




DUNGEONS V 2.0 SPECIAL ABILITIES CARD


SPEED SPECIAL ABILITIES


- GREEN**  **CHARGE** This warrior may make a close combat attack for a cost of 0 speed points, or this warrior may add 4 to his speed value if it is given an activation when no opposing figures are adjacent to it. (Optional) This bonus lasts until the end of the current activation. This warrior only fails to break away on a die roll result of 1.
- RED**  **QUICKNESS** This warrior may move his full number of speed points, and it does not cost his player an activation. (Optional) The warrior may do nothing but move or open doors this turn. The player must declare the use of Quickness before moving the warrior.
- BLUE**  **MAGIC LEVITATION** This warrior can move any figure that occupies an adjacent square. (Optional) Give this warrior an activation, but he has 0 speed points for the turn and may not make an attack. Choose a target figure in a square adjacent to this warrior and move him up to 5 squares in any direction. Treat all terrain as clear terrain while moving, but the target figure cannot move through an unopened door, blocking terrain or another figure. Place the target figure in any legal terrain, facing any direction. The target figure may not be activated for the remainder of this turn.
- ORANGE**  **FLIGHT** Treat all warriors with  as their movement type as having permanent **FLIGHT**. This warrior treats all non-blocking terrain as clear terrain while moving. (Optional) This warrior may not use Flight to move through any doorway, open or closed, or to move through blocking terrain. This warrior must end his movement in legal terrain. This warrior only fails to break away on a roll of 1.
- YELLOW**  **AQUATIC** Treat all warriors with  as their movement type as having permanent **AQUATIC**. This warrior treats all water terrain as clear terrain for movement purposes. While this warrior occupies any water terrain, it gets +2 to its defense value against ranged combat attacks that target or affect it.
- BLACK**  **STEALTH** Hinderer terrain blocks line of fire to this warrior. (Optional) Any line of fire drawn to this warrior that passes through hinderer terrain is treated as if it were drawn through blocking terrain. If there are hinderer or shadowed terrain squares in the same tile as this warrior, this warrior does not convert wandering monster tokens unless they are in a square adjacent to him. This warrior may add 2 to his die roll result to Disarm Traps.
- GREY**  **BOUND** This warrior may make a ranged combat attack for 0 speed points, or this warrior may add 4 to his speed value if it is given an activation when no opposing figures are adjacent to it. (Optional) This bonus lasts until the end of the current activation. This warrior only fails to break away on a roll of 1.
- BROWN**  **PATHFINDER** This warrior's movement is not affected by hinderer terrain. (Optional) All friendly figures starting an activation adjacent to this warrior gain the Pathfinder special ability for the duration of that activation.




SPEED SPECIAL ABILITIES (CONTINUED)


RED  **FORCED MARCH** This warrior can add to the speed value of a friendly adjacent figure or himself. **(Optional)** When a friendly figure is given an activation while in a square adjacent to this warrior, add 1 to the friendly figure's speed value until the end of the current activation. Add 1 to this warrior's speed value if he is given an activation when there are no friendly figures adjacent to him. This bonus lasts until the end of the current activation.


BLUE  **NIMBLE** This warrior may make a ranged combat or close combat attack for 2 speed points. **(Optional)** This warrior can also add 2 to his die roll result to Disarm Traps.

ORANGE  **FRENZY** This warrior must be given an activation first. If a Hero, this figure must be given an activation before any other figure without Frenzy. If a Mage Spawn without a movement marker, it must be given an activation before any other Mage Spawn without Frenzy.

BLACK  **RAM** This warrior delivers a click of damage when he moves into a square adjacent to an opposing figure. When this warrior's movement puts him in a square adjacent to an opposing figure, and this warrior's front arc is facing the opposing figure, the opposing figure receives 1 click of damage and the current activation is ended. A figure cannot make a counterattack against the Ram special ability. .

GREY  **SUMMON** This warrior can bring a Mage Spawn figure into play. **(Optional)** Give this warrior an activation. It has 0 speed points for the turn and may not attack. Choose a Mage Spawn figure with the lowest point value from the Mage Spawn Pool. Turn the chosen figure's dial to its starting value and place it adjacent to this warrior.

