

AERON BRAN

FACE, ORDER, HUMAN, MIMREG, SPICA, ASTRAEA

10PTS



v3.04c

RELIC PISTOL

CLOSE WORK
HAZARDOUS

VIBRO GAUNTLET

LETHAL

	RNG	PRC	ROA
RELIC PISTOL	10"	-1	2
VIBRO GAUNTLET	-	-1	1



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AERON BRAN

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)

BEACON: SPECIAL ACTION - This Unit may make a Free Shoot Action with a RoA 1. Instead of causing any damage, a successful hit allows a single friendly Unit that is held in Reserve to be immediately deployed in Base Contact with the edge of the Play Area at the closest point to the Initial Target. The Deployed Unit may be Activated as normal this Round.

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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.

COR CAROLI LUMINENT COHORT

SUPPORT, LEGENDARY, ORDER, SULTANATE, COR CAROLI

7PTS



v3.04c

CAROLUS HEAVY PISTOL

REFINED
BRUTAL

LUMINENT KHOPESH

HAZARDOUS, REFINED
BRUTAL

	RNG	PRC	ROA
CAROLUS HEAVY PISTOL	10"	-1	3
LUMINENT KHOPESH	-	-1	1

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COR CAROLI LUMINENT COHORT

2-6 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

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.

COR CAROLI NYX COHORT

SUPPORT, LEGENDARY, ORDER, SULTANATE, COR CAROLI

8PTS



v3.04c

SHRIKE RIFLE

SPECIAL, REFINED
BRUTAL

HEAVY FIST

BRUTAL
STUN

	RNG	PRC	ROA
SHRIKE RIFLE	15"	-2	2
HEAVY FIST	-	0	1

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COR CAROLI NYX COHORT

2-6 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

ELITA NURA

BOSS, LEGENDARY, ORDER, HUMAN, ASTRAEA, SIRCAN

18PTS



v3.04c

ASTRAEA STAVE

REFINED
STUN

VORTEX LAUNCHER

SPECIAL, BLAST
LETHAL

THERMITE GRENADES

BRUTAL, BLAST
HAZARDOUS

	RNG	PRC	ROA
ASTRAEA STAVE	2"	-2	1
VORTEX LAUNCHER	15"	-1	1
THERMITE GRENADES	7"	-3	1



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ELITA NURA

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)

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

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.

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

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.

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.

ELITA NURA

BOSS, ORDER, HUMAN, ASTRAEA, SIRCAN

17PTS



v3.04c

ASTRAEA STAVE
REFINED
STUN W

RNG	PRC	ROA
2"	-2	1

RELIC PISTOL
CLOSE WORK
HAZARDOUS W

10"	-1	2
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RELIC BLADE
FATAL W

1"	-1	1
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ELITA NURA

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)

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

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.

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.

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

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.

HAAN

FACE, LEGENDARY, ORDER, SULTANATE, COR CAROLI, KANDOR

13PTS



v3.04c

CAROLUS HEAVY PISTOL
REFINED
BRUTAL W

RNG	PRC	ROA
10"	-1	3

LUMINENT KHOPESH
HAZARDOUS, REFINED
BRUTAL W

-	-1	1
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HAAN

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

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.

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.

HORST ABNER

BOSS, ORDER, HUMAN, HIGH SIRCAN

18PTS



v3.04c

'LIGHT OF DAWN'
STUN
FATAL W

RNG	PRC	ROA
1"	-2	1

SOLAR GRENADES
BLAST, SPECIAL, HAZARDOUS
LETHAL W

7"	0	1
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HORST ABNER

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)

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains 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.

LIGHT OF THE ALLSHARD: During its Activation, this Unit may spend an Action Point and immediately place a Hazard and Stun Condition on a Unit within 10".

RABBLE ROUSER: Any friendly or enemy Angry Mob Models within 7" of this Unit may Critically Fail or Critically Pass any Mind checks they are required to make (this Unit Player's choice). This Unit may not be the Initial Target of Angry Mob Units within 10". If an Angry Mob Model would be affected by opposing instances of this rule then this rule has no effect.

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.

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.

SHREWD STRATEGIST: SPECIAL ACTION - Look at the top card from either their Adventure Deck or their Action Deck. They may discard the card or return it to the top of the deck.

JANNA SALTO

FACE, ORDER, HUMAN, MIMREG, SPICA, ASTRAEA

11PTS



v3.04c

VORTEX GLOVE
SPECIAL
LETHAL W

RNG	PRC	ROA
-	-2	1

RELIC PISTOL
CLOSE WORK
HAZARDOUS W

10"	-1	2
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RELIC BLADE
FATAL W

1"	-1	1
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JANNA SALTO

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.

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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.

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.

