

30



WRATHMANE

MOV	W	WP	MOR	AVG
3-2 [10]	5		2	1

Character - High Command - Orc
Join (Infantry, Orc) - Elite - Raging



Inflict 1 to your target

Your target receives the vulnerable state

WRATH ROAR. Once during your activation
An enemy unit within 10 strides receives the frightened and disarmed states.



WRATHMANE

WP	MOR
	+1



Inflict 1 to your target

Displace (3) your target

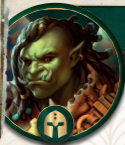
WRATH ROAR. Once during your activation
An enemy unit within 10 strides from your unit receives the frightened and disarmed states.

COMPANION

Companion

- *Companions* are not considered *Characters* (they **cannot** become the troop leader of the unit they join).
- *Companion* profiles must join the *Character* indicated on their profile during the deployment, as long as it has not joined another unit already. If a *Character* has a *Companion* joined, they cannot join another unit during the game.
- *Companions* **cannot** abandon the *Character* they join.
- *Characters* **cannot** abandon their *Companion*.
- *Companions* **cannot** be chosen as targets of skills, command skills or spells.
- *Companions* gain all characteristics and keywords from the *Character* they join.
- *Companions* are not considered an additional troop of the unit they join and cannot receive ♠. *Companions* cannot be knocked out of combat as a result of the damage suffered by the unit. When the unit reaches its maximum W value, remove both the *Companion* and the *Character* from the battlefield.





PRIME WARRIOR

MOV	W	WP	MOR	AVG
3-3 [10]	4		2	1

Character - Orc
Join (Infantry, Orc) - Raging



Inflict 1 to your target

Your target receives the frightened state

Your attacker receives the vulnerable state



EXPERIENCE AND RAGE. Once per round. If you attacked or have been attacked this activation
At the end of the current activation, another allied Orc unit within 15 strides can activate to charge, assault or attack an enemy unit.



FEARSOME COMBATANT

You are immune to the slowed, vulnerable, and disarmed states. For each level of stress on you, you may add 1 to your attack roll (before rolling the dice), add 3 strides to your charge value and add +1 to your conquest value.



ORC WARRIOR'S HONOR. After the resolution of a melee combat
If you inflicted damage during the combat, all the other allied Orc units within 10 strides may reduce their stress 1 level.



PRIME WARRIOR

MOR

+1



SPURRED BY YOUR ENERGY

For each stress level in your unit, you may add 3 strides to your charge distance and +1 to your conquest value.

30



NADEZHDA LAZARD, CHAMPION OF EMBERSIG

MOV	W	WP	MOR	AVG
3-3 [9]	3		3	1

Character - Human
Join (Infantry)



Add 1 to your roll



If your attacker has the disarmed state, add 1



Cancel 1 from your target and add 1 to your roll



Cancel up to 2 from your attacker



CUNNING AND CHARISMATIC. At the end of a combat

If you eliminated an enemy *Officer Character*, all your allied units within 15 strides reduce their stress and all enemy units within 15 strides must pass a WP test with 2 or they will receive the disarmed state.



DUELIST. When you engage or are engaged in combat

The enemy unit receives the vulnerable state.



NADEZHDA LAZARD, CHAMPION OF EMBERSIG



WP	MOR
+	+1



+1



CUNNING AND CHARISMATIC. At the end of a combat

If you eliminated an enemy *Officer Character*, all your allied units within 15 strides reduce their stress and all enemy units within 15 strides must pass a WP test with 2 or they will receive the disarmed state.



DUELIST. When you engage or are engaged in combat

The enemy unit receives the vulnerable state.