

Independent • Male
Human • Christian (Papist)

SPECIAL ABILITIES: Charisma • Tenacious • Leader

Unique

40

AIDAN SAINT JAMES

SERGEANT

SHS: 2 CBT: 4 DEF: 4 PR: 2 LP: 8 FTH: 1 CMD: 1

LIFE POINTS: 1 2 3 4 5 6 7 8

WEAPONS: Arquebus
Piercing
Range 8
Penetrating Strike 2
Reloading 2

Longsword
Slashing

ORDERS: Quick Reload
Passive • 1 Permanent CMD
Aidan's arquebus is now fully reloaded. This ability can only be used once per activation.

Reload!
Passive • 2 Permanent CMD • Unique
Aidan's arquebus, and those of his allies, are now fully reloaded.

Independent • Male
Human • Christian (Papist)

SPECIAL ABILITIES: Charisma • Tenacious • Leader

Unique

40

ARQUEBUSER

SHS: 4 CBT: 3 DEF: 3 PR: 2 LP: 4 FTH: 1 CMD: 0

LIFE POINTS: 1 2 3 4

WEAPONS: Arquebus
Piercing
Range 8
Penetrating Strike 2
Reloading 2

Longsword
Slashing

ORDERS: Quick Reload
Passive • 1 Permanent CMD
Aidan's arquebus is now fully reloaded. This ability can only be used once per activation.

Reload!
Passive • 2 Permanent CMD • Unique
Aidan's arquebus, and those of his allies, are now fully reloaded.

Independent • Male
Human • Christian (Papist)

SPECIAL ABILITIES: Charisma • Tenacious • Leader

Unique

40

ARQUEBUSER

SHS: 2 CBT: 3 DEF: 3 PR: 2 LP: 4 FTH: 1 CMD: 0

LIFE POINTS: 1 2 3 4

WEAPONS: Arquebus
Piercing
Range 8
Penetrating Strike 2
Reloading 2

Longsword
Slashing

ORDERS: Quick Reload
Passive • 1 Permanent CMD
Aidan's arquebus is now fully reloaded. This ability can only be used once per activation.

Reload!
Passive • 2 Permanent CMD • Unique
Aidan's arquebus, and those of his allies, are now fully reloaded.

Independent • Male
Human • Christian (Papist)

SPECIAL ABILITIES: Charisma • Tenacious • Leader

Unique

40

AUGUSTINUS RAIMOND

DOPPELSÖLDNER CAPTAIN

SHS: 4 CBT: 3 DEF: 3 PR: 2 LP: 10 FTH: 2 CMD: 1

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10

WEAPONS: Warhammer
Blunt, Piercing
Cumbbersome
Eager 2
Lunge 2

ORDERS: Charge!
Exhausting -3 CMD
All allied Doppelsöldner Captains and allied troopers gain Fast 3 until the end of the turn.

Stand Firm!
Free • 2 CMD • Unique
All allied troopers gain Defensive Combat 2 until the end of the turn. All allied Doppelsöldner troopers also gain Rapid Strike (Defense) until the end of the turn.

Independent • Male
Human • Christian (Protestant)

SPECIAL ABILITIES: Protective • Terror • Vulnerability (Piercing) 3

Unique

40

AUGUSTINUS RAIMOND

DOPPELSÖLDNER CAPTAIN

SHS: 5 CBT: 4 DEF: 3 PR: 4 LP: 10 FTH: 2 CMD: 1

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10

WEAPONS: Warhammer
Blunt, Piercing
Cumbbersome
Eager 2
Lunge 2

ORDERS: Charge!
Exhausting -3 CMD
All allied Doppelsöldner Captains and allied troopers gain Fast 3 until the end of the turn.

Stand Firm!
Free • 2 CMD • Unique
All allied troopers gain Defensive Combat 2 until the end of the turn. All allied Doppelsöldner troopers also gain Rapid Strike (Defense) until the end of the turn.

Independent • Male
Human • Christian (Protestant)

SPECIAL ABILITIES: Protective • Terror • Vulnerability (Piercing) 3

Unique

40

DOPPELSÖLDNER CAPTAIN

SHS: 4 CBT: 3 DEF: 3 PR: 2 LP: 10 FTH: 2 CMD: 1

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10

WEAPONS: Warhammer
Blunt, Piercing
Cumbbersome
Eager 2
Lunge 2

ORDERS: Charge!
Exhausting -3 CMD
All allied Doppelsöldner Captains and allied troopers gain Fast 3 until the end of the turn.

Stand Firm!
Free • 2 CMD • Unique
All allied troopers gain Defensive Combat 2 until the end of the turn. All allied Doppelsöldner troopers also gain Rapid Strike (Defense) until the end of the turn.

Independent • Male
Human • Christian (Protestant)

SPECIAL ABILITIES: Protective • Terror • Vulnerability (Piercing) 3

Unique

40

DOPPELSÖLDNER CAPTAIN

SHSCBTDEFPRLPFTHCMD

-4332483211

LIFE POINTS

☠

12345678

WEAPONS

- **Warhammer**
Blunt, Piercing
Cumbersome
Eager
Lunge 2

Hits	Danno
1	4
2	5
3	6
4	8
5	10 + Knocked Down

AURAS

- **Moral Shield**
Permanent • 4 Fathom Radius • Christians (Protestants)
Christians (Protestants) within the area of effect of this aura get +1 DEF. This aura can't raise a unit's DEFense to greater than 4.

Limited 3

Independent
Human
Charisma
Defensive Shot

Male
Christian (Papist)
Elusive
Man-at-arms

31

SWASHBUCKLER

SHSCBTDEFPRLPFTHCMD

326540124001

LIFE POINTS

☠

123456789101112

WEAPONS

- **Pistol**
Piercing
Penetrating Strike
Range 3
Reloading 2

Hits	Damage
1	1
2	3
3	4
4	6
5	8

- **Longsword**
Slashing

Hits	Damage
1	2
2	3
3	5
4	7 + Stunned
5	9

ORDERS

- **The Lord Guides my Hand**
Active • 2 Permanent CMD • Unique
Until the end of the game, the Swashbuckler gets +1 MVT, +2 SHS, +2 CBT, and +2 FTH.

Limited 3

Independent
Human
Charisma
Defensive Shot

Male
Christian (Papist)
Elusive
Man-at-arms

31

SWASHBUCKLER

SHSCBTDEFPRLPFTHCMD

326540124001

LIFE POINTS

☠

123456789101112

WEAPONS

- **Pistol**
Piercing
Penetrating Strike
Range 3
Reloading 2

Hits	Damage
1	1
2	3
3	4
4	6
5	8

- **Longsword**
Slashing

Hits	Damage
1	2
2	3
3	5
4	7 + Stunned
5	9

ORDERS

- **The Lord Guides my Hand**
Active • 2 Permanent CMD • Unique
Until the end of the game, the Swashbuckler gets +1 MVT, +2 SHS, +2 CBT, and +2 FTH.

Limited 3

Independent
Human
Charisma
Defensive Shot

Male
Christian (Papist)
Elusive
Man-at-arms

31

DOPPELSÖLDNER

SHSCBTDEFPRLPFTHCMD

-433247321-

LIFE POINTS

☠

1234567

WEAPONS

- **Two-Handed Sword**
Slashing
Eager
Lunge 2

Hits	Damage
1	3
2	5
3	6
4	8
5	10

SPECIAL ABILITIES

- **Protective**
- **Tenacious**
- **Terror**
- **Vulnerability**
(Piercing) 3

Unlimited

Trooper
Human
Male
Christian (Protestant)

18

DOPPELSÖLDNER

SHSCBTDEFPRLPFTHCMD

-433247321-

LIFE POINTS

☠

1234567

WEAPONS

- **Two-Handed Sword**
Slashing
Eager
Lunge 2

Hits	Damage
1	3
2	5
3	6
4	8
5	10

SPECIAL ABILITIES

- **Protective**
- **Tenacious**
- **Terror**
- **Vulnerability**
(Piercing) 3

Unlimited

Trooper
Human
Male
Christian (Protestant)

18

BLADE FOR HIRE

SHSCBTDEFPRLPFTHCMD

543210-----

LIFE POINTS

☠

123456789101112

WEAPONS

- **Longsword & Dirk**
Slashing

Hits	Damage
1	3
2	4
3	6
4	7
5	9

SPECIAL ABILITIES

- **Dodge 2**
- **First Contact**
- **Fury**
- **Rapid Strike** (Attack)
- **Strider**

Unlimited

Trooper
Human
Male
Christian (Papist)

14

BLADE FOR HIRE

SHSCBTDEFPRLPFTHCMD

-324315210-

LIFE POINTS

☠

12345

WEAPONS

- **Longsword & Dirk**
Slashing

Hits	Damage
1	3
2	4
3	6
4	7
5	9

SPECIAL ABILITIES

- **Dodge 2**
- **First Contact**
- **Fury**
- **Rapid Strike** (Attack)
- **Strider**

Unlimited

Trooper
Human
Male
Christian (Papist)

14

SARA ZINGARESCA DRABA

SHSCBTDEFPRLPFTHCMD

-215408400-

LIFE POINTS

☠

12345678

WEAPONS

- **Magic Dusts**
Inhalation

Hits	Damage
1	Consumed (Fire • 1/3)
2	Consumed (Fire • 1/3)
3	Knocked Down
4	Consumed (Fire • 2/3)
5	Consumed (Fire • 2/3)

AURAS

- **Attraction Aura**
Temporary • Passive • 3 Fathom Radius • Lingering • Males
Male enemy units within the area of effect of this aura treat Sara as if she had Attraction 3.

Unique

Independent
Human
Female
Satanist
Mentalist
Infernalist 1/2

SPECIAL ABILITIES

- **Dodge 2**
- **Expertise**
- **Runaway**

23

SARA ZINGARESCA DRABA

SHSCBTDEFPRLPFTHCMD

-215408400-

LIFE POINTS

☠

12345678

WEAPONS

- **Magic Dusts**
Inhalation

Hits	Damage
1	Consumed (Fire • 1/3)
2	Consumed (Fire • 1/3)
3	Knocked Down
4	Consumed (Fire • 2/3)
5	Consumed (Fire • 2/3)

AURAS

- **Attraction Aura**
Temporary • Passive • 3 Fathom Radius • Lingering • Males
Male enemy units within the area of effect of this aura treat Sara as if she had Attraction 3.

Unique

Independent
Human
Female
Satanist
Mentalist
Infernalist 1/2

SPECIAL ABILITIES

- **Dodge 2**
- **Expertise**
- **Runaway**

23

SARA ZINGARESCA

DRABA

SPELLS

Explosion

Vanished

This spell creates an Explosion (Fire • 4/2) centered on the lemur.

Conflagration

Vanished

This spell creates a circular element of terrain with a 3 fathom radius centered on the lemur that lasts 3 turns. This element is Radiant (Consumed (Fire • 3/3)) and completely Opaque.

HELL

DORADO

SPELL

BOOK

MISSIONARY

MVT

4

3

DEF

3

4

FTH

3

4

CMD

1

Limited 3

Independent

Human

Male

Christian (Papist)

Mentalist

SPECIAL ABILITIES

Arch Enemy 2

Fanatic

(Demons & Damned Ones)

25

EN

MISSIONARY

SHS

CBT

DEF

PR

LP

FTH

CMD

-

3

3

2

9

3

1

LIFE POINTS

1

2

3

4

5

6

7

8

9

WEAPONS

Censer

Blunt

ORDERS

The Lord is My Shield

Passive • 1 CMD

The missionary and all allied units are immune to Terror and Terrifying until the end of the turn.

AURAS

Aura of Fear

Temporary • Active • 6 Fathom Radius • Lingering • Christian (Immune)

Non-Christian units within the area of effect of this aura suffer a penalty of -1 CBT.

Aura of Power

Temporary • Passive • 6 Fathom Radius • Lingering • Christian

Christian units within the area of effect of this aura will score an additional hit during any combat sequence that they score at least one hit in.

Aura of Healing

Temporary • Passive • 6 Fathom Radius • Instant • Christian (Papist)

Christian (Papist) units within the area of effect of this aura recover LP equal to their FTH. This aura can only be used once per turn.

BAPTISTE VALOMBRE

SCHOLAR ADVENTURER

SHS

CBT

DEF

PR

LP

FTH

CMD

4

3

4

3

0

0

4

LIFE POINTS

1

2

3

4

5

6

7

WEAPONS

Experimental Pistol

Placing

Penetrating Strike

Range 4

Ammunition 6

Jagged Sword and Spiked Gauntlet

Blunt

Slashing

ORDERS

Special Ammunition

Passive • 1 CMD

If Baptiste shoots during this activation, the shot will be affected by one of the following modifiers, which must be chosen before choosing a target: Baptiste's Experimental Pistol gets +3 Range; Baptiste gains Natural Talent; The target suffers Consumed (Fire • 2/1), in addition to the normal damage, when Baptiste scores 3 or more hits. This order can be given more than once per turn, but each option may only be chosen one time when a shot is taken.

AURAS

Do you Believe You'll Live Forever?

Permanent • 4 Fathom Radius • Allies

Other allied units within this aura's area of effect get +1 CBT, and +1 FTH.

Officer

Human

Male

Agnostic

Mentalist

SPECIAL ABILITIES

Defensive Combat

Immunity

(Fire, Cold, Poison)

Man-at-Arms

Scout

Strider

55

EN

BAPTISTE VALOMBRE

SCHOLAR ADVENTURER

SHS

CBT

DEF

PR

LP

FTH

CMD

4

3

6

5

4

3

3

12

2

0

0

4

LIFE POINTS

1

2

3

4

5

6

7

WEAPONS

Experimental Pistol

Placing

Penetrating Strike

Range 4

Ammunition 6

Jagged Sword and Spiked Gauntlet

Blunt

Slashing

ORDERS

Special Ammunition

Passive • 1 CMD

If Baptiste shoots during this activation, the shot will be affected by one of the following modifiers, which must be chosen before choosing a target: Baptiste's Experimental Pistol gets +3 Range; Baptiste gains Natural Talent; The target suffers Consumed (Fire • 2/1), in addition to the normal damage, when Baptiste scores 3 or more hits. This order can be given more than once per turn, but each option may only be chosen one time when a shot is taken.

