





ACTION TABLE

ACTION VALUE - OPPOSITION VALUE											
-4 or less	-3	-2	-1	-0	+1	+2	+3	+4 or more			
10+	9+	8+	7+	6+	5+	4+	3+	2+			



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KARYA
Infantry
Hero -Awaken/2

Fencer, Command,
Heroic action,
Disengagement

10 15



INDUNA
Infantry
Hero -Awaken/2

Warlock/3
(Shamanism,
Field of rain)
Heroic action,
Disengagement.

10 15



MINOTAURS
Monster

Brutal charge,
Dreadful

10 20



**ASHRAL
BRUTES**
Infantry

Berserk

10 15



CONSCRIPTS
Infantry

10 15



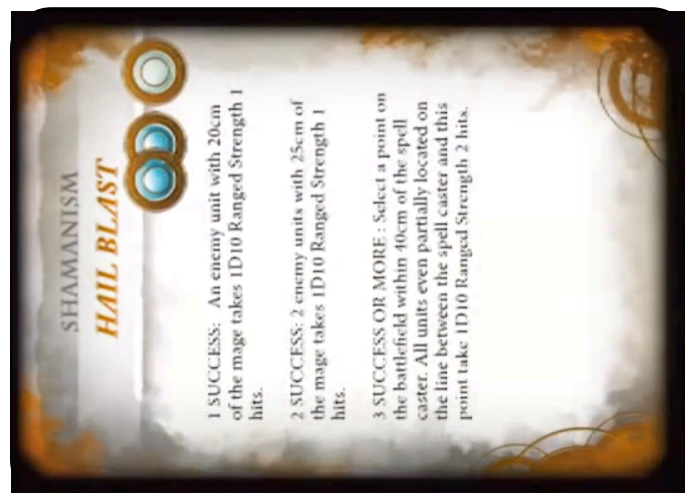
**ASHRAL
WARRIORS**
Infantry

10 15



**CONSCRIPTS
BOWMEN**
Infantry

10 15



SHAMANISM
HAIL BLAST

1 SUCCESS: An enemy unit with 20cm of the mage takes 1D10 Ranged Strength 1 hits.

2 SUCCESS: 2 enemy units with 25cm of the mage takes 1D10 Ranged Strength 1 hits.

3 SUCCESS OR MORE: Select a point on the battlefield within 40cm of the spell caster. All units even partially located on the line between the spell caster and this point take 1D10 Ranged Strength 2 hits.