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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

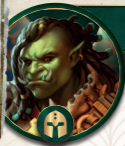
WRATH ROAR. Once during your activation
An enemy unit within 10 strides from your unit receives the frightened and disarmed states.

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



Infllict 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.

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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



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.