

AHOTA THE FIRELESS

11PTS

FACE, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,
PEYASA, FLIGHT, MYTH



v3.04c

	RNG	PRC	ROA
CHETAN SPEAR REFINED, THROWN LETHAL	2"	-2	1
SHARP TALON LETHAL	-	0	2

UNIQUE

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

AHOTA THE FIRELESS

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DEATH FROM ABOVE: This Unit may end a Flight Special Action Engaged in combat. If it does so it may make an immediate Fight Special Action for 1 Action Point (regardless if it has already made this Special Action this Activation).

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

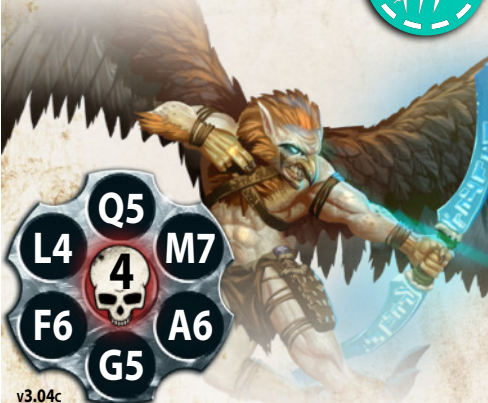
FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impassible terrain or cause the Unit to be Engaged.

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been applied to it at that time. If failed, the Condition remains as normal.

ALCON THE SKY SPIRIT

20PTS

BOSS, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,
PEYASA, FLIGHT, MYTH



v3.04c

	RNG	PRC	ROA
CHETAN BOW ATTUNED, BRUTAL LETHAL	20"	-3	1
RAZOR CLAWS BRUTAL LETHAL	1"	-1	3

UNIQUE

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

ALCON THE SKY SPIRIT

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impassible terrain or cause the Unit to be Engaged.

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may adds +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

TREASURE HUNTER: This Unit and Units with the MERCENARY Trait within 7" of this Unit may re-roll failed Morale Checks. This Unit adds +1 to the number of Adventure Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Resolution Phase. This ability does not stack so multiple Treasure Hunter skills in a Force still only confers +1 to the hand size in total.

BRAVE HUNTERS

2PTS PER MODEL

HANDS, WARRIOR NATION, HUMAN



v3.04c

	RNG	PRC	ROA
TRIBAL RANGED WEAPON FATAL	15"	0	1
TRIBAL MELEE WEAPON THROWN FATAL	1"	0	1

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

BRAVE HUNTERS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

SKIRMISHERS: The Unit has a Unit Coherency of 4".

BRAVE YOUNGBLOODS

1PTS PER MODEL

HANDS, WARRIOR NATION, HUMAN



v3.04c

	RNG	PRC	ROA
PISTOL CLOSE WORK, REFINED -1 PIERCE	10"	0	1
BASIC MELEE ATTACK	-	0	1

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

BRAVE YOUNGBLOODS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

SKIRMISHERS: The Unit has a Unit Coherency of 4".

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

FIRE EAGLE

SUPPORT, LEGENDARY, WARRIOR NATION, SPIRIT
ANIMAL, MYTH, FLIGHT

16PTS



v3.04c

	RNG	PRC	ROA
FIERY TORRENT HAZARDOUS, TORRENT LETHAL	-	-1	1
RAZOR CLAW BRUTAL LETHAL	1"	-1	4

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

FIRE EAGLE

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

DEATH FROM ABOVE: This Unit may end a Flight Special Action Engaged in combat. If it does so it may make an immediate Fight Special Action for 1 Action Point (regardless if it has already made this Special Action this Activation).

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.

FORCEFUL STRIKE: Once during its Activation after making a Fight Check, this Unit may spend 1 Action Point to increase the Piercing of a Melee weapon by -2 for that attack.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

GHOST WOLF

BOSS, WARRIOR NATION, HUMAN, CHIEF

17PTS



v3.04c

	RNG	PRC	ROA
SPIRIT BLADES ATTUNED FATAL	1"	-1	2

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

GHOST WOLF

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DANCES WITH WOLVES: At the end of this Unit's Activation, a Friendly Unit of Hunting Wolves within 5" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

RAPPORT: Once per this Unit's Activation, this Unit may re-roll a single failed Check if this Unit is within 7" of any Civilians, HANDS or TROOPS Units.

TACTICAL BRILLIANCE: This Unit gains +1 to Reserve Checks. Once per Round the unit, when Activated, may spend two Action Points to look at the top three cards from either their Adventure Deck or their Action Deck and replace them in any order on the top of that deck.

GHOST WOLF

BOSS, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,
CHIEF, MYTH, RAM

22PTS



v3.04c

	RNG	PRC	ROA
SPIRIT BLADES ATTUNED FATAL	1"	-1	2
FANGED MAW BRUTAL, TANGLE, REFINED FATAL	-	-1	1
RAZOR CLAWS BRUTAL LETHAL	1"	-1	3



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

GHOST WOLF

1 x 3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

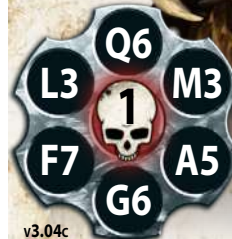
QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

GREAT ELK

SUPPORT, LEGENDARY, WARRIOR NATION, SPIRIT
ANIMAL, MYTH, RAM

15PTS



v3.04c

	RNG	PRC	ROA
IRIDESCENT BREATH STUN, TORRENT DISORDER	-	-2	1
GNARLED ANTLERS BRUTAL LETHAL	1"	-2	1

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

GREAT ELK

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE, (For more details see p.12 of the Rules)

DEADLY RAM: This Unit wounds Models with a -2 penalty to their Grit (instead of the usual -1) when making Ram Actions.