AURAS

Do you Believe You'll Live Forever?

Permanent • 4 Fathom Radius • Allies

Other allied units within this aura's area of effect get +1 CBT, and +1 FTH.

Officer

Human

Male

Agnostic

Mentalist

SPECIAL ABILITIES

Defensive Combat

Immunity

(Fire, Cold, Poison)

Man-at-Arms

Scout

Strider

55

EN

SIR VALET

SERVANT

SHS

CBT

DEF

PR

LP

FTH

CMD

-

-

6

1

2

-

-

LIFE POINTS

1

2

ORDERS

Allow Me, Sir.

Passive • 2 Permanent CMD • Unstoppable • Unique

Sir Valet immediately switches places with Baptiste Valombre.

AURAS

Things Aren't Looking Good

Permanent • 4 Fathom Radius

Units within the area of effect of this aura get -1 CBT.

Independent

Demon

Asexual

Unbeliever

Mentalist

SPECIAL ABILITIES

Elusive

Harmless

Insignificant

Invulnerable

Maverick

Strider

*Associated with Baptiste Valombre

0

EN

SIR VALET

SERVANT

SHS

CBT

DEF

PR

LP

FTH

CMD

-

-

6

1

2

-

-

LIFE POINTS

1

2

ORDERS

Allow Me, Sir.

Passive • 2 Permanent CMD • Unstoppable • Unique

Sir Valet immediately switches places with Baptiste Valombre.

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Things Aren't Looking Good

Permanent • 4 Fathom Radius

Units within the area of effect of this aura get -1 CBT.

Independent

Demon

Asexual

Unbeliever

Mentalist

SPECIAL ABILITIES

Elusive

Harmless

Insignificant

Invulnerable

Maverick

Strider

*Associated with Baptiste Valombre

0

EN

GRENADIER

SHS

CBT

DEF

PR

LP

FTH

CMD

-

-

6

1

2

-

-

LIFE POINTS

1

2

ORDERS

Allow Me, Sir.

Passive • 2 Permanent CMD • Unstoppable • Unique

Sir Valet immediately switches places with Baptiste Valombre.

AURAS

Things Aren't Looking Good

Permanent • 4 Fathom Radius

Units within the area of effect of this aura get -1 CBT.

Independent

Demon

Asexual

Unbeliever

Mentalist

SPECIAL ABILITIES

Elusive

Harmless

Insignificant

Invulnerable

Maverick

Strider

*Associated with Baptiste Valombre

0

EN

GRENADE

SHSCBTDEFPRLPFTHCMD

333241-

2221000

LIFE POINTS

1
2
3
4

WEAPONS

- **Longsword**
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

- **Pistol**
Piercing
Penetrating Strike
Range 3
Reloading

Hits	Damage
1	1
2	3
3	4
4	6
5	8

- **Grenade**
Range 2
Limited Range 2

Damage
Explosion (Fire • 4/2)

GRENADE

SHSCBTDEFPRLPFTHCMD

233241-

1221000

LIFE POINTS

1
2
3
4

WEAPONS

- **Longsword**
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

- **Blunderbuss**
Reloading

Damage
Impact Blast (Piercing • 4/2)

- **Grenade**
Range 2
Limited Range 2

Damage
Explosion (Fire • 4/2)

TrooperMale

HumanChristian (Papist)

SPECIAL ABILITIES

RunawayTenacious

18

GRENADE

SHSCBTDEFPRLPFTHCMD

233241-

1221000

LIFE POINTS

1
2
3
4

WEAPONS

- **Longsword**
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

- **Blunderbuss**
Reloading

Damage
Impact Blast (Piercing • 4/2)

- **Grenade**
Range 2
Limited Range 2

Damage
Explosion (Fire • 4/2)

SISTER ÉLOÏSE

SHSCBTDEFPRLPFTHCMD

54534--

45434--

LIFE POINTS

1
2
3
4
5
6
7
8
9

WEAPONS

- **Kriss**
Spiritual Damage

Hits	Damage
1	2
2	3
3	5
4	7
5	9

ORDERS

- **Apparition**

Passive • 1 or 3 CMD • Unique

Eloise isn't deployed as normal at the beginning of the game. Her first activation must be to use this order. While Eloise is still waiting and has not been placed on the battlefield, you don't have to activate her if you don't want to. When this order is used Eloise is placed anywhere on the battlefield, not within 5 fathoms of an enemy unit, and not in impassable terrain. You may pay 3 CMD to use this order. If you do, Eloise can be placed within 5 fathoms of an enemy unit.

- **Assassination**

Passive • 1 Permanent CMD

The next combat sequence targeting a non-trooper unit that Eloise is involved in during her activation, is one sided in her favor, and she gets a bonus of +5 CBT during it. This order can only be used once per turn.

IndependentFemale

HumanChristian (Papist)

SPECIAL ABILITIES

Dodge 4Fanatic

ElusiveInsignificant

22

SISTER ÉLOÏSE

SHSCBTDEFPRLPFTHCMD

-35093-

4554544

LIFE POINTS

1
2
3
4
5
6
7
8
9

WEAPONS

- **Kriss**
Spiritual Damage

Hits	Damage
1	2
2	3
3	5
4	7
5	9

ORDERS

- **Apparition**

Passive • 1 or 3 CMD • Unique

Eloise isn't deployed as normal at the beginning of the game. Her first activation must be to use this order. While Eloise is still waiting and has not been placed on the battlefield, you don't have to activate her if you don't want to. When this order is used Eloise is placed anywhere on the battlefield, not within 5 fathoms of an enemy unit, and not in impassable terrain. You may pay 3 CMD to use this order. If you do, Eloise can be placed within 5 fathoms of an enemy unit.

- **Assassination**

Passive • 1 Permanent CMD

The next combat sequence targeting a non-trooper unit that Eloise is involved in during her activation, is one sided in her favor, and she gets a bonus of +5 CBT during it. This order can only be used once per turn.

IndependentFemale

HumanChristian (Orthodox)

SPECIAL ABILITIES

BodyguardHealer 3

ExpertiseTerror

24

ANNA BOGHA PAVLOVA MESS LADY

SHSCBTDEFPRLPFTHCMD

433210-

3210---

LIFE POINTS

1
2
3
4
5
6
7
8
9
10
11

WEAPONS

- **Long Sword**
Slashing

Hits	Damages
1	2
2	3
3	5
4	7
5	9

ORDERS

- **Manus Dei**

Passive • 2 Permanent CMD • Unique

Until the end of the turn, whenever a non-papist unit takes damage during a close combat, the damage is increased by the FTH of that unit, with a minimum increase of 1. This increase will even affect Invulnerable units.

- **Mark of the Faithful**

Free • 1 CMD

Target Papist unit becomes Brave until the end of the turn. This order can only be given once per action phase.

- **Mark of the Heretic**

Special Unique

After both companies have been deployed but before the start of the game, choose an enemy independent or trooper. The chosen unit is marked as a heretic for the rest of the game. While marked as a heretic a unit gets +3 CBT, Uncontrollable, and Gained a Pistol until the end of the game. If the marked unit and a MVT of this extra MVT would allow the papist unit to contact the unit marked as a heretic, if the unit marked as a heretic is killed during a melee, then the unit that killed it will become marked as a heretic.

AURAS

- **God's Coat**

Permanent • 1 Fathom Radius • Papists (Immune) • While any non-papist unit is within the area of effect of this aura, they suffer the effects of Stunned.

IndependentFemale

HumanChristian (Orthodox)

SPECIAL ABILITIES

BodyguardHealer 3

ExpertiseTerror

24

ANNA BOGHA PAVLOVA MESS LADY

SHSCBTDEFPRLPFTHCMD

-531161-

4260000

LIFE POINTS

1
2
3
4
5
6
7
8
9
10
11
12

WEAPONS

- **Mace**
Blunt
Cumbersome
Eager
Lunge 2

Hits	Damage
1	3
2	5
3	3 + Stunned
4	9
5	6 + Knocked Down

VINCENTO MACULANO DE FIORENTZUOLA Commissioner General of the Inquisition

SHSCBTDEFPRLPFTHCMD

44421144

44421144

LIFE POINTS

1
2
3
4
5
6
7
8
9
10
11

WEAPONS

- **Long Sword**
Slashing

Hits	Damages
1	2
2	3
3	5
4	7
5	9

ORDERS

- **Manus Dei**

Passive • 2 Permanent CMD • Unique

Until the end of the turn, whenever a non-papist unit takes damage during a close combat, the damage is increased by the FTH of that unit, with a minimum increase of 1. This increase will even affect Invulnerable units.

- **Mark of the Faithful**

Free • 1 CMD

Target Papist unit becomes Brave until the end of the turn. This order can only be given once per action phase.

- **Mark of the Heretic**

Special Unique

After both companies have been deployed but before the start of the game, choose an enemy independent or trooper. The chosen unit is marked as a heretic for the rest of the game. While marked as a heretic a unit gets +3 CBT, Uncontrollable, and Gained a Pistol until the end of the game. If the marked unit and a MVT of this extra MVT would allow the papist unit to contact the unit marked as a heretic, if the unit marked as a heretic is killed during a melee, then the unit that killed it will become marked as a heretic.

AURAS

- **God's Coat**

Permanent • 1 Fathom Radius • Papists (Immune) • While any non-papist unit is within the area of effect of this aura, they suffer the effects of Stunned.

OfficerChristian (Papist)

HumanMentalist

Male

SPECIAL ABILITIES

Charisma 2Leader

Immunity(Change of State)

55

VINCENTO MACULANO DE FIORENTZUOLA Commissioner General of the Inquisition

SHSCBTDEFPRLPFTHCMD

-4421144

44421144

LIFE POINTS

1
2
3
4
5
6
7
8
9
10
11

WEAPONS

- **Long Sword**
Slashing

Hits	Damages
1	2
2	3
3	5
4	7
5	9

ORDERS

- **Manus Dei**

Passive • 2 Permanent CMD • Unique

Until the end of the turn, whenever a non-papist unit takes damage during a close combat, the damage is increased by the FTH of that unit, with a minimum increase of 1. This increase will even affect Invulnerable units.

- **Mark of the Faithful**

Free • 1 CMD

Target Papist unit becomes Brave until the end of the turn. This order can only be given once per action phase.

- **Mark of the Heretic**

Special Unique

After both companies have been deployed but before the start of the game, choose an enemy independent or trooper. The chosen unit is marked as a heretic for the rest of the game. While marked as a heretic a unit gets +3 CBT, Uncontrollable, and Gained a Pistol until the end of the game. If the marked unit and a MVT of this extra MVT would allow the papist unit to contact the unit marked as a heretic, if the unit marked as a heretic is killed during a melee, then the unit that killed it will become marked as a heretic.

AURAS

- **God's Coat**

Permanent • 1 Fathom Radius • Papists (Immune) • While any non-papist unit is within the area of effect of this aura, they suffer the effects of Stunned.

OfficerChristian (Papist)

HumanMentalist

Male

SPECIAL ABILITIES

Charisma 2Leader

Immunity(Change of State)

55

GEORG VON HOLBEIN MARGRAVE

MVT 6 DEF 4 FTH 3 CMD 5

SHS - CBT 7 DEF 4 PR 4 LP 12 FTH 3 CMD 5

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Two-Handed Sword
Slashing
Penetrating Strike

Hits	Damages
1	3
2	5
3	7
4	9
5	11

ORDERS
• **Glory to the First** ■
Passive • 3 Permanent CMD • Unstoppable • Unique
Once Georg has resolved his activation, but before it becomes your opponent's activation, activate each of your waiting units one at a time. Once all of your units have been activated, then your opponent may activate a unit. You choose the order that your waiting units are activated in ignoring any effects that might otherwise affect this (EG Slowed, etc...).

• **Moment of grace** ■
Free • 1 Permanent CMD • Unique
Georg gets Rapid Strike (Defense) during the next combat sequence he is involved in this game.

• **Vae Victis** ■ • **Vae Soli** ■
Georg may spend up to 3 CMD on Vae Victis if you choose. This works in the same way as spending 1 or 2 CMD on the order, giving +3 to either SHS or CBT if you spend 3 CMD.

Officer Male
Human Christian (Papist)

SPECIAL ABILITIES
Arch-Enemy (Saracens) 2 Elusive
Fury
Chaotic Charge Terror
Charisma

Unique 70

ALVARO ECHEVERRIA DE BALAGUER Inquisitor

MVT 4 DEF 3 FTH 4 CMD 2

SHS - CBT 2 DEF 3 PR 2 LP 10 FTH 4 CMD 2

LIFE POINTS 1 2 3 4 5 6 7 8 9 10

WEAPONS
Gonfalon
Blunt

Hits	Damage
1	2
2	3
3	4
4	5
5	6

ORDERS
• **Divine Stupor** ■
Passive • 2 Permanent CMD • Unstoppable • Unbelievers and units with a FTH of 3+ (Immune) • Unique
All Troopers within 8 fathoms of Alvaro that aren't unbelievers and don't have a FTH greater than 2, become already activated. They can't be activated this turn anymore. You may choose to spend 4 permanent CMD rather than 2 for this order. If you do, your troopers will not be affected by this order.

AURA
• **Aura of Fanaticism** ■
Permanent • 8 Fathom Radius • Inclusive • Papists
Papist units within the area of effect of this aura get Fanatic.

Independent Male
Human Christian (Papist)
Mentalist

SPECIAL ABILITIES
Fanatic

Unique 26

GEORG VON HOLBEIN MARGRAVE

MVT 4 DEF 3 FTH 4 CMD 2

SHS - CBT 2 DEF 3 PR 2 LP 10 FTH 4 CMD 2

LIFE POINTS 1 2 3 4 5 6 7 8 9 10

WEAPONS
Gonfalon
Blunt

Hits	Damage
1	2
2	3
3	4
4	5
5	6

ORDERS
• **Divine Stupor** ■
Passive • 2 Permanent CMD • Unstoppable • Unbelievers and units with a FTH of 3+ (Immune) • Unique
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AURA
• **Aura of Fanaticism** ■
Permanent • 8 Fathom Radius • Inclusive • Papists
Papist units within the area of effect of this aura get Fanatic.