DARK BLUE  **STRONG FLIER** This warrior may assist other figures movement. **(Optional)** Give this warrior a move action. If this warrior moves, select a target friendly figure—that has not already been given an action this turn—in base contact with this warrior. The target moves with this warrior and must end the movement in base contact with this warrior. The target cannot be given an action this turn.

PURPLE  **SUBMERGED** This warrior can enter from a different point **(Optional)** When entering the dungeon, you may deploy this warrior in any water terrain up to one tile away from its entry tile, though it cannot be deployed in base contact with an opposing figure or token. It may then continue its activation from this point.

SHAKE-OFF Treat all warriors with the U movement type as having permanent **SHAKE-OFF**. This warrior may not free spin and only fails to break away only on a die roll of 1. This warrior deals one click of damage to each enemy figure that it breaks away from, once per activation.



ATTACK SPECIAL ABILITIES

GREEN



HEALING This warrior can heal himself or a friendly figure without the ☼ damage type with a close combat attack. (Optional) To heal a target friendly figure, make a close combat attack against that figure. Add 2 to the defense value of the figure if either the healer or the target is in a square adjacent to an opposing figure. Ignore all other modifiers to the close combat attack. If the attack succeeds, heal a number of clicks of damage equal to this warrior's damage value, or roll 1 six-sided die and heal a number of clicks of damage equal to the result. This warrior may spend 4 speed points and heal himself 1 click of damage without making a die roll. Healing himself ends this warrior's current activation. Healing ignores all special abilities except Invulnerability.

RED



WEAPON MASTER This warrior can use a close combat attack to deliver 1 to 6 clicks of damage. (Optional) When this warrior makes a successful close combat attack, roll 1 six-sided die. Inflict a number of clicks of damage on the target figure equal to the result instead of this warrior's normal damage value.

BLUE



MAGIC BLAST This warrior can use a ranged combat attack to deliver 1 to 6 clicks of damage. (Optional) Use this ability to deliver a magical ranged combat attack against a single target within half of this warrior's attack range. The line of fire is never considered blocked or hindered by terrain or figures. When this warrior makes a successful ranged combat attack, roll 1 six-sided die. Inflict a number of clicks of damage equal to the result on the target figure instead of this warrior's normal damage value. See the rulebook for using this ability to open a door.

ORANGE



FLAME/LIGHTNING This warrior's ranged combat attack can affect all figures in squares adjacent to the target. (Optional) A single successful ranged combat attack affects the target figure and every figure in a square adjacent to the target figure. Compare the attack value result to the defense values of each affected figure, and give 1 click of damage (instead of this warrior's normal damage value) to each figure successfully hit. See the rulebook for using this ability to open a door.

YELLOW



SHOCKWAVE This warrior's ranged combat attack can affect every figure within half his range value. (Optional) A single successful ranged combat attack affects every figure (friendly and opposing) within half of this warrior's attack range. Draw lines of fire to every figure within range, regardless of the warrior's front arc. Figures do not block line of fire, but terrain blocks line of fire according to the standard rules. Compare the attack value result to the defense values of each affected figure. If two or more figures are successfully hit, each figure hit receives 1 click of damage. If only 1 figure is successfully hit, use this warrior's damage value. A Shockwave attack ignores and is unaffected by all other special abilities. Shockwave will affect opposing figures in squares adjacent to friendly figures. See the rulebook for using this ability to open a door.

BLACK



VAMPIRISM This warrior can heal himself by making a successful close combat attack. Heal 1 click on this warrior whenever he damages a target figure during a close combat attack.

GREY



MAGIC HEALING This warrior can heal a friendly figure without the ☼ damage type or himself by making a ranged combat attack. (Optional) To heal a friendly figure, make a ranged combat attack against it. Add 2 to the defense value of the figure if either the healer or target is in a square adjacent to an opposing figure. Ignore all other modifiers to the ranged combat attack. If the attack succeeds, roll 1 six-sided die and heal a number of clicks of damage equal to the result. Rather than healing another figure, this warrior may spend 4 speed points and heal himself 1 click of damage without making a die roll. Healing ignores all special abilities except Invulnerability.