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

GREAT SPIRIT SHAMAN

7PTS

SPECIALIST, WARRIOR NATION, HUMAN, SHAMAN



v3.04c

SPIRIT BLADE

ATTUNED
FATAL

RNG PRC ROA

1" -1 1

SPIRITUAL INFERNO

ATTUNED, BLAST, SPECIAL

10" -1 1

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

GREAT SPIRIT SHAMAN

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand

WEIRDING: This Unit may allow a friendly Unit within 5" of this Unit to spend this Unit's Fortune as though it was their own.

GREAT THUNDERBIRD

16PTS

SUPPORT, LEGENDARY, WARRIOR NATION, SPIRIT
ANIMAL, MYTH, FLIGHT



v3.04c

LIGHTNING BOLTS

HAZARDOUS, STUN, BRUTAL, SPECIAL
FATAL

RNG PRC ROA

10" -1 4

RAZOR CLAWS

BRUTAL
LETHAL

1" -1 3

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

GREAT THUNDERBIRD

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

METTLE: (For more details see p.12 of the Rules)

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impossible terrain or cause the Unit to be Engaged.

GALVANIC: The Stun and Disorder Qualities do not cause Attribute penalties to be suffered by this unit, though they still count as having the Condition.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

SHROUDED: Successful Aim Checks against this Unit must be re-rolled.

STORMBRINGER: SPECIAL ACTION - Immediately place a Hazard and Disorder Condition on a Unit within 10".

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

GREATER SPIRIT TOTEM

WARRIOR NATION, STRUCTURE



v3.04c

RNG PRC ROA

-

-

-

-

-

-

-

-

-

-

-

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

GREATER SPIRIT TOTEM

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

INITIAL DEPLOYMENT: This Unit cannot be placed into Reserve. Before any other deployment, starting with Player B, each player must take it in Rounds to place a Unit with the Initial Deployment rule onto the Play Area. The Unit may not be placed within 10" of any edge of the Play Area. They may not be deployed within 10" of your opponent's deployment zone and cannot be deployed in Impassable terrain.

INSIGNIFICANT: The Unit may never be Activated and its destruction never awards Victory Points unless specified in the Adventure.

NODE OF POWER: This Unit regains Fortune up to its starting value at the start of each Resolution Phase. Furthermore this Unit may allow a friendly Unit within 10" of this Unit to spend this Unit's Fortune as though it was their own.

RALLY: Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are AUTOMATA or have the Lobotomised special rule.

SPECTRAL CONDUCTOR: SPIRIT Units arriving from Reserve may be deployed in base contact with a Model in this Unit. They Receive a point of Fortune and +1 Limit for the Round that they do so.

TOTEMIC: Any WARRIOR NATION Units within 10" of this Unit may ignore the penalty for Uneven Ground. Successful Aim Checks against Size 1 WARRIOR NATION Units within 10" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

HAWKEYE

9PTS

FACE, WARRIOR NATION, HUMAN



v3.04c

MANHUNTER BOW

LETHAL, REFINED
FATAL

RNG PRC ROA

20" -2 1

BASIC MELEE ATTACK

- 0 1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

HAWKEYE

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY; (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

GUN DOWN: Unless using a weapon with the Indirect, Heavy, Blast or Torrent qualities, the Unit does not suffer the -4 penalty to Aim for Shooting at an Engaged enemy. Furthermore, this Unit does not hit a friendly Engaged Unit on a Critical Fail when making a Shoot Action against an Engaged enemy Unit.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

HUNTING WOLVES

SUPPORT, WARRIOR NATION, WOLF

3PTS
PER MODEL



v3.04c

TEETH & CLAWS
TANGLE

RNG PRC ROA

- 0 2

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

HUNTING WOLVES

2-6 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

COORDINATED ATTACKS: If the Initial target of a Model in the Unit's Strike Action is engaged with another Model in this Unit, it may reroll any failed Strike rolls without spending fortune.

NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

SURE FOOT: The Unit ignores the penalty for Uneven Ground and may re-roll Quick Checks.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.



ICHIKO KUGA

FACE, LEGENDARY, WARRIOR NATION, EMPIRE, SPIRIT
WALKER, NEKOMATA, OUJO, MYTH

16PTS



v3.04d

MUNBUREDO
THROWN
FATAL

RNG PRC ROA

- -1 1

NAGINATA
REFINED
LETHAL

2" -1 1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2022 WAYLAND GAMES LIMITED.

ICHIKO KUGA

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY: (For more details see p.12 of the Rules)

ARCANE MASTERY: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to all of its Attributes until the start of its next Activation.