Independent Male
Human Christian (Papist)
Mentalist

SPECIAL ABILITIES
Fanatic

Unique 26

HAZIR IBN HAMID IBN HAJJAD Emir

MVT 4 DEF 3 FTH 3 CMD 5

SHS - CBT 5 DEF 3 PR 0 LP 16 FTH 3 CMD 5

LIFE POINTS 1 2 3 4 5 6 7 8 9 10

WEAPONS
Heavy scimitar
Slashing

Hits	Damage
1	3
2	5
3	3 + Stunned
4	9
5	11

ORDERS
• **In cha'Allah** ■
Active • 3 Permanent CMD • Unique
Allied Muslim units, except Nazir himself, gain +2 DEF, to a maximum of 6, during the next attack sequence, except explosions or blasts, they are involved in.

• **Vae Soli** ■
• **Vae Victis** ■

Officer Male
Human Muslim (Sunnii)

SPECIAL ABILITIES
Charisma Healer 5
Leader Tenacious
Expertise

Unique 38

HAZIR IBN HAMID IBN HAJJAD Emir

MVT 4 DEF 3 FTH 3 CMD 5

SHS - CBT 5 DEF 3 PR 0 LP 16 FTH 3 CMD 5

LIFE POINTS 1 2 3 4 5 6 7 8 9 10

WEAPONS
Heavy scimitar
Slashing

Hits	Damage
1	3
2	5
3	3 + Stunned
4	9
5	11

ORDERS
• **In cha'Allah** ■
Active • 3 Permanent CMD • Unique
Allied Muslim units, except Nazir himself, gain +2 DEF, to a maximum of 6, during the next attack sequence, except explosions or blasts, they are involved in.

• **Vae Soli** ■
• **Vae Victis** ■

Officer Male
Human Muslim (Sunnii)

SPECIAL ABILITIES
Charisma Healer 5
Leader Tenacious
Expertise

Unique 38

CHAMS AL MAJID Djinn

MVT 6 DEF 5 FTH 3 CMD -

SHS - CBT 4 DEF 5 PR 0 LP 12 FTH 3 CMD -

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Scimitar
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

AURAS
• **Aura of inspiration** ■
Temporary • Active • 4 Fathom Radius • Lingering • Muslims
Muslim units gain +1 CBT.

• **Aura of Protection** ■
Permanent • 4 fathom radius • Inclusive • Cumulative • Muslims
Muslim units within the area of effect of this aura can't be the target of a ranged attack. A unit using an explosive weapon cannot target a spot inside the area of effect of the Aura of Protection. This aura does not protect from blast-type weapons.

• **Aura of Speed** ■
Temporary • Active • 4 Fathom Radius • Instant • Muslims
Until the end of the turn Muslim units that were within the area of effect of this aura when it was triggered may move up to 3 fathoms at the beginning of their activation. This move is not taken into account in the calculation of the total distance covered by the unit during its activation (and so in the determination of its action). A unit may only be affected once per turn by an Aura of Speed (no stacking).

Independent Muslim
Djinn Mentalist

SPECIAL ABILITIES
Intangible

Unique 25

CHAMS AL MAJID Djinn

MVT 6 DEF 5 FTH 3 CMD -

SHS - CBT 4 DEF 5 PR 0 LP 12 FTH 3 CMD -

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Scimitar
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

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Temporary • Active • 4 Fathom Radius • Lingering • Muslims
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Djinn Mentalist

SPECIAL ABILITIES
Intangible

Unique 25

CHAMS AL MAJID Djinn

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SHS - CBT 4 DEF 5 PR 0 LP 12 FTH 3 CMD -

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Scimitar
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

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• **Aura of Speed** ■
Temporary • Active • 4 Fathom Radius • Instant • Muslims
Until the end of the turn Muslim units that were within the area of effect of this aura when it was triggered may move up to 3 fathoms at the beginning of their activation. This move is not taken into account in the calculation of the total distance covered by the unit during its activation (and so in the determination of its action). A unit may only be affected once per turn by an Aura of Speed (no stacking).

Independent Muslim
Djinn Mentalist

SPECIAL ABILITIES
Intangible

Unique 25

PILLAR OF THE FAITH

MVT 4 DEF 4 FTH 3 CMD 1

SHS - CBT 4 DEF 5 PR 0 LP 12 FTH 3 CMD -

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Scimitar
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

AURAS
• **Aura of inspiration** ■
Temporary • Active • 4 Fathom Radius • Lingering • Muslims
Muslim units gain +1 CBT.

• **Aura of Protection** ■
Permanent • 4 fathom radius • Inclusive • Cumulative • Muslims
Muslim units within the area of effect of this aura can't be the target of a ranged attack. A unit using an explosive weapon cannot target a spot inside the area of effect of the Aura of Protection. This aura does not protect from blast-type weapons.

• **Aura of Speed** ■
Temporary • Active • 4 Fathom Radius • Instant • Muslims
Until the end of the turn Muslim units that were within the area of effect of this aura when it was triggered may move up to 3 fathoms at the beginning of their activation. This move is not taken into account in the calculation of the total distance covered by the unit during its activation (and so in the determination of its action). A unit may only be affected once per turn by an Aura of Speed (no stacking).

Independent Male
Human Muslim (Sunnii)

SPECIAL ABILITIES
Attraction 3 Bodyguard
Fierce

Limited 3/2 22

PILLAR OF THE FAITH

SHS 2 CBT 5 DEF 4 PR 3 LP 10 FTH 3 CMD 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10

WEAPONS

Throwing Daggers
Piercing
Range 4
Ammunition 2
Limited Range 3

Hits	Damage
1	2
2	4
3	4
4	5
5	6

Scimitar
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

ORDERS

Divine Strength
Passive • 1 Permanent CMD • Unique
The Pillar gains +1 SHS, +1 CBT, and +1 FTH until the end of the game.

BLESSED WARRIOR

MVT 4 DEF 3 FTH 2 CMD -

LIFE POINTS

1 2 3 4 5

WEAPONS

Scimitar
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

Trooper Male
Human Muslim (Sunnii)

SPECIAL ABILITIES

Combined Attack Natural Talent

BLESSED WARRIOR

SHS - CBT 3 DEF 3 PR 3 LP 5 FTH 2 CMD -

LIFE POINTS

1 2 3 4 5

WEAPONS

Scimitar
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

LANCER

MVT 5 DEF 4 FTH 2 CMD 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Lance
Piercing
Cumbersome • Eager •
Lunge 2 • Receive Charge

Hits	Damage
1	2
2	4
3	6
4	9
5	11

Independent Male
Human Muslim (Sunnii)

SPECIAL ABILITIES

Defensive Combatant Man-at-arms
Fury Protective

LANCER

SHS - CBT 5 DEF 4 PR 0 LP 12 FTH 2 CMD 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Lance
Piercing
Cumbersome • Eager •
Lunge 2 • Receive Charge

Hits	Damage
1	2
2	4
3	6
4	9
5	11

ORDERS

Speed of the Oribi
Passive • 2 CMD
The Lancer gets +1 MVT and +1 DEF until the end of the turn.

Sting of the Scorpion
Passive • 1 CMD
The Lancer gets +2 CBT until the end of the turn. This order may only be used twice per activation.

Wall of Blades
Active • 2 CMD
The Lancer gets Attack of Opportunity 3 and DEF 6 until the end of the turn. While this order is in effect, the Lancer can't receive orders and loses the benefits of any order already affecting him.

ALCHEMIST

MVT 3 DEF 3 FTH 1 CMD 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Fire Grenades
Range 3
Limited Range 3

Hits	Damage
1	2
2	4
3	6
4	9
5	11

Independent Muslim (Sunnii)
Human Mentalist
Male

SPECIAL ABILITIES

Harmless Man-at-Arms 2
Immunity (Poison)

ALCHEMIST

SHS 3 CBT - DEF 3 PR 0 LP 9 FTH 1 CMD 1

LIFE POINTS

1 2 3 4 5 6 7 8 9

WEAPONS

Fire Grenades
Range 3
Limited Range 3

Hits	Damage
1	2
2	4
3	6
4	9
5	11

ORDERS

Grenade of Rage
Active
Nominate a point within 6 fathoms and line of sight of the Alchemist. Units that are within 2 fathoms of the nominated point must perform a charge or attack action during their next activation. If for some reason an affected unit is prohibited from performing one of these actions, they may act normally during their activation.

Grenade of Repulsion
Active • Disrupts • Unique
Nominate a point within 6 fathoms and line of sight of the Alchemist. Also, there must be at least 1 allied unit (or the Alchemist) and 1 enemy unit within 3 fathoms of the nominated point. Move an enemy unit within 3 fathoms of the nominated point, up to 10 fathoms in the direction of your choice. This move ignores terrain and the unit must be placed in deep terrain and can't be in the control area of or contact with an enemy unit. Then your opponent does the same with one of your units within 3 fathoms of the nominated point.

AURAS

Cloud of Poison
Permanent • 20 fathom radius
During each upkeep phase, other units within the area of effect of this aura take 3 poison damage, ignoring PR, as per the Consumed state.

DIBBUKIM

MVT 5 DEF 4 FTH 2 CMD -

LIFE POINTS

1 2 3 4 5 6 7

WEAPONS

Scimitars
Slashing

Hits	Damage
1	3
2	4
3	6
4	8
5	10

Trooper Male
Human Muslim (Sunnii)

SPECIAL ABILITIES

Berserker Rapid Strike (Attack)
Fury

DIBBUKIM

SHS - CBT 4 DEF 4 PR 1 LP 7 FTH 2 CMD -

LIFE POINTS

1 2 3 4 5 6 7

WEAPONS

Scimitars
Slashing

Hits	Damage
1	3
2	4
3	6
4	8
5	10

HUSAYM AL DIN

Djinn



MVT 5
DEF 5
FTH 2
CMD -

Unique

Independent
Djinn
Asexual
Muslim


SPECIAL ABILITIES

Fury
Intangible
Natural Talent 2

31

HUSAYM AL DIN

Djinn



SHS - CBT 6 DEF 5 PR 0 LP 14 FTH 2 CMD -

LIFE POINTS

WEAPONS

Blade Hands
Spiritual Damage

Hits	Damage
1	2
2	3
3	6 + Cursed 1/1
4	8 + Cursed 2/1
5	10 + Cursed 2/2

ORDERS

Divine Wind
Passive • 2 CMD
Until the end of the turn, Husaym gains Whirlwind Attack and gets -2 CBT.

PILLAR OF THE FAITH



MVT 4
DEF 4
FTH 3
CMD 1

Limited 3/2

Independent
Human
Male
Muslim (Sunni)

SPECIAL ABILITIES

Bodyguard
Fierce

27

PILLAR OF THE FAITH



SHS - CBT 5 DEF 4 PR 2 LP 10 FTH 3 CMD 1

LIFE POINTS

WEAPONS

Halberd and Scimitar
Piercing
Slashing
Eager
Lunge 2

Hits	Damage
1	3
2	5
3	6
4	8
5	10

ORDERS

Divine Armor
Passive • 2 Permanent CMD • Unique
The Pillar gets +1 DEF and +1 PR until the end of the game.

BERBER CHASSEUR



MVT 5
DEF 3
FTH 2
CMD -

Unlimited

Trooper
Human
Male
Muslim (Sunni)

SPECIAL ABILITIES

Scout
Strider
Moving Shot

12

BERBER CHASSEUR



SHS 3 CBT 3 DEF 3 PR 1 LP 4 FTH 2 CMD -

LIFE POINTS

WEAPONS

Jezail
Piercing
Penetrating Strike 2
Range 10
Reloading 2

Hits	Damage
1	3
2	4
3	5
4	7
5	9

Saber
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

HUNTING PANTHER



MVT 7
DEF 5
FTH -
CMD -

Limited 2

Trooper
Animal
Asexual
Unbeliever

SPECIAL ABILITIES

Attack of Opportunity
Evasive
Insignificant
Intercept 6
Strider

16

HUNTING PANTHER



SHS - CBT 5 DEF 5 PR 1 LP 8 FTH - CMD -

LIFE POINTS

WEAPONS

Fangs
Slashing

Hits	Damage
1	2
2	3
3	4 + Slowed
4	1 + Knocked Down
5	2 + Immobilized

TARIK IBN MALIK IBN RUSHD

PRINCE



MVT 4
DEF 4
FTH 2
CMD 4

Unique

Officer
Human
Male
Muslim (Sunni)

SPECIAL ABILITIES

Charisma
Counter Attack
Elusive
Erratic Movement
Man-at-Arms 2
Rapid Strike (Defense)

70

TARIK IBN MALIK IBN RUSHD PRINCE

SHS CBT DEF PR LP FTH CMD

- 7 4 2 12 2 4

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Enchanted Scimitar
Slashing

Hits	Damage
1	3
2	4
3	6 + Stunned
4	8 + Pain
5	10

ORDERS

Critical Hit Vae Victis Vae Soli

Passive • 2 Permanent CMD
This order can only be given at the beginning of a combat sequence. Until the end of the turn, an enemy unit engaged by Tarik will have a DEF of 3 (Modifiers won't change this).

The Blood of a King

Reactive
If the enemy officer is killed while in contact with Tarik, and Tarik survives the current turn, you win the game regardless of what the normal victory conditions are.

Second Breath

1 CMD
This order can only be used immediately after Tarik kills an enemy unit. Tarik recovers a number of LP equal to the killed unit's printed CBT.

HUNTING EAGLE

SHS CBT DEF PR LP FTH CMD

- - 6 0 2 - -

LIFE POINTS

1 2

AURAS

Aura of Distraction
Temporary • Passive • 3 Fathom Radius • Lingering • Tarik (Immune)
Units within the area of effect of this aura can't give or receive orders. Tarik is immune to this aura's effect.