PURPLE



THUNDER BLOW (optional) When this warrior make a close combat attack with a single opposing figure as the target and the attack succeeds, this warrior can continue to attack that target until an attack is unsuccessful. This warrior gets -1 to its attack value for each additional attack. This warrior gets +1 to its damage value for each successful attack after the first, up to a maximum of +3. If any of the attacks miss, the entire attack is deemed to miss and no damage is done.



ATTACK SPECIAL ABILITIES (CONTINUED)

GREEN



PARRY This warrior is harder to hit. (Optional) When this warrior is the single target of a close combat attack, roll one six-sided die and subtract 2 from the result. If the result is less than 1, the result is 1. Reduce the attacker's attack value by the result of the die roll for that attack.

RED



VENOM This warrior inflicts 1 click of damage even if his ranged or close combat attack misses the target. When this warrior makes a ranged or close combat attack, add 1 to his damage value. If the attack misses, inflict 1 click of damage on the target figure. The damage from Venom is considered part of the attack damage, and not a special ability damage effect.

BLUE



SNEAK ATTACK This warrior can deliver double damage with a close combat attack to the target's rear arc. (Optional) When this warrior ends his movement in a square adjacent to an opposing figure, the opposing figure does not get a free spin. When this warrior makes a close combat attack against the rear arc of the target figure, double his damage value, to a maximum of 5 clicks. This warrior may add 2 to his die roll result to Disarm Traps.

BLACK



SWEEP This warrior can hit all opposing figures in its front arc that occupy adjacent squares with a close combat attack. (Optional) When this warrior makes a close combat attack or counterattack, he must resolve his attack against every opposing figure in his front arc that occupies a square adjacent to the warrior. Compare the total attack value with the defense values of all opposing target figures. The attack inflicts the warrior's normal damage against each of the targets successfully hit.

BROWN



COUNTERATTACK This warrior can hit back. (Optional) After this warrior is the target of a close combat attack made by an opposing target figure in its front arc, it can immediately make a close combat attack against the target, adding +2 to its attack value if the original attack is unsuccessful. This attack takes place before any damage received from the original attack is taken. This warrior may use a single special ability which requires a close combat attack (except Charge). Regardless of the success of the counterattack, any damage received from the original attack is taken after the counterattack resolves.

PURPLE



SMITE This warrior hurts his enemy's friends. (Optional) When this warrior makes a close combat attack, with a single opposing figure as the target, and the attack succeeds, also compare the attack result to the defense values of all opposing figures adjacent to the target to determine if the attack would also be successful against them. Deal damage equal to this warrior's damage value to each figure against which the attack succeeds. After completing the attack, deal this warrior 1 click of damage.



ATTACK SPECIAL ABILITIES

GREEN



ARCING FIRE (optional) This warrior ignores figure bases for line of fire purposes.

BROWN



BOMBARDIER This warrior may throw bombs. (Optional) Give this warrior an activation and it's bombardment token(s). For this action, the warrior has 0 speed points but may free spin. Place the bombardment token(s) on any square within this warrior's range and front arc. Roll to attack the target shown on the bombardment token(s). If this attack is unsuccessful, roll a die and scatter the token(s) according to the appropriate diagram below and the direction of the throw. The distance of scatter as shown on the token converts thusly: 1": one square, 2": two squares and 3": three squares. The token will move that distance unless it hits blocking terrain, where it will stop. Once the final location of the token(s) is determined, roll an attack roll against any figure in the same square or adjacent to the token(s). Apply a -2 to the attack roll if the token(s) scattered. Apply the damage shown on the token to any figure which was successfully hit by the attack roll.



DARK BLUE



OVERWATCH (optional) When this warrior can make a ranged combat attack, use the speed points for the attack but do not choose any targets, determine any lines of fire, or make any attacks. Give this warrior an Overwatch token. At the beginning of your next turn, remove the Overwatch token; this warrior can resolve the ranged combat attack it was given on its last turn.