KHAATAN

13PTS

FACE, LEGENDARY, ORDER, SULTANATE, COR CAROLI,
KANDOR, ASTRAEA



v3.04c

STOLA CHAINS

LETHAL, CLOSE WORK
FATAL W

HEAVY FIST

BRUTAL
STUN W

RNG PRC ROA

10" -1 3

- 0 1



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KHAATAN

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains 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.

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency, the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

MAKARA

22PTS

BOSS, LEGENDARY, ORDER, SULTANATE, COR CAROLI,
PROCYON



v3.04c

GLADION LANCE (MELEE)

REFINED
FATAL W

GLADION LANCE (UNLEASHED)

REFINED, TORRENT
FATAL W

RNG PRC ROA

1" -3 2

- -2 1



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MAKARA

1 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

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

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

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.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

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.

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.

MITHUN

14PTS

FACE, LEGENDARY, ORDER, SULTANATE, COR CAROLI,
KANDOR



v3.04c

MASTER SHRIKE RIFLE

REFINED, HEAVY, LINKED
BRUTAL W

HEAVY FIST

BRUTAL
STUN W

RNG PRC ROA

15" -2 3

- 0 1



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MITHUN

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

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.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

NOTH

13PTS

FACE, LEGENDARY, ORDER, SULTANATE, COR CAROLI,
KANDOR, ASTRAEA



v3.04c

STOLA CHAINS

LETHAL, CLOSE WORK
FATAL W

HEAVY FIST

BRUTAL
STUN W

RNG PRC ROA

10" -1 3

- 0 1



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NOTH

1 x 2

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DRAG: SPECIAL ACTION - This Unit must make an Aim check against an Initial Target within 7". A success causes the Initial Target Model to be Stunned and immediately makes a Free Move Action d5" towards this Unit (remembering the Path of Least Resistance). The Initial Target's Unit gains the Disordered Condition if the Initial Target Model moves out of Coherency, the target Model cannot be dragged out of the Play Area or into Impassable terrain, but counts as moving so trigger Backstab, Booby Traps etc.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

QUICK DRAW: Once per Activation if this Unit successfully hits with a Shoot Action, it may make a second Shoot Action at the same or a different Target Unit for one Action Point rather than the usual two for a repeated Action. This second Shoot Action may not be made with weapons with the Indirect, Heavy or Special qualities.

ORON

FACE, LEGENDARY, ORDER, SULTANATE, COR CAROLI, ALTAP

14PTS

Q4

L3

F6

G6

1

M6

A6

Q4

L3

F6

G6

1

M6

A6

v3.04c

MASTER SHRIKE RIFLE

REFINED, HEAVY, LINKED

BRUTAL

HEAVY FIST

BRUTAL

STUN

	RNG	PRC	ROA
MASTER SHRIKE RIFLE	15"	-2	3
HEAVY FIST	-	0	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

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.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

1 x

2

SIRAJ

FACE, LEGENDARY, ORDER, SULTANATE, COR CAROLI, ALTAP

13PTS

Q4

L3

F6

G6

1

M6

A6

Q4

L3

F6

G6

1

M6

A6

v3.04c

LUMINENT GLAIVE

BRUTAL

FATAL

	RNG	PRC	ROA
LUMINENT GLAIVE	1"	-2	1

UNIQUE

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

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.

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.

1 x

2

SPICA COHORT

HANDS, ORDER, HUMAN, SPICA

4PTS PER MODEL

Q4

L2

F5

G5

Q4

M5

A5

Q4

L2

F5

G5

Q4

M5

A5

v3.04c

RELIC RIFLE

HAZARDOUS

BLADE

REFINED

-1 PIERCE

BLASTER PISTOL

CLOSE WORK

STUN

	RNG	PRC	ROA
RELIC RIFLE	20"	-1	1
BLADE	1"	0	1
BLASTER PISTOL	10"	-1	1

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

3-6 x

1

SPICA HEAVY INTERCEPTOR

SUPPORT, ORDER, SULTANATE, HUMAN, MACHINE, SPICA, MOUNTED, INTERCEPTOR

8PTS PER MODEL

Q8

L2

F5

G5

Q8

M5

A5

Q8

L2

F5

G5

Q8

M5

A5

v3.04c

TWIN HYPER-V RIFLE

SHRED, LINKED, SPECIAL

LETHAL

FLECHETTE BLASTER

CLOSE WORK, LINKED, SHRED

BLADE

REFINED

-1 PIERCE

	RNG	PRC	ROA
TWIN HYPER-V RIFLE	20"	-2	2
FLECHETTE BLASTER	10"	0	3
BLADE	1"	0	1

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BULKY: This Unit can never be Hunkered.

1-3 x

3S

SPICA INTERCEPTOR

7PTS
PER MODEL

HANDS, ORDER, SULTANATE, HUMAN, MACHINE, SPICA,
MOUNTED, INTERCEPTOR



v3.04c

FLECHETTE BLASTER

CLOSE WORK, LINKED, SHRED

BLADE
REFINED
-1 PIERCE

	RNG	PRC	ROA
	10"	0	3
	1"	0	1

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SPICA INTERCEPTOR

2-4 x 25

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

BULKY: This Unit can never be Hunkered.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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.