COMPEL: SPECIAL ACTION - This Unit may target a Unit within 10". This Unit must make a Mind Check minus the half Initial Target's Mind Attribute. If the Check is failed, nothing happens. If the Check passes, a Model in that Target Unit (all Models if friendly) is Compelled and must immediately make a Move or Combat Action of this Unit's choice. This is a Free Action which cannot be Focused or use Fortune. For the duration of the Action, the Compelled Model counts as friendly to this Unit. You cannot Compel AUTOMATA or LEGENDARY Units.

INVIGORATE: SPECIAL ACTION - Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

NEKOMATA PURAIDO: This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

PORTAL GENERATOR: This Unit is able to make a Manipulate Portal Special Action each Activation. It can target friendly or enemy Portal Markers.

ICHIKO KUGA

FACE, LEGENDARY, WARRIOR NATION, EMPIRE, SPIRIT
WALKER, NEKOMATA, OUJO, MYTH, MOUNTED, AKARUI

20PTS



v3.04d

MUNBUREDO
THROWN
FATAL

RNG PRC ROA

- -1 1

NAGINATA
REFINED
LETHAL

2" -1 1

FRENZIED ATTACK
SPECIAL, BRUTAL
LETHAL

- -3 1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2022 WAYLAND GAMES LIMITED.

ICHIKO KUGA

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE: (For more details see p.12 of the Rules)

ARCANE MASTERY: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to all of its Attributes until the start of its next Activation.

BOUNDING STRIKE: If this Unit wounds an enemy Model with a Strike Action, this Unit may be placed up to half its Quickness value from its current position.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

NEKOMATA PURAIDO: This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

UNDERBOSS: For +3 points this Unit may replace its FACE Trait for a BOSS Trait, it is now considered a BOSS Unit rather than a Face Unit and loses the Teamwork rule. Furthermore the Unit gains +2 Fortune and the Largesse rule. As a BOSS it may take a Faction Posse as normal.

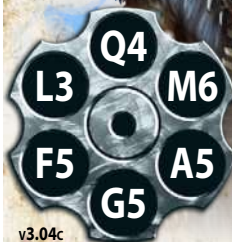
XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.



IRONHAWK

FACE, WARRIOR NATION, HUMAN

10PTS



v3.04c

SPIRITUAL INFERNO
ATTUNED, BLAST, SPECIAL

RNG PRC ROA

10" -1 1

BLAZING FISTS
HAZARDOUS

- -1 2



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

IRONHAWK

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY: (For more details see p.12 of the Rules)

ARCANE MASTERY: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to all of its Attributes until the start of its next Activation.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.



KOMANU RAYON

21PTS

COMMANDER, LEGENDARY, WARRIOR NATION, EMPIRE,
SPIRIT WALKER, WAKA, NEKOMATA, MYTH



v3.04c

KUROSHIRUDO

TANGLE

"ZENCHO"

ATTUNED

FATAL

RNG PRC ROA

- - 0 1

1" -1 1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

KOMANU RAYON

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

COMMAND, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

EYES ON TARGET: Enemy Units with the Undercover or Magenta Clade rules may not make use of those rules while within 10" of this Unit. Once each Round this Unit may make a Go On Lookout Special Action for Free. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that complete a Move Action within 10" of this Unit.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

INVIGORATE: SPECIAL ACTION - Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

NEKOMATA PURAIDO: This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

PRODIGIOUS: This Unit gains +3 for Focused Action checks rather than the usual +2.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand.

SHIELD AURA: SPECIAL ACTION - This Unit gains +1 Grit for the remainder of the Round, unless the attack has the Shock, Blast or Torrent Quality.

MAHPA NAPA THE CLOUD RUNNER

20PTS

BOSS, LEGENDARY, WARRIOR NATION, HUMAN, SPIRIT
ANIMAL, CHIEF, MYTH, FLIGHT, MOUNTED, ONIYA



v3.04c

LIGHTNING BOLT

HAZARDOUS, STUN, BRUTAL, SPECIAL

FATAL

RAZOR CLAWS

BRUTAL

LETHAL

CHETAN SPEAR

REFINED, THROWN

LETHAL

RNG PRC ROA

10" -1 3

1" -1 3

2" -2 1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

MAHPA NAPA THE CLOUD RUNNER

1 x 4

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DEATH FROM ABOVE: This Unit may end a Flight Special Action Engaged in combat. If it does so it may make an immediate Fight Special Action for 1 Action Point (regardless if it has already made this Special Action this Activation).

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FATEWEAVER: SPECIAL ACTION - Look at the top card from either their opponent's Adventure Deck or Action Deck. Discard that card or return it to the top of the deck.

GALVANIC: The Stun and Disorder Qualities do not cause Attribute penalties to be suffered by this unit, though they still count as having the Condition.

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been applied to it at that time. If failed, the Condition remains as normal.

XL BASED UNIT: This Unit has a Size 4 Base and can never be Hunkered. It ignores the Fatal Quality.

