

Legacy Seekers

Edritz

Judge	Tough, QL3+
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Righteous Fist	M1x2 - Brutal
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Thundergun	R1x3
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Shield	
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Condemn	
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Soch

Paragon	Tough, QL4+
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Thundergun	R1x3
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Shield	
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Guardian	
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Falmor

Legionnaire	QL5+
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Piercer	R1x2
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Loyal	
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Musel

Chronicle	QL5+
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Blade	M2x1
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Aide	
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Rattus

Zealot	QL5+
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Maul	M1x2
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Fanatic	
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Aide	At the end of this unit's Turn, if it can see your Warband Leader it can perform a Free Move.
Brutal	Roll 1d6+1 on the Shock table instead of 2d6.
Condemn	At the end of this unit's Turn, target an Enemy it can see. All Allies that can see the target may make a Free Attack on them.
Fanatic	The unit may Fight as if it were QL3+ when it can see your Warband Leader.
Guardian	Attack at QL2+ vs. Enemies that are touching your Ally.
Loyal	The unit may Shoot as if it were QL3+ when it can see your Warband Leader.
Shield	+1 to Saves while Readied.
Tough	Reroll when Recovering and Saving vs. Melee.

The Rusted Order

Argavald

Sage	Tough, QL3+
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Oxidiser	R1x2 - Lethal
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Rusted Pick	M1x2
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Arise	
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Brother Arkerd

Besieger	Tough, QL4+
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Piercer	R1x2
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Shield	
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Vengeful	
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Brother Culkerd

Errant	QL4+
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Electro Sword	M1x3
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Bolt-3

Falcon	Nimble, QL5+
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Shock Rod	M1x1 - Suppress
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Jump	
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Keorn

Squire	Nimble, QL5+
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Blaster	R2x1
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Arise	At the end of this unit's Turn, all Allies it can see may perform a Free Recovery.
Jump	Ignore a single obstacle on the unit's first Move each Turn.
Lethal	Shock Rolls of a 7 are treated as a Double.
Nimble	Reroll when Moving and Saving vs. Ranged.
Shield	+1 to Saves while Readied.
Suppress	When this unit Wounds a target they become Exhausted.
Tough	Reroll when Recovering and Saving vs. Melee.
Vengeful	The unit may act as if it were QL3+ on a urn in which it Recovered.