








































TRAINING ABILITY (ALL MODELS) When any model makes a Will check, or is the target of a Will attack, it may gain +1 Will or -1 Will for that check or attack.

NAME	ACTION	SPECIAL ABILITIES
<div>ARKAN THESH</div> <div>Commander LV 9</div> <div></div>	<div>CRUSHING STRIKE <i>Melee 1</i> , R0. Larger models suffer -1  (min 1).</div> <div>CRITICAL BLOW Replace 1  with .</div>	<div>DUAL POSSESSION At start of activation, make a Will check (1). 1+ successes = ELEMENTAL FURY. 1+ failures = models within 2 suffer 1  magic attack.</div> <div>FLYING May move through, but not end movement on, impassable models and terrain.</div>
<div>INSPIRE (SOI 9") If Arkan has ELEMENTAL FURY, the first time this activation he kills an enemy he may move up to 2" and perform 1 attack. If he does so he suffers -1 Will this activation.</div>		
<div>ASHMEN HAKAR</div> <div>Leader LV 7</div> <div></div>	<div>SWORD SLASH <i>Melee 2</i> , R0</div>	<div>ACT WITH CERTAINTY Killed by other than , and engaged with 1 enemy, may make 1 attack before removal.</div> <div>DEFLECTION Parries ranged and magic attacks.</div> <div>OFFENSIVE MASTERY +1  to attack, then remove 1 result.</div> <div>COUNTER ATTACK Once per enemy attack on a  (and not killed), may 1  attack on active enemy in range.</div>
<div>INSPIRE (SOI 7") If this model engaged an enemy this activation and ends its activation unengaged, it may move 3" towards the nearest enemy.</div>		
<div>ASHMEN SWORDSMEN</div> <div></div> <div></div>	<div>SWORD SLASH <i>Melee 1</i> , R0</div>	<div>ACT WITH CERTAINTY Killed by other than , and engaged with 1 enemy, may make 1 attack before removal.</div> <div>DEFLECTION Parries ranged and magic attacks.</div> <div>DUELIST Alone and engaged with 1 enemy, gets OFFENSIVE MASTERY (+1  to attack, then remove 1 result).</div> <div>COUNTER ATTACK Once per enemy attack on a  (and not killed), may 1  attack on active enemy in range.</div>
<div>PELEGARTH HOWL</div> <div>Leader LV 7</div> <div></div>	<div>SWORD <i>Melee 2</i> , R0</div> <div>SHIELDBASH KNOCKBACK 1 enemy in contact forced 2" away. Models stopping this move suffer a 1  melee attack.</div>	<div>EVASION When attacked, after rerolls, may adjust results of up to 1 die up or down by 1.</div> <div>SHIELDWALL Once per attack, on  and in contact with an ally, may remove 1  from the attack.</div>
<div>INSPIRE (SOI 7") If an enemy disengages this model, after that movement, 1 friendly model may move up to 4" toward that enemy. This ability may only trigger once per disengage.</div>		
<div>PELEGARTH BLOODMASKS</div> <div></div> <div></div>	<div>SWORD & BOARD <i>Melee 1</i> , R0</div> <div>SHIELDBASH KNOCKBACK 1 enemy in contact forced 2" away. Models stopping this move suffer a 1  melee attack.</div>	<div>EVASION When attacked, after rerolls, may adjust results of up to 1 dice up or down by 1.</div> <div>SHIELDWALL Once per attack, on  and in contact with an ally, may remove 1  from the attack.</div>
<div>LONGHORN</div> <div></div> <div></div>	<div>SWORD STRIKE <i>Melee 1</i> , R0.</div> <div>SUNDERING Replace 1  with . UNRELENTING Replace 1  with .</div> <div>CLEAR A PATH Enemies within 2" forced 3" away. Longhorn may then move up to 4" and melee attack.</div>	
<div>RATHOR</div> <div></div> <div></div>	<div>EFRENTI BLAST <i>Magic 3</i> , R8".</div> <div>BOUNCE Assign 1 extra die to an extra enemy within 3" of target (ignore LOS).</div> <div>EFRENTI STRENGTH <i>Melee 2</i> , R0. SUNDERING Replace 1  with .</div> <div>KNOCKBACK 1 enemy in contact forced 2" away. Models stopping this move suffer a 1  melee attack.</div>	<div>EFRENTI FURY Enemies in 6" aura lose <i>Defensive Mastery</i>, <i>Defensive Expertise</i> and <i>Evasion</i>.</div>
<div>GREATHORN</div> <div></div> <div></div>	<div>EXPLOSIVE CONFLAGRATION <i>Melee</i> (# of targets)  vs each enemy, R2". Target up to 3 enemies in range.</div> <div>SUNDERING Replace 1  with . UNRELENTING Replace 1  with .</div> <div>IMMOLATE <i>Magic 4</i> , R6". CRITICAL BLOW Replace 1  with .</div>	<div>WREATHED IN FLAME When Greathorn activates, all enemies within 1" take 1  magic attack (no backlash).</div>