MANABA THE OATH KEEPER

11PTS

FACE, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,
PEYASA, FLIGHT, MYTH



v3.04c

CHETAN SPEAR

REFINED, THROWN

LETHAL

SHARP TALON

LETHAL

BLADES

REFINED

-1 PIERCE

RNG PRC ROA

2" -2 1

- 0 2

1" 0 2



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

MANABA THE OATH KEEPER

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DEATH FROM ABOVE: This Unit may end a Flight Special Action Engaged in combat. If it does so it may make an immediate Fight Special Action for 1 Action Point (regardless if it has already made this Special Action this Activation).

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impassible terrain or cause the Unit to be Engaged.

PARRY: REACTION - After Hits have been Allocated from a Strike Action to this Unit, the Initial Target makes a Fight Check. For each point this check exceeds ten, add +1 to the Unit's Grit for the duration of that Strike Action. Any Conditions that would be applied by the Strike Action on a Hit are not applied if the Grit check is passed.

MOONSWIFT

11PTS

FACE, WARRIOR NATION, HUMAN



v3.04c

SPIRIT AXES

ATTUNED

FATAL

THROWING KNIVES

THROWN

-1 PIERCE

RNG PRC ROA

- -2 2

- 0 3



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

MOONSWIFT

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

BOUNDING STRIKE: If this Unit wounds an enemy Model with a Strike Action, this Unit may be placed up to half its Quickness value from its current position.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DANCES WITH WOLVES: At the end of this Unit's Activation, a Friendly Unit of Hunting Wolves within 5" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

PLAINS STALKERS

HANDS, WARRIOR NATION, HUMAN

4PTS
PER MODEL



3-6 x

1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.



v3.04c

TRIBAL RANGED WEAPON

FATAL

RNG 15" PRC 0 ROA 1

TRIBAL MELEE WEAPON

THROWN

FATAL

RNG 1" PRC 0 ROA 1

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

PLAINS WARRIORS

HANDS, WARRIOR NATION, HUMAN

4PTS
PER MODEL



3-6 x

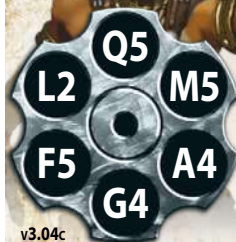
1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.



v3.04c

PISTOL

CLOSE WORK, REFINED

-1 PIERCE

RNG 10" PRC 0 ROA 1

TRIBAL MELEE WEAPONS

THROWN

FATAL

RNG 1" PRC 0 ROA 2

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

RAGING BEAR

BOSS, LEGENDARY, WARRIOR NATION, SPIRIT WALKER, MAKWA, MYTH

19PTS



1 x

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE: (For more details see p.12 of the Rules)

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

FAVOUR THE BOLD: Once per Activation, if this Unit wipes out the last Model in an enemy Unit with a Combat Action this Unit gains +1 Fortune (even if they do not have a Fortune value). Unspent Fortune remains until the end of that Round.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.



v3.04c

FRENZIED ATTACK

SPECIAL, BRUTAL

LETHAL

RNG - PRC -3 ROA 1

RAZOR CLAWS

BRUTAL

LETHAL

RNG 1" PRC -1 ROA 3

'ROAR OF THE MAKWA'

ATTUNED, TORRENT, SPECIAL

BRUTAL

RNG - PRC -2 ROA 1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

RAVEN SPIRIT

BOSS, LEGENDARY, WARRIOR NATION, HUMAN, SHAMAN, FLIGHT

20PTS



1 x

3

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE: (For more details see p.12 of the Rules)

ARCANE MASTERY: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may adds +1 to all of it's Attributes until the start of its next Activation.

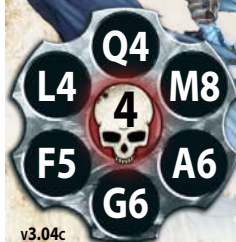
CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

INSPIRATIONAL: Any friendly Unit (excluding this unit) within 5" of one or more Units with this rule may re-roll a single die in their Activation. During its Activation this Unit may remove the Hunkered Condition from any Friendly Units within 10" provided this Unit is not contact with terrain.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

SPECTRAL SUMMONING: SPECIAL ACTION - This Unit may spend a point of Fortune to immediately deploy a SPIRIT Unit that is held in Reserve. The SPIRIT Unit must be deployed in base contact with a Model in this Unit, a Hexalith or a Greater Spirit Totem. It may Activate as normal this Round.

STORMBRINGER: SPECIAL ACTION - Immediately place a Hazard and Disorder Condition on a Unit within 10".



v3.04c

FETISH STAFF

REFINED

SHOCK

RNG 2" PRC 0 ROA 1

SPIRIT BLAST

ATTUNED, TORRENT, SPECIAL

DISORDER

RNG - PRC -2 ROA 1

SPIRIT CLAWS

ATTUNED

RNG - PRC -1 ROA 3

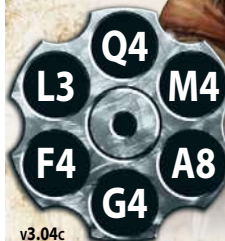


ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

RAVENSEYE

FACE, WARRIOR NATION, HUMAN

10PTS



v3.04c

CHASE SNIPER RIFLE
REFINED
FATAL

RNG	PRC	ROA
20"	-2	1

BASIC MELEE ATTACK

-	0	1
---	---	---



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

RAVENSEYE

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

KILL SHOT: Human Initial Targets must re-roll successful Grit checks against Shoot Actions from this model.