Independent Unbeliever
Animal Mentalist
Asexual

SPECIAL ABILITIES

Elusive
Harmless
Insignificant
Invulnerable
Levitation

Maverick
Associated with Tarik ibn Malik ibn Rushd

HUNTING EAGLE

SHS CBT DEF PR LP FTH CMD

- - 6 0 2 - -

LIFE POINTS

1 2

AURAS

Aura of Distraction
Temporary • Passive • 3 Fathom Radius • Lingering • Tarik (Immune)
Units within the area of effect of this aura can't give or receive orders. Tarik is immune to this aura's effect.

HASHISHIN

SHS CBT DEF PR LP FTH CMD

5 4 5 5 3 4 -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Throwing Daggers
Piercing
Ammunition ■ ■
Limited Range 3
Range 4

Scimitar
Slashing
Penetrating Strike 2

ORDERS

Shadow Walk
Passive • 1 Permanent CMD
The Hashishin must be free to use this order. Move the Hashishin up to 10 fathoms ignoring terrain and intervening units. This move must end in clear terrain and can't put the Hashishin within the control area of or in contact with an enemy unit. This order can only be used once per activation.

Independent Male
Human Muslim (Shiite)

SPECIAL ABILITIES

Discretion 4 Insignificant
Elusive Strider
Fanatic

HASHISHIN

SHS CBT DEF PR LP FTH CMD

3 6 5 0 12 3 -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Throwing Daggers
Piercing
Ammunition ■ ■
Limited Range 3
Range 4

Scimitar
Slashing
Penetrating Strike 2

ORDERS

Shadow Walk
Passive • 1 Permanent CMD
The Hashishin must be free to use this order. Move the Hashishin up to 10 fathoms ignoring terrain and intervening units. This move must end in clear terrain and can't put the Hashishin within the control area of or in contact with an enemy unit. This order can only be used once per activation.

FĀTĪNA HOURI

SHS CBT DEF PR LP FTH CMD

5 6 3 0 -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Independent Female
Houri Muslim (Sunnī)

SPECIAL ABILITIES

Charisma Invulnerable
Harmless

FĀTĪNA HOURI

SHS CBT DEF PR LP FTH CMD

- - 6 0 3 3 0

LIFE POINTS

1 2 3

ORDERS

Receiving the Believers
Whenever a non-insignificant allied unit dies within 10 fathoms of Fātina, she gets +1 CMD until the end of the game. The CMD point gained is immediately added to the company's CMD Pool.

Divine Intervention
Free • 3 Permanent CMD
When an enemy unit within 8 fathoms of Fātina would roll dice to attack during a combat sequence, they don't instead, making it a one-sided attack. This order can't be used on a unit attacking Fātina.

SALĀH AD-DĪN REDEEMER OF THE BELIEVERS

SHS CBT DEF PR LP FTH CMD

5 4 3 6 -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS

Telluric Waves
Blunt

ORDERS

The Roll of Mercy
Passive • 2 Permanent CMD • Unique
Salah ad-Din resurrects a muslim trooper that was killed previously this game. Put the trooper back on the battlefield within 6 fathoms of Salah ad-Din. The trooper can't be placed within the control area of, or in contact with, an enemy unit and can't be in impassable terrain. The resurrected unit is waiting, can be activated later in the turn, and is treated as a new unit entering the game.

Awakening of the Earth
Passive • 1 Permanent CMD
All of the scenery that is in the same zone of the battle-field as Salah ad-Din is destroyed. The entirety of Salah ad-Din's base must be in the zone for the scenery to be destroyed. Scenery elements specifically linked to the scenario that is being played aren't destroyed.

Telluric Movements
Passive • 1 Permanent CMD
Target 2 free enemy units with the same sized base, within 10 fathoms of Salah ad-Din. Swap the positions of the 2 targeted units. The enemy officer can't be targeted by this order.

AURAS

Easement
Permanent • 10 Fathom Radius • Muslim units with a FTH of 1 or greater within the area of effect of this aura, ignore the effects of the wounded state.

Officer Muslim (Sunnī)
Damned One Mentalist
Male

SPECIAL ABILITIES

Charisma 2 Immunity (Knocked Down)
Fast 2 Levitation
Fury

SALĀH AD-DĪN REDEEMER OF THE BELIEVERS

SHS CBT DEF PR LP FTH CMD

- 6 4 3 14 3 6

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS

Telluric Waves
Blunt

ORDERS

The Roll of Mercy
Passive • 2 Permanent CMD • Unique
Salah ad-Din resurrects a muslim trooper that was killed previously this game. Put the trooper back on the battlefield within 6 fathoms of Salah ad-Din. The trooper can't be placed within the control area of, or in contact with, an enemy unit and can't be in impassable terrain. The resurrected unit is waiting, can be activated later in the turn, and is treated as a new unit entering the game.

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All of the scenery that is in the same zone of the battle-field as Salah ad-Din is destroyed. The entirety of Salah ad-Din's base must be in the zone for the scenery to be destroyed. Scenery elements specifically linked to the scenario that is being played aren't destroyed.

Telluric Movements
Passive • 1 Permanent CMD
Target 2 free enemy units with the same sized base, within 10 fathoms of Salah ad-Din. Swap the positions of the 2 targeted units. The enemy officer can't be targeted by this order.

AURAS

Easement
Permanent • 10 Fathom Radius • Muslim units with a FTH of 1 or greater within the area of effect of this aura, ignore the effects of the wounded state.

JAFAR AL EFRIT Evil Djinn

MVT 6
DEF 5
FTH 3
CMD -

Unique

Independent
Djinn
Immunity (Fire)
Intangible

Asexual
Muslim
Regeneration 2
Ricochet

SPECIAL ABILITIES

23

JAFAR AL EFRIT Evil Djinn

SHS CBT DEF PR LP FTH CMD
- 2 5 0 12 3 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Flaming Fists
Fire

Hits	Damages
1	1
2	2
3	5
4	8
5	10

ORDERS
Rage Withheld
Deadly Spiral
Free • 1 CMD • Reactive
Each time a non-Insignificant Saracen unit is killed, Jafar may immediately perform a Charge, Attack, or Melee action. This does not prevent him from being normally activated later on this turn. If he is waiting, he returns to a waiting state after using this order. If he has already been activated, he can still use this order. Jafar has to wait until the end of the current activation, if any, before he can use this order. This order occurs before any Vae Soli. This order can't be used during the upkeep phase.

58

LAYLA BINT SURAYA BINT JAVAIRA Princess

MVT 6
DEF 4
FTH 2
CMD 5

Unique

Officer
Human
Female

Muslim (Sunn)
Infernalist 2/2

SPECIAL ABILITIES
Charisma
Dodge 2
Expertise

Elusive
Fast 3
Runaway

58

LAYLA BINT SURAYA BINT JAVAIRA Princess

SHS CBT DEF PR LP FTH CMD
- 5 4 0 12 2 5

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Scimitar
Slashing

ORDERS
Proof of Devotion
Vae Soli
Vae Victis
Active • 3 CMD • Unique
An allied unit that has already been activated within 6 fathoms of Layla, is now waiting (yes this means that the unit can be activated again later in the turn).
Great Strategist
2 Permanent CMD • Unique
This order can only be given during the upkeep phase. During the following action phase, you decide which units will be activated. Even when your opponent would choose which model they want to activate, you do so instead. The dominant player still decides which company must activate a unit first (though you decide which unit that will be), and you must alternate activation between companies as normal. Your opponent can't use Vae Soli orders or skip their activation due to being outnumbered while this order is in effect. You can't choose the enemy officer to be activated with this order, and your opponent may choose to activate their officer on one of their activations, if they do you can't overrule this.

LAYLA BINT SURAYA BINT JAVAIRA Princess

SHS CBT DEF PR LP FTH CMD
- 5 4 0 12 2 5

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Scimitar
Slashing

ORDERS
Proof of Devotion
Vae Soli
Vae Victis
Active • 3 CMD • Unique
An allied unit that has already been activated within 6 fathoms of Layla, is now waiting (yes this means that the unit can be activated again later in the turn).
Great Strategist
2 Permanent CMD • Unique
This order can only be given during the upkeep phase. During the following action phase, you decide which units will be activated. Even when your opponent would choose which model they want to activate, you do so instead. The dominant player still decides which company must activate a unit first (though you decide which unit that will be), and you must alternate activation between companies as normal. Your opponent can't use Vae Soli orders or skip their activation due to being outnumbered while this order is in effect. You can't choose the enemy officer to be activated with this order, and your opponent may choose to activate their officer on one of their activations, if they do you can't overrule this.

HELL DORADO

SPELL BOOK

CHENG XIAO-CHEN Imperial Bureaucrat

MVT 4/7
DEF 4
FTH 3
CMD 6

Unique

Officer
Hybrid
Male

Buddhist (Yanluowang)
Infernalist 1/1
Mentalist

SPECIAL ABILITIES
Bloodthirsty 3
Charisma
Expertise
Enlightened

Immunity (Poison)
Leader
Prescient
Regeneration 2

60

CHENG XIAO-CHEN Imperial Bureaucrat

SHS CBT DEF PR LP FTH CMD
- 4 4 1 14 3 6

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS
Sharp Claws
Slashing

Hits	Damage
1	2
2	2
3	4 + Life Drain 1
4	5 + Life Drain 1
5	6 + Life Drain 2

ORDERS
Spiritual Interference
Vae Soli
Vae Victis
Passive • 2 Permanent CMD • Unique
The enemy company immediately loses all its CMD points. It will recover them during the next upkeep phase as normal.
AURAS
Breath of the Dragon
Permanent • 8 Fathom Radius • Enemies
Enemy units within this aura's area of effect get -1 CBT. Units in contact with Cheng Xiao-Chen after charging have the Slow ability until the end of the charge's attack sequence.

CHENG XIAO-CHEN Imperial Bureaucrat

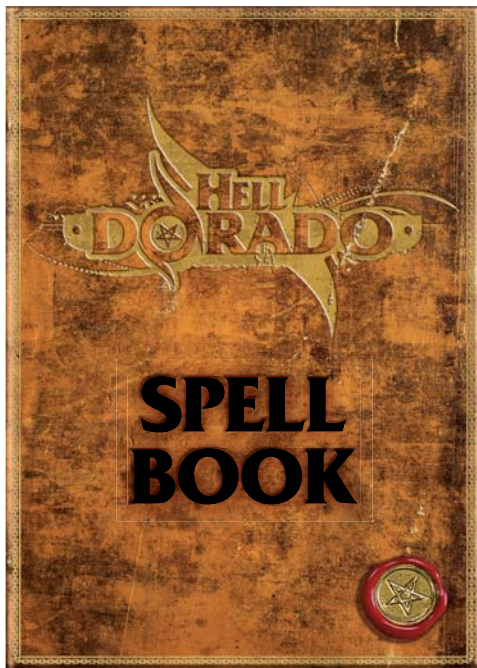
SHS CBT DEF PR LP FTH CMD
- 4 4 1 14 3 6

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS
Sharp Claws
Slashing

Hits	Damage
1	2
2	2
3	4 + Life Drain 1
4	5 + Life Drain 1
5	6 + Life Drain 2

ORDERS
Spiritual Interference
Vae Soli
Vae Victis
Passive • 2 Permanent CMD • Unique
The enemy company immediately loses all its CMD points. It will recover them during the next upkeep phase as normal.
AURAS
Breath of the Dragon
Permanent • 8 Fathom Radius • Enemies
Enemy units within this aura's area of effect get -1 CBT. Units in contact with Cheng Xiao-Chen after charging have the Slow ability until the end of the charge's attack sequence.



SOUL CARRIER

MVT 4 3
DEF 3 2
FTH 3 2
CMD -

Unlimited

19

Trooper
Hybrid
Male

Buddhist (Yanluowang)
Mentalist

SPECIAL ABILITIES

Dodge 2
Evasive
Harmless

Runaway
Regeneration 2

SOUL CARRIER

SHS CBT DEF PR LP FTH CMD
- - - 3 2 0 10 3 3 2 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10

AURAS

• Uniting Mist
Permanent • 8 Fathom Radius • Inclusive • Cumulative •
Troopers, Yanluowang Allies
If an allied Yanluowang Peasant suffers damage while in the area of effect of this aura you may transfer all the damage points taken to another friendly Yanluowang trooper also in the area instead.

• Fetid mist
Permanent • 8 Fathom Radius • Yanluowang (Immune)
Non-Yanluowang units within the area of effect of this aura suffer Cursed 1/1. If a non-Yanluowang unit was already cursed before entering the area of effect, the power and duration of the Cursed state are increased by 1. A unit may only suffer the affects of the Fetid Mist aura once per turn.

PEASANT

MVT 4 3
DEF 3 2
FTH 2 1
CMD -

Unlimited

16

Trooper
Hybrid

Male
Buddhist (Yanluowang)

SPECIAL ABILITIES

Combined Attack
Tenacious 2

PEASANT

SHS CBT DEF PR LP FTH CMD
- - 4 3 3 2 0 9 4 2 1 -

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS

Flail
Blunt
Lunge 2
Cumbersome
Eager

Hits	Damage
1	3
2	3
3	7
4	9
5	11

PEASANT

MVT 4 3
DEF 3 2
FTH 2 1
CMD -

Unlimited

16

Trooper
Hybrid

Male
Buddhist (Yanluowang)

SPECIAL ABILITIES

Combined Attack
Tenacious 2

PEASANT

SHS CBT DEF PR LP FTH CMD
- - 4 3 3 2 0 9 4 2 1 -

LIFE POINTS
1 2 3 4 5 6 7 8 9

WEAPONS

Spear
Slashing
Lunge 2
Cumbersome
Eager

Hits	Damage
1	3
2	5
3	7
4	9
5	11

IMPERIAL SENTINEL

MVT 4 3
DEF 4 3/5
FTH 3 2/4
CMD 1

Limited 3/2

29

Independent
Human
Male

Buddhist (Yanluowang)

SPECIAL ABILITIES

Enlightened
Fury

Loyal
Tenacious

IMPERIAL SENTINEL

SHS CBT DEF PR LP FTH CMD
- - 5 4/6 4 3/5 3 12 6 3 2/4 1

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Halberd
Slashing
Piercing
Cumbersome • Eager
Lunge 2

Hits	Damage
1	2
2	4
3	6
4	9
5	11

ORDERS

• Whirlwind Attack
Free • 1 Permanent CMD
Until the end of the action phase, the Imperial Sentinel gets +2 CBT, Whirlwind Attack, and Elusive. Until the end of the action phase, if the Imperial Sentinel dies, kill an enemy trooper of your choice that was in contact with him.

