

# THE LIBERATORS

TOTAL POINTS 447

Hero Points 92

Unit Points 355

Reputation 47

Reputation Tokens 12

## HEROES

### ARGRATH WHITE BULL

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Major Hero (Level 3)	35	3	0	3	2	5	None
<i>Sorcery</i>	May use spells [pg81]						
<i>Army Commander</i>	Can influence any friendly Unit within 2 ST; +1 Reputation [pg71]						
<i>Inspiring</i>	If not in Melee Combat, may support friendly Units with ½ ST. Each Mighty Deed expended = 2 support dice [pg72]						
<i>SPELLS</i>							
<i>Summoning</i>							

### DARREK THE BERSERK

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	22	2	0	3	2	2	None
<b>Fearsome</b>	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]						
<b>Today We Fight to Win</b>	Once per game, may expend 1 Mighty Deed when attached to a Unit in Melee Combat; Unit gains +d6 Combat Dice [pg74]						

### GERRAS SBAG (TROLL)

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Minor Hero (Level 2)	23	2	0	3	2	2	None
<b>With Me</b>	Once per game, may expend 1 Mighty Deed at the start of own Movement Phase; all friendly Units within 2 ST under the Hero's command automatically pass any Command Tests for movement [pg74]						
<b>Hold Fast</b>	Once per game, may attempt to restore 1 Stamina to a damaged friendly Unit within 2 ST upon passing a Command Test and expending 1 Mighty Deed [pg72]						

### RURIK RUNESPEAR

Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
Champion (Level 1)	12	1	0	3	1	1	None
<b>Battle Smiter</b>	+1 Combat Dice in single combats [pg71]						

# UNITS

## DOL JONI HORSE

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Light Riders (Scouts)	18	6	6	3	2	2	Short Bow / Mounted Bow
<b>Counter Charge</b>		If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]						
<b>Disengage</b>		After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]						
<b>Evade</b>		If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]						

## RHION RIDERS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Heavy Riders (Knights)	26	10	0	4	3	3	None
<b>Counter Charge</b>		If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]						
<b>Disengage</b>		After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]						
<b>Fearsome</b>		Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]						
<b>Thunderous Charge</b>		Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain [pg71]						
<b>Impetuous</b>		Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						

## BISON RIDERS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Heavy Riders (Knights)	26	10	0	4	3	3	None
<b>Counter Charge</b>		If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]						
<b>Disengage</b>		After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]						
<b>Fearsome</b>		Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]						
<b>Thunderous Charge</b>		Hits on 4+ in its first round of Melee Combat during the game if fighting to the front in open terrain [pg71]						

## BISON SPIRITS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Heavy Riders (Medium Cavalry)	31	10	0	3	3	3	None
<b>Counter Charge</b>		If charged to the front in open terrain, Unit may take a Command Test to counter charge. Unit is given a Charging or Winning marker but is not moved. Counter charging Unit may not use missiles; counter charging units do not gain Reputation [pg68]						
<b>Disengage</b>		After Melee Combat, Unit may disengage if in combat with enemy Warrior, Skirmisher or Monstrosity Units. Unit must pass a Command Test; if passed, may move back 1 ST [pg68]						
<b>Aura of Dread</b>		Enemy cannot use support saves from friendly Units in Melee Combat. Support saves may still be used from terrain and traits [pg66]						
<b>Relentless</b>		Never take Command Tests from shooting. Never retreat when losing a Melee Combat – lose an extra point of Stamina instead. Must pursue if winning a Melee Combat [pg69]						

## WOLF PIRATES

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Heavy Infantry)	27	12	0	3	4	3	None
<b>Spears as Tribute</b>		Add +2 Combat Dice until Unit loses any Stamina [pg70]						
<b>Fearsome</b>		Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]						
<b>Impetuous</b>		Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]						

## SUN DOVE TEMPLARS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Heavy Infantry)	28	12	0	3	4	3	None
<b>Drilled</b>		Unit rolls one less dice than usual for its first Command Test during its own Movement Phase [pg68]						
<b>Pikes</b>		+2 integral support save dice against Light Riders, Heavy Riders, a Towering Monstrosity or a Swooping Attack from Flying troops. Support still applies against an enemy with Aura of Dread trait [pg69]						
<b>Spears as Tribute</b>		Add +2 Combat Dice until Unit loses any Stamina [pg70]						

## SARTAR EXILES

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
3	Warriors (Heavy Infantry)	21	12	0	3	4	2	None

## SKIRMISHERS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Skirmishers (Light Infantry)	14	8	4	3	2	1	Javelins
<b>Agile</b>	No penalties in Rough Terrain [pg67]							
<b>Evade</b>	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]							

## TROLLKIN

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Warriors (Hordes)	9	8	0	2	4	1	None
<b>Reluctant</b>	Must pass a Command Test for every Movement Action [pg69]							
<b>Brittle</b>	Must take a Command Test or break when forced to retreat with two or less Stamina points [pg68]							

## ZORAK ZORAN TROLLS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Heavy Infantry)	27	12	0	3	4	3	None
<b>Impetuous</b>	Must charge enemy within Killing Zone at the start of Movement Phase. Add +1 Combat Dice if at full strength with a Charging or Winning marker. Must pursue enemy defeated in Melee Combat [pg68]							
<b>Spears as Tribute</b>	Add +2 Combat Dice until Unit loses any Stamina [pg70]							
<b>Fearsome</b>	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]							

## TROLLS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
1	Warriors (Heavy Infantry)	27	12	0	3	4	3	None
<b>Spears as Tribute</b>	Add +2 Combat Dice until Unit loses any Stamina [pg70]							
<b>Fearsome</b>	Enemy will retreat 1 ST in Melee Combat unless also fearsome. Fearsome troops and supports may pursue defeated enemy 1 ST [pg66]							

## TROLLKIN SLINGERS

Qty	Type	Points	Combat	Shooting	Armour	Stamina	Reputation	Missiles
2	Skirmishers (Shooters)	12	6	6	2 (3)	2	1	Bow or Sling
<b>Agile</b>	No penalties in Rough Terrain [pg67]							
<b>Evade</b>	If charged, Unit may take a Command Test to Evade. If passed, evading Unit is moved 1 Movement Action away from chargers [pg68]							