

Character Abilities

Aerobic (X)

Re-roll (X) dice on **Move/Climb** or **Jump** actions

Aerial Attack

This character does not lose Life Points from falling, provided it makes a **charge from above**.

Berserk

If this character has 5 or fewer **Life Points** at the start of its turn, gain **+1 Action Points** and **+1 ATTACK**.

Boat Crew

May be set up on a Boat. Replenish **1 Will Point** at the start of its turn if it is on a Boat. If a character with **Boat Crew** is currently on a Boat, **Cast Off** only costs **1 Command Point**, and move up to 18”.

Brave

Automatically succeed when making **Fear** rolls.

Brawler (X)

When in base contact with 2+ enemies, gain (X) **ATTACK**.

Bodyguard (X)

If an enemy character charges (X), immediately charge them if out of base contact with any enemy. Attacks of Opportunity take place **before** the opponent's.

Bulky

This character does not gain any benefit from being in cover, and cannot make **Hide** actions.

Companion (X)

Replenish **1 Will Point** if in line of sight to another (X) character at the start of their turn, and use (X)'s **MIND** value instead of their own (even if it is lower).

Concealment (X)

Gain (X) **PROTECTION** while in Cover.

Engage

Automatically win Opposed Roll when being disengaged unless they have **Slippery**.

Ethereal

Ignore all terrain while moving, but cannot end turn or make actions while “inside” Impassable Terrain.

Expert Grappler (X)

Re-roll (X) dice on **Grapple** or **Drown** actions.

Expert Marksman (X)

Re-roll (X) **Combat** dice while **not** in base contact.

Expert Offence (X)

Re-roll (X) **Combat** dice while **in base contact**.

Expert Protection (X)

Re-roll (X) dice on **Protection Rolls**.

Expert Sorcerer (X)

Re-roll (X) dice on **Magic Rolls** or **Dispelling**. Also this character knows (X) additional magic spells.

Fast Swimmer (X)

Add (X) inches to **MOVE** if starting a **Run/Climb** action **in water** (even if leaving water in the action).

Fear (X)

When making a **Combat** action, target must make a Basic **MIND** Roll, modified by (X). If they roll **no Aces**, re-roll any **Combat** dice.

First Strike (X)

Gain (X) **ATTACK** when charging.

Flight

Instead of **Run/Climb**, this character can **Fly**. Move them to any other point within their **MOVE**. No actions while “mid-air” other than further **Fly** actions, and if they end their turn “mid-air” they fall. Additionally, take 2 less **Damage** from falling.

Frenzied

Use **Life Points** as if they were **Will Points**.

Hunter

Gain **Penetration -3** on weapons (**not** on Unarmed) when targeting an enemy with a **larger base size**.

Infiltration

Deploy more than 3” above or below ground level at the start of the game, **not** in water.

Limited Movement

Move up to 2” in one action in water and up to 2” vertically up or down in one **Run/Climb** action. In addition, **cannot** carry Mobile Objectives.

Mage (X)

Know (X) magic spells. Mage (0) characters still know a Cantrip.

Mindless

Cannot score **Victory Points** at the end of the game, but can still achieve Agendas.

Parry (X)

When target of a base contact **Combat** action, force your opponent to re-roll (X) dice.

Pickpocket

When disengaging, steal any Mobile Objectives. Opponent loses **1 Will Point** and a friendly character within 3" replenishes **1 Will Point**.

Primitive

At the start of each turn roll a Basic MIND Roll. If it rolls **no Aces**, receive a **Stunned** counter.

Slippery

Automatically win Opposed Roll when disengaging unless they have **Engage**.

Universal Shielding (X)

Always have minimum PROTECTION of (X), after all modifiers.

Vampiric Attack (X)

When making **Combat** actions while **in base contact** replenish (X) **Life Points** if enemy loses at least 1.

Water Creature

Move full MOVE in water, move up to 8" when diving, and cannot be Drowned. In addition, may be set up in water at the start of the game.

Weapon Abilities

Aquatic

Can be used while the attacker is in water.

Black Powder

Cannot be used if a character starts its turn in water. Lose 1 additional **Life Point** when Fumbling an attack.

Blast

Place the round blast marker centred over the target. Roll one Attack Roll and apply to every character (friendly and enemy) at least partly under the template.

Harmless

Does not cause any Damage.

Knockback

If a character takes Damage (before Protection Rolls), they are moved 2" horizontally directly away.

Poisoned

If a character loses at least **1 Life Point**, roll 1 dice. On a 1-6, they lose extra **Life Points**:

- **30mm** models lose 3 Life Points.
- **40mm** models lose 4 Life Points.
- **50mm** models lose 5 Life Points.
- **60mm+** models lose 6 Life Points.

Reload (X)

Only (X) **Combat** actions in each round. While in base contact with an enemy may only use this weapon (X) **number of times** until the character **starts** their turn out of base contact with any enemies

Smoke

Any character hit counts as being in cover until the end of the round, and gains a **Hidden** counter.

If it's also **Blast**, the marker stays until the end of the round.

Stun

If a character takes Damage (before Protection Rolls) they receive a Stunned counter.

A Stunned character reduces its MOVE, ATTACK, DEXTERITY, and MIND by 1 (to a minimum of 1). Automatically remove Stunned counters at the **end** of the next turn.

If a Stunned character starts its turn in water it loses **2 Life Points**.

Template

Place the teardrop template with the small end in range of the weapon (base contact with the attacker if the range is 0"). Roll one Attack Roll and apply to every character (friendly and enemy) at least partly under the template.

Two-handed

Evasion +1 on Attacks of Opportunity.