





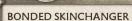




## SPEARWIFE MATRIARCH

# ORDER: SWIFT RETREAT After an enemy completes a Melee

Attack on this unit: This unit performs 1 Retreat Action.



At the start of each Round, select Bear, Eagle, or Wolf. See that unit's card for additional effects.

**SKINCHANGER** 

#### STALWART

This unit gains +2 to Morale Test rolls.



#### **EAGLE**

#### **BONDED EAGLE**

Each time this unit is selected, target 1 enemy. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.

#### AERIAL SCOUTING

Once each Turn, when this unit performs a Maneuver or March Action, before resolving that Action, this model's Skinchanger unit may perform a 2" shift.



#### WOLF

#### BONDED WOLF

Each time this unit is selected, target 1 enemy in Long Range of its Skinchanger's unit. Attach this card to that enemy until the end of the Round, placing this model near the unit's tray to mark it. This model is ignored for all other purposes.

#### PREDATOR'S INSTINCTS

Each time this unit Charges, it suffers a Disorderly Charge on rolls of 1 or 2. When this model's Skinchanger unit Charges this unit, they may re-roll any Charge Distance Dice.



#### CHOSEN OF STYR

#### STAND YOUR GROUND

Each time an enemy performs a Melee Attack on this unit, if this unit is only engaged with 1 enemy, that enemy does not gain Charge, Flank, or Rear Bonuses.



#### CHAMPION OF BONE

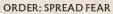
#### INTIMIDATING PRESENCE

Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.



## RATTLESHIRT

RUTHLESS SLAUGHTERER



When an enemy engaged with this unit fails a Panic Test:

Target 1 other enemy in Long Range of this unit. It suffers 1 Panic Test with -1 to their roll for each remaining rank in this unit. On failure, it suffers +1 Wound.

#### INTIMIDATING PRESENCE

Enemies engaged with this unit suffer -1 to Morale Test rolls and +1 Wound from failing Panic Tests.



### HARMA THE DOGSHEAD

#### ORDER: SENTINEL

After another friendly unit in Long Range is Attacked:

This unit performs 1 Charge or Maneuver Action. If Charging, it must target the Attacker.

#### **ENHANCED MOBILITY**

This unit gains +1 and may pivot before Marching.



#### HARMA'S BANNERMAN

# $\Diamond$

#### HARMA'S VASSAL

This model counts as Harma when its unit is being targeted by Tactics cards

#### REGROUP

After completing a Retreat Action, this unit restores 2 Wounds, +1 Wound for each of its destroyed ranks.



#### LADY OF THE WILDS

Each time Lady Val Claims a zone, you may replace that zone's effect with:

1 friendly Combat Unit performs 1 Manuever or Retreat Action. If they Retreat, 1 enemy they disengage from becomes Vulnerable.



#### SKILLFUL PREPARATIONS

Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the Round):

While Influencing a unit, each time that unit is targeted by a Tactics Zone, before resolving that zone's effect, you may draw 1 Tactics card.



## CRASTER ALLY OF CONVENIENCE



#### REFUGE AND SUPPLIES

Once per game, at the start of any Turn, you may restore 2 Wounds to 1 friendly unit.

Each time Craster Claims a zone, you may replace its effect with:

Draw 1 Tactics card and restore 2 Wounds to 1 friendly Combat Unit.



#### **FURY OF THE THENNS**

Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the round):

While Influencing a friendly unit, that unit's Melee Attacks gain +1 Attack Die and **Sundering**.



#### SPEARWIFE'S GUILE

Influence (When this unit Claims a zone, attach this card to a Combat Unit until the end of the round):

While Influencing a friendly unit, that unit gains +1 and ignores the Hindering and Rough keywords.

While Influencing an enemy unit, that enemy suffers -1 and triggers Disorderly Charges on rolls of 1 or 2.



## ORDER: GRISLY EXAMPLE Start of any Turn:

This unit suffers 1 Wound.

Target all enemies in Short Range.
They become Panicked.

#### VICIOUS

This unit's Melee Attacks gain **Vicious.** 



ORDER: RESILIENCE When an enemy is performing an Attack on this unit, after Attack Dice are rolled:

This unit only suffers 1 Wound for every 2 unblocked Hits.



#### ORDER: MARK TARGET

Start of a friendly Turn:
Target 1 enemy in Line of Sight and Long Range. They become Vulnerable.

#### DISRUPT

Enemies engaged with this unit suffer -1 to Hit.



#### JARL ADVANCE RAID LEADER

#### OUTFLANK

You may hold this unit off the table (In Reserve) instead of Deploying them. When a friendly NCU Claims , you may replace that zone's effect with:

Deploy 1 unit from Reserve fully within Short Range of any Flank table edge.