CHAN LEE

MVT 5/8
DEF 4
FTH 3
CMD 1

SHS - CBT 6 DEF 4 PR 0 LP 12 FTH 3 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Bare Hands
Blunt
Piercing

Hits Damage
1 2
2 3
3 4
4 6
5 8

ORDERS
Iron Fist
Iron Shirt
Redirection of Momentum

Passive • 1 Permanent CMD
You may only use this command if Bloodthirsty is active. If, during the next close combat attack sequence he is involved in this turn, Chan Lee causes damage, any form of protection is ignored.

Passive • 1 Permanent CMD
After you use this order, Chan Lee can't perform any other actions other than to pass this activation. Until the end of this Action Phase, Chan Lee has a PR of 5 vs shooting, blast, or explosive attacks.

Passive • 1 Permanent CMD
Until the end of his activation, if Chan Lee scores at least 4 hits during a close combat attack sequence, he will cause the opposing enemy model to be thrown. You may throw the unit up to 6 inches, landing hazards and other units to a point that is in clear terrain, and not within the control area or engaged with an enemy unit. The thrown unit is Stunned. Units on an extra large base can't be thrown by this order.

Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Bloodthirsty 3
Enlightened
Loyal
Man-at-Arms 5

26

CHAN LEE

MVT 5/8
DEF 4
FTH 3
CMD 1

SHS - CBT 6 DEF 4 PR 0 LP 12 FTH 3 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Bare Hands
Blunt
Piercing

Hits Damage
1 2
2 3
3 4
4 6
5 8

ORDERS
Iron Fist
Iron Shirt
Redirection of Momentum

Passive • 1 Permanent CMD
You may only use this command if Bloodthirsty is active. If, during the next close combat attack sequence he is involved in this turn, Chan Lee causes damage, any form of protection is ignored.

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Passive • 1 Permanent CMD
Until the end of his activation, if Chan Lee scores at least 4 hits during a close combat attack sequence, he will cause the opposing enemy model to be thrown. You may throw the unit up to 6 inches, landing hazards and other units to a point that is in clear terrain, and not within the control area or engaged with an enemy unit. The thrown unit is Stunned. Units on an extra large base can't be thrown by this order.

Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Bloodthirsty 3
Enlightened
Loyal
Man-at-Arms 5

26

BLADE MASTER

MVT 5/9
DEF 4
FTH 2
CMD 1

SHS - CBT 6 DEF 4 PR 0 LP 12 FTH 3 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Sword and Tentacles
Slashing
Piercing
Blunt
Lunge 2

Hits Damage
1 3
2 4
3 6
4 8 + Stunned
5 11

ORDERS
Perfect Footwork

Passive • 1 CMD • Unstoppable
The Blade Master swaps positions with an allied model that has the same base size that is contact with him. The swap can't be reacted to (with abilities, attacks of opportunity etc...). After swapping positions the Blade Master may then act normally for the rest of his activation.

Passive • 1 CMD
During the next close combat attack sequence that the Blade Master is involved in, choose a special ability of the unit the Blade Master is fighting. For the combat sequence, the unit the Blade Master is fighting loses the chosen special ability, and the Blade Master gets it. You can't choose weapon special abilities or invulnerable with this order. You may only choose abilities that are actually printed on the card of the unit the Blade Master is fighting. This order can only be used once per action phase on any given unit, and can't be used on lemmings.

Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Attraction 3
Bloodthirsty 4
Combat Sense
Demoralize
Strider

30

BLADE MASTER

MVT 5/8
DEF 4
FTH 3
CMD 5

SHS - CBT 6 DEF 4 PR 0 LP 13 FTH 2 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12 13

WEAPONS
Sword and Tentacles
Slashing
Piercing
Blunt
Lunge 2

Hits Damage
1 3
2 4
3 6
4 8 + Stunned
5 11

ORDERS
Perfect Footwork

Passive • 1 CMD • Unstoppable
The Blade Master swaps positions with an allied model that has the same base size that is contact with him. The swap can't be reacted to (with abilities, attacks of opportunity etc...). After swapping positions the Blade Master may then act normally for the rest of his activation.

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Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Bloodthirsty 3
Enlightened
Loyal
Man-at-Arms 5

26

LI TSU TSIN IMPERIAL COUNSELOR

MVT 5/8
DEF 4
FTH 3
CMD 5

SHS - CBT 6 DEF 4 PR 0 LP 13 FTH 2 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12 13

WEAPONS
Sword and Tentacles
Slashing
Piercing
Blunt
Lunge 2

Hits Damage
1 3
2 4
3 6
4 8 + Stunned
5 11

ORDERS
Perfect Footwork

Passive • 1 CMD • Unstoppable
The Blade Master swaps positions with an allied model that has the same base size that is contact with him. The swap can't be reacted to (with abilities, attacks of opportunity etc...). After swapping positions the Blade Master may then act normally for the rest of his activation.

Passive • 1 CMD
During the next close combat attack sequence that the Blade Master is involved in, choose a special ability of the unit the Blade Master is fighting. For the combat sequence, the unit the Blade Master is fighting loses the chosen special ability, and the Blade Master gets it. You can't choose weapon special abilities or invulnerable with this order. You may only choose abilities that are actually printed on the card of the unit the Blade Master is fighting. This order can only be used once per action phase on any given unit, and can't be used on lemmings.

Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Bloodthirsty 3
Enlightened
Loyal
Man-at-Arms 5

26

LI TSU TSIN IMPERIAL COUNSELOR

MVT 5/8
DEF 4
FTH 3
CMD 5

SHS - CBT 6 DEF 4 PR 0 LP 13 FTH 2 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12 13

WEAPONS
Sword and Tentacles
Slashing
Piercing
Blunt
Lunge 2

Hits Damage
1 3
2 4
3 6
4 8 + Stunned
5 11

ORDERS
Perfect Footwork

Passive • 1 CMD • Unstoppable
The Blade Master swaps positions with an allied model that has the same base size that is contact with him. The swap can't be reacted to (with abilities, attacks of opportunity etc...). After swapping positions the Blade Master may then act normally for the rest of his activation.

Passive • 1 CMD
During the next close combat attack sequence that the Blade Master is involved in, choose a special ability of the unit the Blade Master is fighting. For the combat sequence, the unit the Blade Master is fighting loses the chosen special ability, and the Blade Master gets it. You can't choose weapon special abilities or invulnerable with this order. You may only choose abilities that are actually printed on the card of the unit the Blade Master is fighting. This order can only be used once per action phase on any given unit, and can't be used on lemmings.

Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Bloodthirsty 3
Enlightened
Loyal
Man-at-Arms 5

26

LI TSU TSIN IMPERIAL COUNSELOR

MVT 5/8
DEF 4
FTH 3
CMD 5

SHS - CBT 6 DEF 4 PR 0 LP 13 FTH 2 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12 13

WEAPONS
Sword and Tentacles
Slashing
Piercing
Blunt
Lunge 2

Hits Damage
1 3
2 4
3 6
4 8 + Stunned
5 11

ORDERS
Perfect Footwork

Passive • 1 CMD • Unstoppable
The Blade Master swaps positions with an allied model that has the same base size that is contact with him. The swap can't be reacted to (with abilities, attacks of opportunity etc...). After swapping positions the Blade Master may then act normally for the rest of his activation.

Passive • 1 CMD
During the next close combat attack sequence that the Blade Master is involved in, choose a special ability of the unit the Blade Master is fighting. For the combat sequence, the unit the Blade Master is fighting loses the chosen special ability, and the Blade Master gets it. You can't choose weapon special abilities or invulnerable with this order. You may only choose abilities that are actually printed on the card of the unit the Blade Master is fighting. This order can only be used once per action phase on any given unit, and can't be used on lemmings.

Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Bloodthirsty 3
Enlightened
Loyal
Man-at-Arms 5

26

LI TSU TSIN IMPERIAL COUNSELOR

MVT 5/8
DEF 4
FTH 3
CMD 5

SHS - CBT 6 DEF 4 PR 0 LP 13 FTH 2 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12 13

WEAPONS
Sword and Tentacles
Slashing
Piercing
Blunt
Lunge 2

Hits Damage
1 3
2 4
3 6
4 8 + Stunned
5 11

ORDERS
Perfect Footwork

Passive • 1 CMD • Unstoppable
The Blade Master swaps positions with an allied model that has the same base size that is contact with him. The swap can't be reacted to (with abilities, attacks of opportunity etc...). After swapping positions the Blade Master may then act normally for the rest of his activation.

Passive • 1 CMD
During the next close combat attack sequence that the Blade Master is involved in, choose a special ability of the unit the Blade Master is fighting. For the combat sequence, the unit the Blade Master is fighting loses the chosen special ability, and the Blade Master gets it. You can't choose weapon special abilities or invulnerable with this order. You may only choose abilities that are actually printed on the card of the unit the Blade Master is fighting. This order can only be used once per action phase on any given unit, and can't be used on lemmings.

Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Bloodthirsty 3
Enlightened
Loyal
Man-at-Arms 5

26

BLADE MASTER

MVT 5/9
DEF 4
FTH 2
CMD 1

SHS - CBT 6 DEF 4 PR 0 LP 12 FTH 3 CMD 1

LIFE POINTS 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS
Sword and Tentacles
Slashing
Piercing
Blunt
Lunge 2

Hits Damage
1 3
2 4
3 6
4 8 + Stunned
5 11

ORDERS
Perfect Footwork

Passive • 1 CMD • Unstoppable
The Blade Master swaps positions with an allied model that has the same base size that is contact with him. The swap can't be reacted to (with abilities, attacks of opportunity etc...). After swapping positions the Blade Master may then act normally for the rest of his activation.

Passive • 1 CMD
During the next close combat attack sequence that the Blade Master is involved in, choose a special ability of the unit the Blade Master is fighting. For the combat sequence, the unit the Blade Master is fighting loses the chosen special ability, and the Blade Master gets it. You can't choose weapon special abilities or invulnerable with this order. You may only choose abilities that are actually printed on the card of the unit the Blade Master is fighting. This order can only be used once per action phase on any given unit, and can't be used on lemmings.

Independent
Hybrid
Male
Buddhist (Yanluowang)

SPECIAL ABILITIES
Attraction 3
Bloodthirsty 4
Combat Sense
Demoralize
Strider

30

BLADE MASTER

SHS CBT DEF PR LP FTH CMD

- 6 4 0 12 2 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Swords

Hits	Damage
1	3
2	4
3	6
4	8
5	10

ORDERS

Opportunistic

Free • 1 Permanent CMD • Reaction

This order can only be used after you have finished the activation of one of your units due to Yue Soli, and before the activation of an enemy unit. Activate the Blade Master. The Blade Master must be waiting to be able to use this order.

Ardent Spirit

Free • 2 CMD

This order can only be used during a melee action performed by an enemy unit that has at least 1 re-roll available to it. The Blade Master has a DEF of 6 until the end of the combat sequence.



MVT 3/6

DEF 4

FTH 3

CMD 1

Limited 3/2

29

Independent

Demon

Bloodthirsty 3

Entangle

Male

Buddhist (Yanluowang)

Loyal

Tenacious

IMPERIAL SENTINEL

SHS CBT DEF PR LP FTH CMD

- 5 4 3 12 3 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Halberd

Hits	Damage
1	2
2	4
3	6
4	9
5	11

ORDERS

Toad Warrior

Passive • 2 Permanent CMD • Unique

The Imperial Sentinel gets +1 DEF, -2 CBT, and Terrifying until the end of the game.

Ultimate Sentinel

Passive • 1 CMD

The Imperial Sentinel gets either Attraction 4 or Protective until the beginning of his next activation. This order can only be used once per activation.



MVT 3/6

DEF 4

FTH 3

CMD 1

Limited 3/2

29

Independent

Demon

Bloodthirsty 3

Entangle

Male

Buddhist (Yanluowang)

Loyal

Tenacious

IMPERIAL SENTINEL

SHS CBT DEF PR LP FTH CMD

- 5 4 3 12 3 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Halberd

Hits	Damage
1	2
2	4
3	6
4	9
5	11

ORDERS

Toad Warrior


Passive • 2 Permanent CMD • Unique

The Imperial Sentinel gets +1 DEF, -2 CBT, and Terrifying until the end of the game.

Ultimate Sentinel

Passive • 1 CMD

The Imperial Sentinel gets either Attraction 4 or Protective until the beginning of his next activation. This order can only be used once per activation.



MVT 3/6

DEF 4

FTH 3

CMD 1

Limited 3/2

29

Independent

Demon

Bloodthirsty 3

Entangle

Male

Buddhist (Yanluowang)

Loyal

Tenacious

DÀ WÈNTÍ COLOSSUS

SHS CBT DEF PR LP FTH CMD

- 6 3 1 20 3 -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Maces

Hits	Damages
1	4
2	5
3	7
4	9
5	10+Knocked Down

ORDERS

Punishment!

Active • 1 Permanent CMD • Unique

Place the explosion template centered on Dà Wèntí. Units touched by the template, other than Dà Wèntí, are affected by an explosion (5/2) and become Slowed.



MVT 4/7

DEF 3

FTH 3

CMD -

Unique

28

Independent

Male

Bloodthirsty 3

Entangle

Hybrid

Buddhist (Yanluowang)

Huge

Protective

DÀ WÈNTÍ COLOSSUS

SHS CBT DEF PR LP FTH CMD

- 6 3 1 20 3 -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Maces


Hits	Damages
1	4
2	5
3	7
4	9
5	10+Knocked Down

ORDERS

Punishment!