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

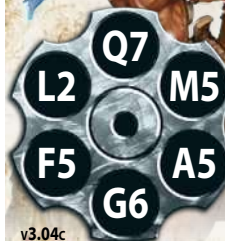
SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

TRAPPER: When using the Set Booby Traps rule, this Unit may instead remove up to two Size 1 Booby Trap Markers instead of the usual 1. This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker.

SKY STALLIONS

SUPPORT, WARRIOR NATION, HUMAN, SPIRIT ANIMAL, MOUNTED, SKY STALLION

9PTS



v3.04c

SPIRIT BOW
ATTUNED
FATAL

RNG	PRC	ROA
20"	-2	1

TOMAHAWK
THROWN
FATAL

-	-1	1
---	----	---

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

SKY STALLIONS

2-6 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

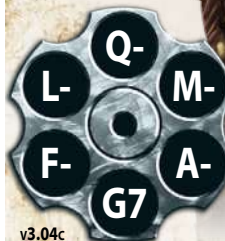
NIMBLE: Models in this Unit move as if they were mounted on a round base and do not use the Turning Template. This Unit can never be Hunkered.

SKY-LEAP: This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

SMALL SPIRIT TOTEM

WARRIOR NATION, STRUCTURE



v3.04c

RNG	PRC	ROA
-----	-----	-----

-		
---	--	--

-		
---	--	--

-		
---	--	--

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

SMALL SPIRIT TOTEM

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

INITIAL DEPLOYMENT: This Unit cannot be placed into Reserve. Before any other deployment, starting with Player B, each player must take it in Rounds to place a Unit with the Initial Deployment rule onto the Play Area. The Unit may not be placed within 10" of any edge of the Play Area. They may not be deployed within 10" of your opponent's deployment zone and cannot be deployed in Impassable terrain.

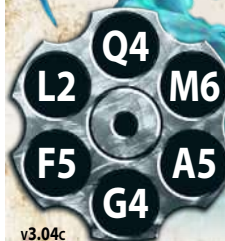
INSIGNIFICANT: The Unit may never be Activated and its destruction never awards Victory Points unless specified in the Adventure.

TOTEMIC: Any WARRIOR NATION Units within 10" of this Unit may ignore the penalty for Uneven Ground. Successful Aim Checks against Size 1 WARRIOR NATION Units within 10" of this Unit must be re-rolled, unless the attack has the Blast or Torrent Quality.

SPIRIT APPARITION

SUPPORT, WARRIOR NATION, HEX, ORDER, SPIRIT, WYLDBORNE

6PTS



v3.04c

IRIDESCENT BREATH
STUN, TORRENT
DISORDER

RNG	PRC	ROA
-	-2	1

SPIRIT CLAWS
ATTUNED

-	-1	3
---	----	---

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

SPIRIT APPARITION

1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

GHOST ARMOUR: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Grit until the start of its next Activation and can re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

PORTAL SHUNT: SPECIAL ACTION - This Model may be placed anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If either D10 is a 1, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

SPLIT PERSONALITY: When Activated, the Unit must discard their Action Card and draw a new Action Card from the deck. The new card is applied immediately.

VOLATILE: If this Model is Wounded, before it is removed, all Models within 2" receive the Hazard Condition.

STONEFIST

18PTS

BOSS, WARRIOR NATION, HUMAN, SPIRIT ANIMAL,
MOUNTED, SKY STALLION



v3.04c

SONG OF THE STONE

BLAST, SPECIAL, STUN
FATAL

HAMMERHAND

STUN
BRUTAL

RNG PRC ROA

15" -1 1

- 0 1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

STONEFIST

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, (For more details see p.12 of the Rules)

BUNKER: After Activation, provided this Unit does not make a Move Action and is not Hunkered, it gains +1 Grit and -1 Aim for the remainder of the Round. If this Unit Moves or becomes Hunkered it loses this Grit bonus and Aim Penalty.

SKY-LEAP: This Unit may make a Sky-Leap Special Action. Units making a Sky-Leap may be placed up to 7" from its position at the start of the Action. Ignore any terrain restrictions on the movement but the Unit must not end their Sky-Leap in Impassable terrain or Engaged in combat. You cannot Focus a Sky-Leap Action.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

TORA KOKAN

15PTS

FACE, LEGENDARY, WARRIOR NATION, EMPIRE, SPIRIT
WALKER, NEKOMATA, MYTH



v3.04c

KATANA & WAKISASHIS

-

FATAL

TEKUBI NO HA

LETHAL

RNG PRC ROA

1" -1 2

- -1 2



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

TORA KOKAN

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

NEKOMATA PURAIDO: This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

SHADOWY VISAGE: This Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

STEP FROM SHADOWS: SPECIAL ACTION - This Model may be placed in contact with Terrain anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If both D10 are the same number, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

TIPONI THE VENGEFUL

11PTS

FACE, LEGENDARY, WARRIOR NATION, SPIRIT WALKER,
PEYASA, FLIGHT, MYTH



v3.04c

CHETAN SPEAR

REFINED, THROWN
LETHAL

SHARP TALON

LETHAL

RNG PRC ROA

2" -2 1

- 0 2



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

TIPONI THE VENGEFUL

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DEATH FROM ABOVE: This Unit may end a Flight Special Action Engaged in combat. If it does so it may make an immediate Fight Special Action for 1 Action Point (regardless if it has already made this Special Action this Activation).