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.

SPICA IRONHIDE

12PTS

SUPPORT, ORDER, SULTANATE, MACHINE, RAM,
TRANSPORT 6



v3.04c

GATLING FUSILLADES

SPECIAL, BRUTAL, HEAVY, LINKED

LETHAL

BASIC MELEE ATTACK

	RNG	PRC	ROA
	15"	-1	5
	-	0	1

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SPICA IRONHIDE

1 x 55

THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

DURABLE: This Unit may ignore the first point of Piercing from an attack, unless it has the Brutal, Blast or Torrent Quality.

FIRING PLATFORM: Transported Units are permitted to make shoot actions while embarked, furthermore they suffer a -1 to their Aim check. Line of Sight is drawn from the base of the Transport Model.

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

WARMACHINE: This Unit may fire all of the weapons they are equipped with in the same Shoot Action. They may target different Units with different weapons if they have them. Furthermore, during its Activation, this Unit may spend an Action point and remain stationary to ignore the Special Quality on one of its ranged weapons for the remainder of the Activation.

XXL BASED UNIT: This Unit has a Size 5 Base and can never be Hunkered. It ignores the Fatal Quality.

SPICA TUMBLER

10PTS
PER MODEL

SUPPORT, ORDER, SULTANATE, HUMAN, MACHINE,
SPICA, MOUNTED, TUMBLER, RAM



v3.04c

SUNHAMMER CANNONS

HAZARDOUS
BRUTAL

	RNG	PRC	ROA
	10"	-2	3

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SPICA TUMBLER

1-3 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.

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

BULKY: This Unit can never be Hunkered.

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

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

VENATICI HELIOS

8PTS

FACE, ORDER, HUMAN, MIMREG, SPICA, ASTRAEA,
AGENT



v3.04c

RELIC PISTOL

CLOSE WORK

HAZARDOUS

RELIC BLADE

FATAL

THERMITE GRENADES

BRUTAL, BLAST

HAZARDOUS

	RNG	PRC	ROA
	10"	-1	2
	1"	-1	1
	7"	-3	1



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VENATICI HELIOS

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)

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DISCIPLINED: This Unit may re-roll Mind Checks to hold their nerve for Give 'Em Hell Reactions. This Unit may re-roll failed Morale Checks.

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.

VULANA
FACE, LEGENDARY, ORDER, SULTANATE, COR CAROLI,
ALTCAP

13PTS

Q4

L3

F6

G6

M6

A6

1

LUMINENT GLAIVE
BRUTAL
FATAL

RNG
1"

PRC
-2

ROA
1

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

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.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

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.

ZAIN
FACE, LEGENDARY, ORDER, SULTANATE, COR CAROLI,
KANDOR

13PTS

Q4

L3

F6

G6

M6

A6

1

CAROLUS HEAVY PISTOL
REFINED
BRUTAL

RNG
10"

PRC
-1

ROA
3

LUMINENT KHOPESH
HAZARDOUS, REFINED
BRUTAL

RNG
-

PRC
-1

ROA
1

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THIS UNIT HAS THE FOLLOWING SPECIAL RULES:

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

BLESSINGS OF THE ALLSHARD : REACTION - Once per Round, provided at least one Model in this Unit is within 3" of a Portal marker, the Unit can take a Mind check if they are declared as the Initial Target of an Attack. If passed, that Unit may remove a single Negative Condition of their choice from themselves. If failed, the condition remains as normal.

COUNTER STRIKE: REACTION - When an enemy Unit has made a Strike Action against this Unit and all required Grit checks have been resolved, any surviving Models in this Unit may immediately make a Free Strike Action with a Rate of Attack of 1 against the enemy Unit that attacked them.

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.

DYING BREATH: Should this Unit be destroyed (but not if it is otherwise removed from play) it can make a free Combat Action or Special Action before being removed from the Play Area.

IMMUNE TO PAIN: The Hazard Condition has no effect on this Unit and if applied is immediately removed. This Unit may ignore the first point of Piercing from an attack, unless the attack has the Blast or Torrent Quality.

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.

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

6PTS
PER MODEL

Q4

L2

F5

G4

M6

A5

1

IRIDESCENT BREATH
STUN, TORRENT
DISORDER

RNG
-

PRC
-2

ROA
1

SPIRIT CLAWS
ATTUNED

RNG
-

PRC
-1

ROA
3

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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.

CIVILIANS
HUMAN

1PTS
PER MODEL

Q4

L2

F3

G3

M4

A3

1

RNG
-

PRC
-

ROA
-

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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



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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 2

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 BRUTAL 	 1"	-1	1



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