Active • 1 Permanent CMD • Unique

Place the explosion template centered on Dà Wèntí. Units touched by the template, other than Dà Wèntí, are affected by an explosion (5/2) and become Slowed.



MVT 4/7

DEF 3

FTH 3

CMD -

Unique

28

Independent

Male

Bloodthirsty 3

Entangle

Hybrid

Buddhist (Yanluowang)

Huge

Protective

KUAN YIN NAGA PRIESTESS

SHS CBT DEF PR LP FTH CMD

- 5 3 0 12 4 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Blades

Hits	Damage
1	4
2	6
3	8
4	10
5	12

ORDERS

Motivation

Free • 1 CMD • After your opponent resolves the effects of an order, an allied unit becomes Brave until the end of the turn.

Attack of the Cobra

Passive • 1 Permanent CMD • Kuan Yin gets Rapid Strike (Attack) until the end of the turn.

Attack of the Python

Passive • 1 Permanent CMD • Kuan Yin gets Rapid Strike (Defense) until the end of the turn.

AURA

Lemure Devourer

Permanent • 6 Palloim Radius • Cumulative • Lemures (Allies/Immune)

Enemy lemures can't move into the area of effect of this aura. An enemy lemure that starts its activation within the area of effect of this aura takes 1 damage and must finish its activation outside of the area of effect if possible. If it isn't possible for a lemure affected by this aura to move out of the area of effect, they must move away from Kuan Yin in a straight line as far as possible. Enemy lemures can't resist the spell that was cast through them while they are in the area of effect of this aura.



MVT 6/9

DEF 3

FTH 4

CMD 1

Unique

30

Independent

Demon

Female

Bloodthirsty 3

Combat Sense

Buddhist (Yanluowang)

Mentalist

Enlightened

Runaway

KUAN YIN NAGA PRIESTESS

SHS CBT DEF PR LP FTH CMD

- 5 3 0 12 4 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Blades

Hits	Damage
1	4
2	6
3	8
4	10
5	12

ORDERS

Motivation

Free • 1 CMD • After your opponent resolves the effects of an order, an allied unit becomes Brave until the end of the turn.

Attack of the Cobra

Passive • 1 Permanent CMD • Kuan Yin gets Rapid Strike (Attack) until the end of the turn.

Attack of the Python

Passive • 1 Permanent CMD • Kuan Yin gets Rapid Strike (Defense) until the end of the turn.

AURA

Lemure Devourer

Permanent • 6 Palloim Radius • Cumulative • Lemures (Allies/Immune)

Enemy lemures can't move into the area of effect of this aura. An enemy lemure that starts its activation within the area of effect of this aura takes 1 damage and must finish its activation outside of the area of effect if possible. If it isn't possible for a lemure affected by this aura to move out of the area of effect, they must move away from Kuan Yin in a straight line as far as possible. Enemy lemures can't resist the spell that was cast through them while they are in the area of effect of this aura.



MVT 4/3

DEF 3

FTH 0

CMD -

Unlimited

11

Trooper

Human

Male

Christian (Papist)

DESERTER

SHS CBT DEF PR LP FTH CMD

- 4 3 3 2 5 0 -

LIFE POINTS

1 2 3 4 5

WEAPONS

Halberd

Hits	Damage
1	3
2	4
3	5
4	8
5	11

ORDERS

Receive Charge



MVT 4/3

DEF 3

FTH 0

CMD -

Unlimited

11

Trooper

Human

Male

Christian (Papist)

DESERTER

SHS CBT DEF PR LP FTH CMD

- 4 3 3 2 5 0 -

LIFE POINTS

1 2 3 4 5

WEAPONS

Halberd

Hits	Damage
1	3
2	4
3	5
4	8
5	11

ORDERS

Receive Charge



MVT 4/3

DEF 3

FTH 0

CMD -

Unlimited

11

Trooper

Human

Male

Christian (Papist)

THE TRAVELER

SHS: 5 CBT: 4 DEF: 4 PR: - LP: 4 FTH: 4 CMD: 4

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS: Enchanted Spear and Saber
Slashing • Piercing
Eager • Lunge 2

ORDERS: • Vae Soli • Vae Victus

• Enchanted Weapons
Passive • 1 CMD
Until the end of the game, a unit from The Traveler's company gets Spiritual Damage added to the weapon of your choice.

• Judgement of God
During a close combat attack sequence Vs. The Traveler, units with a DEF of 3+ have DEF 4.

• Hell is Her Domain
During terraforming, once all tokens have been placed and revealed, you may change the value of one of your tokens to 3 (yes, even if it wasn't before).

• The Price of Blood
The Traveler's Prestige ability allows her to lead a company of the faction you choose for her Prestige ability. While leading a company of another faction she will be considered to be a unit from that faction instead of a Mercenary. While the Traveler leads a non-Mercenary company then all Mercenary units get Spite (the faction of The Traveler's company) and Arch-Enemy (the faction of The Traveler's company) 2. While the Traveler leads a Mercenary company, Officers and Independent units from the faction chosen for The Traveler's Prestige ability get Arch-Enemy (the Traveler) 2.

Independent • Female
Human • Unbeliever

SPECIAL ABILITIES

Charisma • Man-at-Arms
Defensive Combat 3 • Natural Talent 3
Elusive • Prestige (The faction of your choice) 4 •
Fury • Regeneration 2
Immunity (Piercing) • Strider

Unique

65

THE TRAVELER

SHS: - CBT: 6 DEF: 4 PR: 2 LP: 12 FTH: - CMD: 4

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS: Enchanted Spear and Saber
Slashing • Piercing
Eager • Lunge 2

ORDERS: • Vae Soli • Vae Victus

• Enchanted Weapons
Passive • 1 CMD
Until the end of the game, a unit from The Traveler's company gets Spiritual Damage added to the weapon of your choice.

• Judgement of God
During a close combat attack sequence Vs. The Traveler, units with a DEF of 3+ have DEF 4.

• Hell is Her Domain
During terraforming, once all tokens have been placed and revealed, you may change the value of one of your tokens to 3 (yes, even if it wasn't before).

• The Price of Blood
The Traveler's Prestige ability allows her to lead a company of the faction you choose for her Prestige ability. While leading a company of another faction she will be considered to be a unit from that faction instead of a Mercenary. While the Traveler leads a non-Mercenary company then all Mercenary units get Spite (the faction of The Traveler's company) and Arch-Enemy (the faction of The Traveler's company) 2. While the Traveler leads a Mercenary company, Officers and Independent units from the faction chosen for The Traveler's Prestige ability get Arch-Enemy (the Traveler) 2.

Independent • Female
Human • Unbeliever

SPECIAL ABILITIES

Charisma • Man-at-Arms
Defensive Combat 3 • Natural Talent 3
Elusive • Prestige (The faction of your choice) 4 •
Fury • Regeneration 2
Immunity (Piercing) • Strider

Unique

35

THE TRAVELER

SHS: 5 CBT: 4 DEF: 4 PR: - LP: 1 CMD: 1

LIFE POINTS: 1 2 3 4 5 6 7 8

WEAPONS: Enchanted Saber and Kukri
Slashing

ORDERS: • Cold Steel

• Cold Steel
Passive • 2 CMD
Until the end of the turn, replace the Spiritual Damage ability of the Musket of Longinus with Penetrating Strike 2.

• Stopped Time
Passive • 1 CMD
During the next ranged attack that Thirty Coins makes this turn, if his intended target is engaged, only the intended target can be hit by the attack (don't compare the number of odd and even <to hit> scores).

Independent • Female
Human • Unbeliever

SPECIAL ABILITIES

Man-at-Arms • Maverick
Defensive Combat • Natural Talent
Elusive • Strider
Fury • Immunity (Piercing)

Unique

35

THE TRAVELER

SHS: - CBT: 6 DEF: 4 PR: 2 LP: 12 FTH: - CMD: 1

LIFE POINTS: 1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS: Enchanted Saber and Kukri
Slashing

ORDERS: • Judgement of God

• Judgement of God
During a close combat attack sequence Vs. The Traveler, units with a DEF of 5+ have DEF 4.

• The Two Faces of Hell
While her company is dominant, The Traveler has Terror. While her company isn't dominant, The Traveler has Charisma.

• Phantom Strike
Free • 1 CMD
The Traveler's Enchanted Saber and Kukri has the Spiritual Damage ability during the next attack sequence she participates in this turn.

Independent • Asexual
Damned One • Unbeliever

SPECIAL ABILITIES

Defensive Shot • Sniper
Discretion 4 • Trained Gunman
Harmless

Unique

27

THIRTY COINS

SHS: 5 CBT: - DEF: 2 PR: 1 LP: 8 FTH: - CMD: -

LIFE POINTS: 1 2 3 4 5 6 7 8

WEAPONS: Musket of Longinus
Spiritual Damage
Range 12
Reloading

ORDERS: • Cold Steel

• Cold Steel
Passive • 2 CMD
Until the end of the turn, replace the Spiritual Damage ability of the Musket of Longinus with Penetrating Strike 2.

• Stopped Time
Passive • 1 CMD
During the next ranged attack that Thirty Coins makes this turn, if his intended target is engaged, only the intended target can be hit by the attack (don't compare the number of odd and even <to hit> scores).

Independent • Asexual
Damned One • Unbeliever

SPECIAL ABILITIES

Defensive Shot • Sniper
Discretion 4 • Trained Gunman
Harmless

Unique

27

THIRTY COINS

SHS: 5 CBT: - DEF: 2 PR: 1 LP: 8 FTH: - CMD: -

LIFE POINTS: 1 2 3 4 5 6 7 8

WEAPONS: Musket of Longinus
Spiritual Damage
Range 12
Reloading

ORDERS: • Cold Steel

• Cold Steel
Passive • 2 CMD
Until the end of the turn, replace the Spiritual Damage ability of the Musket of Longinus with Penetrating Strike 2.

• Stopped Time
Passive • 1 CMD
During the next ranged attack that Thirty Coins makes this turn, if his intended target is engaged, only the intended target can be hit by the attack (don't compare the number of odd and even <to hit> scores).

Independent • Asexual
Damned One • Unbeliever

SPECIAL ABILITIES

Defensive Shot • Sniper
Discretion 4 • Trained Gunman
Harmless

Unique

27

DAMNED RANK AND FILE

SHS: 4 CBT: 3 DEF: 3 PR: 0 LP: 4 FTH: 0 CMD: -

LIFE POINTS: 1 2 3 4

WEAPONS: Makeshift Weapon
Blunt, Piercing, or Slashing (Refer to model)

ORDERS: • Vae Soli • Vae Victus

• Enchanted Weapons
Passive • 1 CMD
Until the end of the game, a unit from The Traveler's company gets Spiritual Damage added to the weapon of your choice.

• Judgement of God
During a close combat attack sequence Vs. The Traveler, units with a DEF of 3+ have DEF 4.

• Hell is Her Domain
During terraforming, once all tokens have been placed and revealed, you may change the value of one of your tokens to 3 (yes, even if it wasn't before).

• The Price of Blood
The Traveler's Prestige ability allows her to lead a company of the faction you choose for her Prestige ability. While leading a company of another faction she will be considered to be a unit from that faction instead of a Mercenary. While the Traveler leads a non-Mercenary company then all Mercenary units get Spite (the faction of The Traveler's company) and Arch-Enemy (the faction of The Traveler's company) 2. While the Traveler leads a Mercenary company, Officers and Independent units from the faction chosen for The Traveler's Prestige ability get Arch-Enemy (the Traveler) 2.

Independent • Female
Human • Unbeliever

SPECIAL ABILITIES

Charisma • Man-at-Arms
Defensive Combat 3 • Natural Talent 3
Elusive • Prestige (The faction of your choice) 4 •
Fury • Regeneration 2
Immunity (Piercing) • Strider

Unique

9

DAMNED RANK AND FILE

SHS: - CBT: 3 DEF: 3 PR: 0 LP: 4 FTH: 0 CMD: -

LIFE POINTS: 1 2 3 4

WEAPONS: Makeshift Weapon
Blunt, Piercing, or Slashing (Refer to model)

ORDERS: • Vae Soli • Vae Victus

• Enchanted Weapons
Passive • 1 CMD
Until the end of the game, a unit from The Traveler's company gets Spiritual Damage added to the weapon of your choice.

• Judgement of God
During a close combat attack sequence Vs. The Traveler, units with a DEF of 3+ have DEF 4.

• Hell is Her Domain
During terraforming, once all tokens have been placed and revealed, you may change the value of one of your tokens to 3 (yes, even if it wasn't before).

• The Price of Blood
The Traveler's Prestige ability allows her to lead a company of the faction you choose for her Prestige ability. While leading a company of another faction she will be considered to be a unit from that faction instead of a Mercenary. While the Traveler leads a non-Mercenary company then all Mercenary units get Spite (the faction of The Traveler's company) and Arch-Enemy (the faction of The Traveler's company) 2. While the Traveler leads a Mercenary company, Officers and Independent units from the faction chosen for The Traveler's Prestige ability get Arch-Enemy (the Traveler) 2.

Independent • Female
Human • Unbeliever

SPECIAL ABILITIES

Charisma • Man-at-Arms
Defensive Combat 3 • Natural Talent 3
Elusive • Prestige (The faction of your choice) 4 •
Fury • Regeneration 2
Immunity (Piercing) • Strider

Unique

9

HELLE MØLLER

SHS: 5 CBT: 4 DEF: 4 PR: 1 LP: 0 FTH: 1 CMD: 1

LIFE POINTS: 1 2 3 4

WEAPONS: Makeshift Weapon
Blunt, Piercing, or Slashing (Refer to model)

ORDERS: • Vae Soli • Vae Victus

• Enchanted Weapons
Passive • 1 CMD
Until the end of the game, a unit from The Traveler's company gets Spiritual Damage added to the weapon of your choice.

• Judgement of God
During a close combat attack sequence Vs. The Traveler, units with a DEF of 3+ have DEF 4.