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

FLIGHT OR FIGHT: REACTION - When this Unit is the target of a Charge Action, this Unit may spend a point of Fortune to immediately be placed up to d5+2" from its current position. This placement must be to a point directly away from the charging Unit. This placement cannot be into Impassable terrain or cause the Unit to be Engaged.

WALKS LOOKING

21PTS

BOSS, LEGENDARY, WARRIOR NATION, HUMAN



v3.04c

SPIRIT BLADES

ATTUNED
FATAL

RNG PRC ROA

1" -1 2



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

WALKS LOOKING

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DEATH-DEALER: When this Unit it is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

ELUSIVE: Backstab Reactions against this Unit suffer a -4 penalty.

INSTINCTIVE STRIKE: Successful Strike Actions by this Unit ignore the Parry Special Rule. After resolving one or more successful wounds on a target with an attack that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound.

PORTAL MASTERY: This Unit may create a Portal Marker or remove a Friendly or Enemy Portal Marker. This Unit may make a Manipulate Portal Special Action for no Action Points cost each Activation and may determine the direction of any scatter for Portals Markers they create. The distance the second Portal Marker may be placed is increased up to 12" rather than the usual 10" and does not scatter.

RALLY: Any friendly Units (excluding this unit) within 10" may remove the Hunkered Condition and/or automatically pass any Morale Checks unless they are AUTOMATA or have the Lobotomised special rule.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

WALKS LOOKING

BOSS, WARRIOR NATION, HUMAN

17PTS



v3.04c

SPIRIT BLADES

ATTUNED
FATAL

RNG PRC ROA

1" -1 2



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

WALKS LOOKING

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

LARGESSE, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

DANCES WITH WOLVES: At the end of this Unit's Activation, a Friendly Unit of Hunting Wolves within 5" of this Unit may immediately Activate provided it has not yet Activated this round. This is treated as a new Activation, so you must apply any effects and draw an Action card as normal.

DEATH-DEALER: When this Unit is Engaged with more than one Model, all this Unit's Melee Weapons gain -1 Piercing and the Brutal Quality. If the Attack already has Brutal, it gains Lethal instead. If it also has the Lethal Quality, it gains Fatal instead. Weapons that gain one or more of these qualities on a Critical Success only benefit from having those qualities for Death-Dealer on a Critical Success.

INSTINCTIVE STRIKE: Successful Strike Actions by this Unit ignore the Parry Special Rule. After resolving one or more successful wounds on a target with an attack that has the Brutal Quality, the target receives a further two wounds on the same Unit, rather than the usual additional single wound.

PORTAL SHUNT: SPECIAL ACTION - This Model may be placed anywhere in the Play Area within a number of inches from its current position equal to 2D10 plus this Unit's Mind Attribute. If either D10 is a 1, this Unit becomes Stunned once Placed. The Unit must not end this Action in Impassable terrain or Engaged in combat.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

WEYLYN SPIRIT WALKERS

SUPPORT, LEGENDARY, WARRIOR NATION, SPIRIT WALKER, WEYLYN, MYTH

10PTS



v3.04c

FANGED MAW

BRUTAL, TANGLE, REFINED
FATAL

RNG PRC ROA

- -1 1

SPIRIT BLADES

ATTUNED
FATAL

1" -1 2

RAZOR CLAWS

BRUTAL
LETHAL

1" -1 3

ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

WEYLYN SPIRIT WALKERS

1-3 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULLRUSH: This Unit may Focus the Free Strike Action in a Charge Special Action for free.

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

FRENZY: For each Critical Success this Model rolls during a Fight Check, this Model may make an additional Attack as a Free Strike Action (or Free Special Action if the Attack had the Special Quality, even though not normally permitted). This additional Attack is still subject to Frenzy.

HARDY: The Unit may re-roll failed Grit checks, unless the attack has the Blast or Torrent Quality.

MONSTROUS: If an enemy Unit takes a Morale Check within 5" of this Unit, the Morale Check must be re-rolled if successful.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

WHITE BUFFALO

FACE, WARRIOR NATION, HUMAN

9PTS



v3.04c

SPIRIT AXES

ATTUNED
FATAL

RNG PRC ROA

- -2 2



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

WHITE BUFFALO

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

CHILD OF THE GREAT SPIRIT: The Unit may not be included in a Force with TAINTED units.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

YAMA MIMI

FACE, LEGENDARY, WARRIOR NATION, EMPIRE, SPIRIT WALKER, NEKOMATA, MYTH

13PTS



v3.04c

METSUBISHI

DISORDER

RNG PRC ROA

5" 0 1

KAMAS

LETHAL

- -1 3



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

YAMA MIMI

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

DEAD OR ALIVE: While making Actions against a Stunned or Disordered Model, this Unit gains the Lethal quality on Melee Weapons.

GAMBLER: When Activated, this Unit may discard their Action Card and draw a new Action Card from the deck. If it does so the new card is applied immediately. The Unit ignores their Action Limit for this Activation. If the new card is equal to or lower than their original Action Card, then they receive the Stunned Condition (even if they may not usually be Stunned) and their Activation ends.

HEAD HUNTER: When this Unit destroys an enemy Model that has the Unique Special Rule, this Unit immediately gains a point of Fortune until the end of its next Activation.

NEKOMATA PURAIDO : This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

QUICK STRIKE: Once per Activation if this Unit successfully hits with a Strike Action, it may make a second Strike Action at the same or a different target Unit for one Action Point rather than the usual two for a repeated Action.

SMOKESCREEN: SPECIAL ACTION - If the Unit successfully passes an Aim Check it may target a point in the Play Area within 10" + Aim. Place a Blast template at the point nominated. The template remains in place until the end of the Round. While in play, the template is considered Area Terrain and any Model touching the template is Obscured and Disordered. If a Model Moves away from the template it ceases to be Obscured but remains Disordered. Furthermore, the template counts as a Size 4 piece of Area Terrain providing cover as normal.

YURONA CHITAI

15PTS

FACE, LEGENDARY, WARRIOR NATION, EMPIRE, SPIRIT
WALKER, NEKOMATA, MYTH



v3.04c

	RNG	PRC	ROA
HAMA YUMI ATTUNED BRUTAL	20"	-1	1
TEETH & CLAWS TANGLE	-	0	2



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

YURONA CHITAI

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

AGILE: This Model passes Quick Checks for climbing and jumping automatically and may re-roll failed Grit Checks from falling.

DEADEYED: This Unit may target Units with the Target Priority rule, even if they are more than 5" away (subject to range and Line of Sight as normal). Once each Round this Unit may make a Go On Lookout Special Action for Free.

FLUSH OUT TARGET: Once during this Unit's activation it may remove a Hunkered condition from an enemy Unit within 10".

LONG SHOT: This Unit ignores long range penalties for Shoot Actions. If this Unit has the On Lookout Condition it may make a Give 'Em Hell Reaction against Enemy Units that are Placed from a Flight or Sky-Leap Special Action within 10" of this Unit.

MOVING TARGET: Provided that at the end of its Activation, this Unit is at least 7" from its starting position this Round, successful Aim Checks against this Unit must be re-rolled.

NEKOMATA PURAIDO: This Unit cannot be included in a Posse or Detachment where there are any TAINTED Units. This Unit cannot benefit from any bonuses or rules conferred by WARRIOR NATION Units unless they also have the NEKOMATA trait.

RAPID: When this Unit makes a Focused Move Action, or the Free Move Action as part of a Charge it moves an additional 3" instead of the normal 2". It also adds +1 to any Sprint rolls it makes.

LONGTREE

12PTS

FACE, OUTLAWS, HEX, WARRIOR NATION, HUMAN,
MERCENARY, AGENT, DARK NATION



v3.04c

	RNG	PRC	ROA
DRUG PISTOL STUN, CLOSE WORK, DISORDER FATAL	10"	0	1
FILLETING BLADE FATAL	-	-1	1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

LONGTREE

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

ENERVATE: SPECIAL ACTION - This Unit may select an enemy Unit in Line of Sight within 10". The target must pass a Mind Check. If the Check is failed, the selected Unit immediately loses d5 Fortune.

EXPOSE THEIR WEAKNESS: Any Enemy BOSS, COMMANDER, FACE or SPECIALIST Unit within 15" of this Unit that receives one or more successful wounds from an attack that has the Brutal Quality, receives a further two wounds, rather than the usual additional single wound from Brutal.

SAVANT: SPECIAL ACTION - Select and examine up to two random cards in the opponent's hand of Adventure cards. One of the chosen cards is discarded, the remaining is returned to the opponent's hand

SAWBONES: Any friendly Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Lethal or Fatal Qualities. Sawbones has no effect on MACHINE, ARTEFACT or STRUCTURE units.

THE APACHE KID

13PTS

FACE, LEGENDARY, OUTLAWS, LAWMEN, WARRIOR
NATION, HUMAN, REGULATORS, MERCENARY



v3.04c

	RNG	PRC	ROA
IONIC PISTOL CLOSE WORK SHOCK	10"	-1	1
TOMAHAWK THROWN FATAL	-	-1	1
SPIRIT BOW ATTUNED FATAL	20"	-2	1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

THE APACHE KID

1 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, METTLE, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see p.12 of the Rules)

FORWARD ECHELON: While this Unit is within 3" of one or more Friendly non-Disordered HANDS or TROOPS Units, this Unit and the HANDS or TROOPS Units ignore the Brutal Quality from any hits against them. This Unit may Go On Lookout for a cost of one Action Point, regardless of how many Combat Actions it has made this Round.

IF NOT INCLUDED IN A LAWMAN FORCE: DERRING-DO: The Unit may choose to count the Guts bonus provided by a single Adventure Card played during their Activation as being +1 Limit instead of the actual bonus printed on the card.