• Hell is Her Domain
During terraforming, once all tokens have been placed and revealed, you may change the value of one of your tokens to 3 (yes, even if it wasn't before).

• The Price of Blood
The Traveler's Prestige ability allows her to lead a company of the faction you choose for her Prestige ability. While leading a company of another faction she will be considered to be a unit from that faction instead of a Mercenary. While the Traveler leads a non-Mercenary company then all Mercenary units get Spite (the faction of The Traveler's company) and Arch-Enemy (the faction of The Traveler's company) 2. While the Traveler leads a Mercenary company, Officers and Independent units from the faction chosen for The Traveler's Prestige ability get Arch-Enemy (the Traveler) 2.

Independent • Female
Human • Unbeliever

SPECIAL ABILITIES

Charisma • Man-at-Arms
Defensive Combat 3 • Natural Talent 3
Elusive • Prestige (The faction of your choice) 4 •
Fury • Regeneration 2
Immunity (Piercing) • Strider

Unique

22

HELLE MØLLER

BOUNTY HUNTER

SHS CBT DEF PR LP FTH CMD

- 5 4 3 1 12 1 0 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

- Long Sword
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

- Cudgel
Blunt

Hits	Damage
1	Slowed
2	Slowed 2
3	Stunned
4	Stunned 2
5	Immobilized

ORDERS

- Dead or Alive

While in contact with a unique enemy unit, Helle gets a bonus of +1 DEF. During an attack sequence versus a unique unit, she must use her cudgel getting +1 CBT. During an attack sequence versus a non-unique unit, she must use her long sword.

GILLES DE RAIS

MARSHAL OF HELL

SHS CBT DEF PR LP FTH CMD

- 7 4 3 15 3 5

LIFE POINTS

1 2 3 4 5 6 7 8 9 10

WEAPONS

- Poitou and Henriet
Piercing
Slashing
Penetrating Strike

Hits	Damage
1	3
2	3 + Life Drain
3	6
4	6 + Pain 2
5	10

ORDERS

- Art of War
- Vae Soli
- Vae Victis

1 Permanent CMD
During the upkeep phase after each company has refreshed their CMD pool, you may use this order to have Gilles' company become dominant. This order takes precedence over any other similar effects.

Control of the Battlefield
Gilles' company is always dominant during the terraforming part of the game. If Gilles is on the battlefield at the beginning of the game, then his company is automatically initially dominant. This order takes precedence over any other similar effects.

Charismatic Presence
Gilles' Charisma ability affects allied units within 8 fathoms of him (Rather than 4).

Reinforcements
After both companies have been deployed, you may choose up to 24 more AP worth of extra units, following the company composition rules of course. These units will enter the game later as per the rules for stragglers, except they can come from any edge of the battlefield.

Officer
Damned One
Male
Satanist

SPECIAL ABILITIES

- Charisma
- Fierce
- Counter Attack
- Terror
- Fanatic
- Vicious 2

Unique

85

GILLES DE RAIS

MARSHAL OF HELL

SHS CBT DEF PR LP FTH CMD

- 7 4 3 15 3 5

LIFE POINTS

1 2 3 4 5 6 7 8 9 10

WEAPONS

- Poitou and Henriet
Piercing
Slashing
Penetrating Strike

Hits	Damage
1	3
2	3 + Life Drain
3	6
4	6 + Pain 2
5	10

ORDERS

- Art of War
- Vae Soli
- Vae Victis

1 Permanent CMD
During the upkeep phase after each company has refreshed their CMD pool, you may use this order to have Gilles' company become dominant. This order takes precedence over any other similar effects.

Control of the Battlefield
Gilles' company is always dominant during the terraforming part of the game. If Gilles is on the battlefield at the beginning of the game, then his company is automatically initially dominant. This order takes precedence over any other similar effects.

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Officer
Damned One
Male
Satanist

SPECIAL ABILITIES

- Charisma
- Fierce
- Counter Attack
- Terror
- Fanatic
- Vicious 2

Unique

SQUAMATA NOMAD

SHS CBT DEF PR LP FTH CMD

- 3 4 2 7 0 -

LIFE POINTS

1 2 3 4 5 6 7

WEAPONS

- Short Sword
Slashing

Hits	Damages
1	2
2	3
3	5
4	7
5	9

Trooper
Male
Lost
Agnostic

SPECIAL ABILITIES

- First Contact
- Strider
- Scout

Unique

12

SQUAMATA NOMAD

SHS CBT DEF PR LP FTH CMD

- 3 4 2 7 0 -

LIFE POINTS

1 2 3 4 5 6 7

WEAPONS

- Short Sword
Slashing

Hits	Damages
1	2
2	3
3	5
4	7
5	9

Trooper
Male
Lost
Agnostic

SPECIAL ABILITIES

- First Contact
- Strider
- Scout

Unique

DON QUIXOTE DE LA MANCHA

NAÏVE HERO

SHS CBT DEF PR LP FTH CMD

- 6 4 3 2 5

LIFE POINTS

1 2 3 4 5 6 7 8 9 10

WEAPONS

- Lance and Long Sword
Piercing
Slashing
Eager
Lunge 2
Receive Charge

Hits	Damage
1	3
2	4
3	6
4	8
5	8 + Consumed (Fire • 2/2)

ORDERS

- Fighting Windmills
- Vae Soli
- Vae Victis

When fighting enemy units with an extra-large base (50mm) in melee combat, Don Quixote gets a bonus of +3 CBT.

For Dulcinea
Active • 2 Permanent CMD • Unique
Until the end of the turn, Don Quixote's Charisma ability affects allied units within 8 fathoms of him (Rather than 4).

Officer
Human
Male
Christian (Papist)

SPECIAL ABILITIES

- Chaotic Charge
- Leader
- Charisma 2
- Prestige 4 (Westerners with a FTH of 2 or less)
- Elusive
- Fury

Unique

40

DON QUIXOTE DE LA MANCHA

NAÏVE HERO

SHS CBT DEF PR LP FTH CMD

- 5 4 3 12 2 5

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

- Lance and Long Sword
Piercing
Slashing
Eager
Lunge 2
Receive Charge

Hits	Damage
1	3
2	4
3	6
4	8
5	10

ORDERS

- Fighting Windmills
- Vae Soli
- Vae Victis

When fighting enemy units with an extra-large base (50mm) in melee combat, Don Quixote gets a bonus of +3 CBT.

For Dulcinea
Active • 2 Permanent CMD • Unique
Until the end of the turn, Don Quixote's Charisma ability affects allied units within 8 fathoms of him (Rather than 4).

Officer
Demon
Male
Mentalist

SPECIAL ABILITIES

- Chaotic Charge
- Prestige 3 (Westerners and Saracens)
- Elusive
- Fury

Unique

60

ROCINANTE

NIGHTMARE STEED

SHS CBT DEF PR LP FTH CMD

- 5 4 1 16 2 5

LIFE POINTS

1 2 3 4 5 6 7 8 9 10

WEAPONS

- Hooves
Blunt
Fire

Hits	Damage
1	3
2	4
3	6
4	8
5	8 + Consumed (Fire • 2/2)

ORDERS

- Charging the Titans
- Vae Soli
- Vae Victis

Free • 2 Permanent CMD • Unique
This order can't be used during the first turn of the game. Until the end of the turn enemy units can only perform Charge, Attack, or Melee actions. Enemy units don't have to take an action when they are activated. If they take no action they can still use free orders. This order doesn't affect lures.

The Moon is Made of Cheese
Free • 1 CMD
Until the end of the turn, allied units are immune to Terror and Terrifying.

AURA

- Aura of Combustion
Temporary • Active • 4 Fathom Radius • Instant • Roginante (Immune) • Unique
Units within the area of effect of this aura suffer Consumed (Fire • 3/3).

Officer
Satanist
Male
Mentalist

SPECIAL ABILITIES

- Chaotic Charge
- Prestige 3 (Westerners and Saracens)
- Elusive
- Fury

Unique

ROCINANTE

NIGHTMARE STEED

SHS CBT DEF PR LP FTH CMD

- 5 4 1 16 2 5

LIFE POINTS

1 2 3 4 5 6 7 8 9 10

WEAPONS

- Hooves
Blunt
Fire

Hits	Damage
1	3
2	4
3	6
4	8
5	8 + Consumed (Fire • 2/2)

ORDERS

- Charging the Titans
- Vae Soli
- Vae Victis

Free • 2 Permanent CMD • Unique
This order can't be used during the first turn of the game. Until the end of the turn enemy units can only perform Charge, Attack, or Melee actions. Enemy units don't have to take an action when they are activated. If they take no action they can still use free orders. This order doesn't affect lures.

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AURA

- Aura of Combustion
Temporary • Active • 4 Fathom Radius • Instant • Roginante (Immune) • Unique
Units within the area of effect of this aura suffer Consumed (Fire • 3/3).

Officer
Satanist
Male
Mentalist

SPECIAL ABILITIES

- Chaotic Charge
- Prestige 3 (Westerners and Saracens)
- Elusive
- Fury

Unique

ANDRÉ DE MONTBARD

5TH GRAND MASTER OF THE TEMPLAR ORDER

SHS CBT DEF PR LP FTH CMD

- 5 4 X 12 4 5

LIFE POINTS

WEAPONS

- Long Sword
- Slashing

ORDERS

- Cloak of Command
- God Knows Who's Wrong!
- Vae Soli
- Vae Victis

Passive: 1-3 Permanent CMD • Unstoppable • Unique • Units within 10 fathoms of André take 4 damage, ignoring PR. If 1 CMD is spent on this order, then only units with a FTH of -1, 0, or 1 are affected by this order. If 2 or 3 CMD is spent on this order, then only units with a FTH equal to the number of CMD spent are affected by this order. Damage dealt by this order can't reduce a unit's LP to less than 1. Invulnerable units will take 0 damage.

At the end of terraforming you may place up to 2 points worth of terrain elements in each conflict zone.

• Hell is our Domain

Active: 2 Permanent CMD • Unique • Until André is killed, units that are part of his company get Terrifying.

AURA

- Flee Miscreants

Permanent: 4 Fathoms • Radius • Curable • Unique • Terrifying (Immune) • During the upkeep phase choose one of the following numbers: 0, 1, 2, or 3. For the rest of the turn, non-Templar units within 2 fathoms equal to the chosen number can't enter the area of effect of this aura. Effects that would force a non-Templar unit that is currently can't enter this aura's area of effect to enter it are canceled. Non-Templar units already within the area of effect of this aura that would be collected by it aren't until they leave the area of effect of course. If you forget to choose a number during the upkeep phase, this aura won't have any effect during the turn.

Officer

Human

Male

Christian (Templar)

Mentalist

SPECIAL ABILITIES

- Arch-Enemy 3 (Papists and Muslims)
- Natural Talent
- Charisma
- Prescient
- Leader
- Scout

Unique

63

ALAZAÏS

BLACK WIDOW

SHS CBT DEF PR LP FTH CMD

- - 4 0 9 0 -

LIFE POINTS

ORDERS

- Rapid Summoning

Unique

Immediately after Alazais invokes a lemure, that lemure can be activated during the action phase during which it was invoked.

• Curse

Active • Unstoppable

Target unit within 6 fathoms of Alazais suffers 3 Life Drain damage.

• Vision of Death

Free • 2 CMD

Until the end of the turn, Alazais gets Terror 2.

Independent

Human

Female

Satanist

Infemalist 2/3

SPECIAL ABILITIES

- Concentrated
- Harmless
- Evasive
- Terror
- Expertise

Unique

30

ALAZAÏS

BLACK WIDOW

SHS CBT DEF PR LP FTH CMD

- - 4 0 9 0 -

LIFE POINTS

ORDERS

- Rapid Summoning

Unique

Immediately after Alazais invokes a lemure, that lemure can be activated during the action phase during which it was invoked.

• Curse

Active • Unstoppable

Target unit within 6 fathoms of Alazais suffers 3 Life Drain damage.

• Vision of Death

Free • 2 CMD

Until the end of the turn, Alazais gets Terror 2.

Independent

Human

Female

Satanist

Infemalist 2/3

SPECIAL ABILITIES

- Concentrated
- Harmless
- Evasive
- Terror
- Expertise

Unique

30

ALAZAÏS

BLACK WIDOW

SHS CBT DEF PR LP FTH CMD

- - 4 0 9 0 -

LIFE POINTS

ORDERS

- Rapid Summoning

Unique

Immediately after Alazais invokes a lemure, that lemure can be activated during the action phase during which it was invoked.

• Curse

Active • Unstoppable

Target unit within 6 fathoms of Alazais suffers 3 Life Drain damage.

• Vision of Death

Free • 2 CMD

Until the end of the turn, Alazais gets Terror 2.

Independent

Human

Female

Satanist

Infemalist 2/3

SPECIAL ABILITIES

- Concentrated
- Harmless
- Evasive
- Terror
- Expertise

Unique

30

ALAZAÏS

BLACK WIDOW

SHS CBT DEF PR LP FTH CMD

- - 4 0 9 0 -

LIFE POINTS

ORDERS

- Rapid Summoning

Unique

Immediately after Alazais invokes a lemure, that lemure can be activated during the action phase during which it was invoked.

• Curse

Active • Unstoppable

Target unit within 6 fathoms of Alazais suffers 3 Life Drain damage.

• Vision of Death

Free • 2 CMD

Until the end of the turn, Alazais gets Terror 2.

Independent

Human

Female

Satanist

Infemalist 2/3

SPECIAL ABILITIES

- Concentrated
- Harmless
- Evasive
- Terror
- Expertise

Unique

30

HELL DORADO

SPELL BOOK

SHS CBT DEF PR LP FTH CMD

- - 4 0 9 0 -

LIFE POINTS

ORDERS

- Rapid Summoning

Unique

Immediately after Alazais invokes a lemure, that lemure can be activated during the action phase during which it was invoked.

• Curse

Active • Unstoppable

Target unit within 6 fathoms of Alazais suffers 3 Life Drain damage.