SET BOOBY TRAPS: After both sides are deployed but before Trailfinder rule, starting with Player B, each player may choose each of their Units with this rule. Place 2 (or place 1 & remove 1) Size 1 Booby Trap Marker in the Play Area. Alternate the selection of Units until all Units with this rule have placed or removed Markers. Markers may not be placed within 10" of another Marker or Model. During the Adventure, if any part of a Unit's Move Action takes place within 4" of the Marker then they have entered an area containing hidden traps. The Unit must pass a Quick Check for no effect. If the Quick check is a Critical Success remove the Marker. If failed, at the end of that Move Action, the Unit suffers an automatic hit with a Piercing -2. If the Quick check is a Critical Failure, the hit is Piercing -4.

SPIRIT AIM: Once per Round, during its Activation, this Unit may make a Mind check. If successful this Unit may add +1 to its Aim until the start of its next Activation and can re-roll failed Shoot Actions. Furthermore, successful Shoot Actions cannot be re-rolled.

TRAILFINDER: After both sides are deployed, starting with Player B, each player may choose one of their Units with the Trailfinder make a Free Run Action with it. This does not count as the unit's Activation. Trailfinder selection and movement alternates and continues until all Units with Trailfinder have been moved once.

TRAPPER: When using the Set Booby Traps rule, this Unit may instead remove up to two Size 1 Booby Trap Markers instead of the usual 1. This Unit critically passes the Quick check when making a Move Action within 10" of a Booby Trap Marker.

CIVILIANS

1PTS
PER MODEL

HUMAN



v3.04c

	RNG	PRC	ROA
-			
-			
-			



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

CIVILIANS

3-6 x 1

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

ASSET: Provided it was deployed at the start of the game, this Unit is worth a Victory Point if at least one Model from it survives to the end of the game.

DISPERSED DEPLOYMENT: This Unit cannot be placed into Reserve. After standard deployment but before any Trailfinder Units have deployed, starting with Player B, each player must alternate in placing a Unit with the Dispersed Deployment rule onto the Play Area. Units must be placed at least 10" away from any enemy units.

TWITCHY: This Unit takes Morale checks after suffering two or more wounds rather than three or more as usual. This Unit may not re-roll failed Morale checks.

PANDAY BECK

SPECIALIST, LEGENDARY, HUMAN

7PTS



v3.04c

	RNG	PRC	ROA
BECK'S BLASTER			
SPECIAL, REFINED BRUTAL	 15"	-2	2
BASIC MELEE ATTACK	 -	0	1



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED.

PANDAY BECK

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

TEAMWORK, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see Special Rules on p.12 of the rules book)

THE WAYLAND WAY: Panday Beck may only be included in a Force that includes Wayland the Smith. Beck may only make Combat Actions with weapons with the Special quality if he is within 5' of Wayland the Smith. Furthermore, while Beck is within 5' of Wayland the Smith, should Beck be nominated as the Initial Target of an attack, Wayland the Smith instead becomes the Initial Target of the attack as he dives in front of the bullet, or pushes Beck aside at the last minute. Calculate range, Line of Sight and cover bonuses etc to Beck but resolve the Grit Check on Wayland the Smith instead.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.

WAYLAND THE SMITH

SPECIALIST, LEGENDARY, HUMAN, MYTH

11PTS

1 x

THIS UNIT HAS THE FOLLOWING SPECIAL RULES

METTLE, TEAMWORK, THE QUICK AND THE DEAD, TARGET PRIORITY, (For more details see Special Rules on p.12 of the rules book)

INDOMITABLE: Once per Round, when the Unit is declared as an Initial target of an attack, the Unit can take a Mind check (with a modifier equal to the Round number, so Round 3 is a -3 Modifier). If the Check is passed, this Unit remove a single Condition that has already been are applied to it at that time. If failed, the Condition remains as normal.

INVIGORATE: SPECIAL ACTION - Nominate a friendly Unit in Line of Sight within 10". That nominated Unit gains a +1 modifier to their Limit this Round.

JURY-RIG AUTOMATA : SPECIAL ACTION - This Unit must successfully pass a Mind Check to affect an AUTOMATA Unit within 5". The affected Unit returns a Model previously destroyed in the Adventure to their Unit, to be placed in coherency. The Model added cannot bring the number of Models in the Unit greater than the Unit's maximum number of Models. If the Check fails the AUTOMATA Unit is Stunned.

REPAIR: Any **STRUCTURE**, **ARTEFACT** or friendly **MACHINE** or **CONSTRUCT** Unit (excluding this unit) within 7" may re-roll failed Grit checks unless the Attack has the Shock or Shred Qualities.

UNDERCOVER: The Unit must be held in Reserve. Once available the Unit is deployed anywhere in the Play Area. You must deploy at least 12" from an enemy Unit and cannot deploy into a transport. Unless it is within 8" and Line of Sight, this Unit cannot be nominated as the Initial Target of an attack by any HUMAN enemy Units unless that Unit first successfully passes a Mind Check.



v3.04c

	RNG	PRC	ROA
MIGHTY HAMMER			
STUN, REFINED	1"	-1	1
BRUTAL			



ILLUSTRATIONS AND DESIGNS ARE COPYRIGHT © 2021 WAYLAND GAMES LIMITED