• Vision of Death

Free • 2 CMD

Until the end of the turn, Alazais gets Terror 2.

Independent

Human

Female

Satanist

Infemalist 2/3

SPECIAL ABILITIES

- Concentrated
- Harmless
- Evasive
- Terror
- Expertise

Unique

30

ANGELO CASAVIECCHI

INFERNALIST SMUGGLER

SHS CBT DEF PR LP FTH CMD

- - 3 1 8 0 -

LIFE POINTS

ORDERS

- Capture
- Emergency Summoning

Free • X CMD

Target lemure within X fathoms of Angelo takes X damage, ignoring Invulnerable.

Special

Angelo can only invoke a lemure when he is within 2 fathoms of an allied Infemalist. When he does so, you must assign one of the spells that the allied Infemalist has to the lemure.

Independent

Human

Male

Agnostic

Infemalist 1/1

SPECIAL ABILITIES

- Expertise
- Harmless
- Intercept 5
- Vulnerability 0 (Slashing)

Unique

17

ANGELO CASAVIECCHI

INFERNALIST SMUGGLER

SHS CBT DEF PR LP FTH CMD

- - 3 1 8 0 -

LIFE POINTS

ORDERS

- Capture
- Emergency Summoning

Free • X CMD

Target lemure within X fathoms of Angelo takes X damage, ignoring Invulnerable.

Special

Angelo can only invoke a lemure when he is within 2 fathoms of an allied Infemalist. When he does so, you must assign one of the spells that the allied Infemalist has to the lemure.

Independent

Human

Male

Agnostic

Infemalist 1/1

SPECIAL ABILITIES

- Expertise
- Harmless
- Intercept 5
- Vulnerability 0 (Slashing)

Unique

17

CHARON

FERRYMAN OF HELL

SHS CBT DEF PR LP FTH CMD

- - 3 1 8 0 -

LIFE POINTS

ORDERS

- Capture
- Emergency Summoning

Free • X CMD

Target lemure within X fathoms of Angelo takes X damage, ignoring Invulnerable.

Special

Angelo can only invoke a lemure when he is within 2 fathoms of an allied Infemalist. When he does so, you must assign one of the spells that the allied Infemalist has to the lemure.

Independent

Human

Male

Agnostic

Infemalist 1/1

SPECIAL ABILITIES

- Expertise
- Harmless
- Intercept 5
- Vulnerability 0 (Slashing)

Unique

17

CHARON FERRYMAN OF HELL

SHS CBT DEF PR LP FTH CMD

- 4 4 0 12 - -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Spectral Claws
Spiritual Damage
Lunge 2

Hits	Damage
1	1
2	2
3	Life Drain 2
4	3 + Stunned
5	3 + Immobilized

ORDERS

Change of Circle ■
Passive • 2 Permanent CMD • Unique
Target enemy trooper in contact with Charon is eliminated.

Instant Movement ■
Active • 2 CMD
Target unit in contact with Charon is moved to a position of your choice in clear terrain within 10 fathoms of its current position. The target cannot be placed within an enemy control area or in contact with an enemy unit. The target unit is Stunned for the rest of the turn. This order can't target a unit with a base that is larger than Charon's.

GÖTZ VON BERLICHINGEN Knight

MVT DEF FTH CMD

4 3 1 1

DEF 3

FTH 1

CMD 1

Unique

27

Independent Male
Damned One Christian

SPECIAL ABILITIES

Fierce 2
Leader
Natural Talent 2
Prestige 1 (Officer's Faction)

GÖTZ VON BERLICHINGEN Knight

SHS CBT DEF PR LP FTH CMD

- 5 3 3 13 1 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13

WEAPONS

Long Sword
Slashing

Hits	Damage
1	2
2	3
3	5
4	7
5	9

ORDERS

Tremble Before the Boors ■
Active • 2 Permanent CMD • Unique
Choose one of the following effects:
• Enemy independents become Slowed.
• Allied troopers become Accelerated.

Iron Hand ■
Passive • 1 Permanent CMD • Unique
Target enemy unit in contact with Götz, becomes Stunned.

ISAÏA BEN MOSHE CABALIST

MVT DEF FTH CMD

3 3 3 1

DEF 3

FTH 3

CMD 1

Unique

32

Independent Jewish
Human Mentalist
Male

SPECIAL ABILITIES

Evasive
Harmless
Runaway

ISAÏA BEN MOSHE CABALIST

SHS CBT DEF PR LP FTH CMD

- - 3 0 7 3 1

LIFE POINTS

1 2 3 4 5 6 7

ORDERS

Word of Command ■
Active • 1 CMD
If the Golem associated with Isaïa is within 8 fathoms of him, it gets a bonus of +3 CBT and +1 DEF until the end of the turn.

AURA

Aura of Control ■
Permanent • 8 Fathom Radius • Golem
If the Golem associated with Isaïa is within the area of effect of this aura, it gets a bonus of +3 MVT and +3 CBT.

GOLEM CREATURE OF CLAY

MVT DEF FTH CMD

1 3 - -

DEF 3

FTH -

CMD -

Associated

0

Independent Asexual
Golem Unbeliever

SPECIAL ABILITIES

Entangle
Huge
Immunity (Fire, Poison)
Impressive
Protective
Regeneration 3
Terror
Associated (Isaïa ben Moshe)

GOLEM CREATURE OF CLAY

SHS CBT DEF PR LP FTH CMD

- 2 3 0 25 - -

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14
15 16 17 18 19 20 21 22 23 24 25

WEAPONS

Fists
Blunt
Lunge 2

Hits	Damage
1	4
2	6
3	6 + Stunned
4	10
5	10 + Knocked Down

ORDERS

Vengeance ■
Reaction
If Isaïa is killed, the following rules apply to the Golem for the rest of the game. The Golem leaves the company it started the game as part of, and becomes an enemy to all other units. The Golem is activated at the beginning of the action phase by the player that used to control Isaïa. Of course, this activation doesn't count as that player activating a unit. During its activation the Golem must move as fast as possible towards the nearest unit, and engage it if possible. If the Golem is already engaged it must perform a melee action. If the Golem is engaged with multiple units, the target of its attacks is chosen randomly. Additionally, the Golem becomes Berserk and gets bonuses of +3 MVT, +6 CBT, and +1 DEF.

SHA REN ZHE WANDERING DEMON

MVT DEF FTH CMD

6 4 2 1

DEF 4

FTH 2

CMD 1

Unique

27

Independent Asexual
Demon Buddhist (Yanluowang)

SPECIAL ABILITIES

Teleportation

SHA REN ZHE WANDERING DEMON

SHS CBT DEF PR LP FTH CMD

- 6 4 1 14 2 1

LIFE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS

Claws
Slashing

Hits	Damage
1	2
2	3
3	4 + Consumed (Poison • Durable • 1/3)
4	7
5	8 + Consumed (Poison • Durable • 1/3)

ORDERS

Scavenger ■
Passive • 1 Permanent CMD
If Sha ren Zhe is free, he is immediately moved into contact with the enemy unit with the lowest LP's. Insignificant units are not considered when determining which enemy unit has the lowest LP. The use of this order triggers a combat sequence when Sha ren Zhe appears in contact with the enemy unit. A unit engaged through the use of this order can't use the Dodge ability. This order can only be used once per activation, and may be used before choosing what action Sha ren Zhe will take during his activation.

RUSSIAN TRAPPER



MVT 4
DEF 3
FTH 1
CMD -

Limited 2

Independent Male
Human Christian (Orthodox)

SPECIAL ABILITIES

Ambush Strider
Discretion 5 Scout

26

RUSSIAN TRAPPER



SHS CBT DEF PR LP FTH CMD
- 5 3 2 14 1 -

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12 13 14

WEAPONS

Two-handed Axe
Slashing
Cumbersome

Hits	Damage
1	3
2	5
3	6
4	8
5	10

ORDERS

• Skinning

1 CMD
This order can only be used when the Trapper kills an enemy unit. Until the end of the game, he gets Terror, or +1 to the ability if he already has it, to a maximum of Terror 3.

• Trap Laying

Free • 2 Permanent CMD • Unique
This order can only be used when an enemy unit moves within 10 Fathoms of the Russian Trapper while performing a Charge, Run, or Retreat action. The enemy unit is Knocked Down and takes 3 damage, ignoring PR. If, for some reason, the enemy unit isn't knocked down due to this ability, it can finish its movement and activation normally.

Unique

25

ABD AR-RAHMAN IBN MULDJAM

ASSASSIN OF ALI



MVT 4
DEF 4
FTH 4
CMD 1

Unique

Independent Agnostic
Human Mentalist
Male


SPECIAL ABILITIES

Fanatic

25

ABD AR-RAHMAN IBN MULDJAM

ASSASSIN OF ALI



SHS CBT DEF PR LP FTH CMD
- 4 4 0 12 4 1

LIFE POINTS
1 2 3 4 5 6 7 8 9 10 11 12

WEAPONS

Daggers
Piercing
Penetrating Strike 2

Hits	Damages
1	3
2	4
3	4 + Stunned
4	6
5	6 + Stunned

ORDERS

• Nightmare of the Fundamentalists
Free • 1 CMD • Until the end of the turn, units with a FTH equal to or greater than 3 treat Abd as though he had Terror 2.

• Virtuous Wrath
At the beginning of the game, Abd gets +1 CBT for each unit included in the opposing companies that has a FTH equal to or greater than 3. This bonus lasts until the end of the game.

AURA

• Aura of Holiness
Permanent • 8 Fathom Radius • Units with a FTH of 0 or 1 - Units with a FTH of 0 or 1 within the area of effect of this aura, get +1 FTH.

• Aura of the Rested Soul
Temporary • Active • 4 Fathom Radius • Instant • Allied units with a FTH of 1 or 2 - Allied units with a FTH of 1 or 2 within the area of effect of this aura recover 3 LP.

0

HARBORYM



MVT 8
DEF 6

Lemure
Asexual
Unbeliever

SPECIAL ABILITIES

Elusive
Harmless
Insignificant
Invulnerable
Maverick

0

HARBORYM



DEF 6 PR 0 LP 2

LIFE POINTS
1 2

0

XIAN



MVT 6
DEF 6

Lemure
Asexual
Unbeliever

SPECIAL ABILITIES

Elusive
Harmless
Insignificant
Invulnerable
Maverick
Immunity (Piercing)

0

XIAN



DEF 6 PR 0 LP 2

LIFE POINTS
1 2

0

FAHAD



MVT 6
DEF 6

Lemure
Asexual
Unbeliever

SPECIAL ABILITIES

Discretion 4
Harmless
Elusive
Insignificant
Maverick
Invulnerable

0

FAHAD

DEF	PR	LP
6	0	2

LIFE POINTS

1 2

ELUDOS

DEF	PR	LP
6	0	2

LIFE POINTS

1 2

0

Lemure	Unbeliever
Asexual	
SPECIAL ABILITIES	
Dodge 4	Insignificant
Harmless	Maverick
Elusive	Invulnerable

ELUDOS

DEF	PR	LP
6	0	2

LIFE POINTS

1 2

PRIZRAK

DEF	PR	LP
6	0	2

LIFE POINTS

1 2

0

Lemure	Unbeliever
Asexual	
SPECIAL ABILITIES	
Harmless	Maverick
Elusive	Intangible
Insignificant	Invulnerable

PRIZRAK

DEF	PR	LP
6	0	2

LIFE POINTS

1 2

CANDLE

DEF	PR	LP
10	0	2

LIFE POINTS

1 2

0

Lemure	Unbeliever
Asexual	
SPECIAL ABILITIES	
Harmless	Maverick
Elusive	Invulnerable
Insignificant	

CANDLE

DEF	PR	LP
6	0	1

LIFE POINTS

1

RINGHIOSO

DEF	PR	LP
4	0	1

LIFE POINTS

1

0

Lemure	Unbeliever
Asexual	
SPECIAL ABILITIES	
Harmless	Maverick
Elusive	Invulnerable
Insignificant	Ricochet 4

RINGHIOSO

DEF	PR	LP
6	0	1

LIFE POINTS

1

HOV-CHI

MVT
5/8

DEF
6



☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Harmless

☐ Maverick

☐ Elusive

☐ Invulnerable

☐ Insignificant

☐ Bloodthirsty 3

0

HOV-CHI

DEF **6**

PR **0**

LP **1**



LIFE POINTS

☠️ **1**

☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Elusive

☐ Invulnerable

☐ Harmless

☐ Levitation

☐ Insignificant

☐ Maverick

0

RABAB

MVT
7

DEF
6



☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Elusive

☐ Invulnerable

☐ Harmless

☐ Levitation

☐ Insignificant

☐ Maverick

0

RABAB

DEF **6**

PR **0**

LP **2**



LIFE POINTS

☠️ **1 2**

☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Elusive

☐ Invulnerable

☐ Harmless

☐ Maverick

☐ Insignificant

☐ Strider

0

RASCAL

MVT
6

DEF
6



☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Elusive

☐ Invulnerable

☐ Harmless

☐ Maverick

☐ Insignificant

☐ Strider

0

RASCAL

DEF **6**

PR **0**

LP **2**



LIFE POINTS

☠️ **1 2**

☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Elusive

☐ Invulnerable

☐ Harmless

☐ Maverick

☐ Insignificant

☐ Strider

0

CARABIA

MVT
5

DEF
6



☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Strider

☐ Insignificant

☐ Burrower

☐ Maverick

☐ Harmless

☐ Invulnerable

0

CARABIA

DEF **6**

PR **0**

LP **2**



LIFE POINTS

☠️ **1 2**

☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Entangle

☐ Insignificant

☐ Harmless

☐ Maverick

☐ Elusive

☐ Invulnerable

0

CHUNG

MVT
4

DEF
6



☐ Lemure

☐ Unbeliever

☐ Asexual

SPECIAL ABILITIES

☐ Entangle

☐ Insignificant

☐ Harmless

☐ Maverick

☐ Elusive

☐ Invulnerable

0

CHUNG

DEF

6

PR

0

LP

3

LIFE POINTS



1

2

3