ATTACK SPECIAL ABILITIES

GREEN



HEX (optional) Give this warrior a activation and a Hex token. This warrior may not move or attack. Once, until the beginning of your next turn, you can choose a target friendly or opposing figure that has made an attack roll within 6 squares of this warrior. The target must reroll the attack. Use the rerolled result instead of the initial result. Remove the Hex token when the target rerolls the attack or at the beginning of your next turn.

GREY



MAGIC HEALING This warrior can heal a friendly figure without the damage ⚙ type or himself by making a ranged combat attack. (Optional) To heal a friendly figure, make a ranged combat attack against it. Add 2 to the defense value of the figure if either the healer or target is in a square adjacent to an opposing figure. Ignore all other modifiers to the ranged combat attack. If the attack succeeds, roll 1 six-sided die and heal a number of clicks of damage equal to the result. Rather than healing another figure, this warrior may spend 4 speed points and heal himself 1 click of damage without making a die roll. Healing ignores all special abilities except Invulnerability.

DARK BLUE



STORMFIRE (optional) When this warrior makes a ranged combat attack with a single opposing figure as the target and the attack succeeds, compare the attack result to the defense value of each adjacent figure to the target. Deal damage equal to this warrior's ranged damage value to the target and 1 damage to each other figure against which the attack succeeds.

DARK BLUE



MAGE BLAST (optional) When this warrior makes a ranged combat attack with a single opposing figure as the target and the attack succeeds, roll one six-sided die. Use the result instead of this warrior's ranged damage value.



DEFENSE SPECIAL ABILITIES



GREEN

BATTLE ARMOR This warrior's defense is improved against ranged attacks. Increase this warrior's defense value by 2 against ranged attacks that affect it.





RED

POLE ARM This warrior will damage opposing figures that enter squares adjacent to him. When an opposing figure's movement puts him in a square adjacent to this warrior, and this warrior's front arc faces the opposing figure after the free spin opportunity, the opposing figure takes 1 click of damage and the current activation is ended. A figure cannot make a counterattack, or use the Counterattack special ability against the Pole Arm special ability.



BLUE

MAGIC IMMUNITY Treat all warriors with the  Defense type as having permanent **MAGIC IMMUNITY**. This warrior is immune to Magic effects. This warrior cannot be affected by any other special ability whose name contains the word "Magic," including Magic Healing, or be affected by attacks of the  Attack type.



ORANGE

TOUGHNESS This warrior reduces damage delivered to him by 1 click. Reduce by 1 click any damage inflicted on this warrior by ranged combat or close combat attacks, to a minimum of 1. Reduce by 1 click any damage inflicted on this warrior by special ability damage effects, to a minimum of 0. Toughness does not reduce critical-miss damage.



YELLOW

DEFEND This warrior can share its defense value with friendly figures in any square adjacent to him. **(Optional)** Any friendly figure in a square adjacent to this warrior may use his warrior's defense value instead of its own. Increase this warrior's defense value by 1 if he is affected by an attack when there are no friendly figures in squares adjacent to him.



BLACK

REGENERATION (This warrior can heal himself 0 to 4 clicks. **(Optional)** Activate this warrior, but he is considered to have 0 speed points for the turn and may not make an attack. Roll 1 six-sided die and subtract 2 from the result (treat a negative total as 0). Heal a number of clicks of damage on this warrior equal to the result.



GREY

INVULNERABILITY This warrior's defense is improved against ranged attacks, and damage delivered to him is reduced. Increase this warrior's defense value by 2 against ranged combat attacks. Reduce by 2 clicks any damage inflicted on this warrior by ranged combat or close combat attacks, to a minimum of 1. Reduce by 2 clicks any damage inflicted on this warrior by special ability damage effects, to a minimum of 0. Invulnerability does not reduce critical-miss damage or pushing. This warrior may not be healed.



BROWN

GHOSTFORM This warrior cannot be the target of ranged combat attacks. This warrior's base does not block line of fire. This warrior fails to break away only on a die roll result of 1.



GREEN

INFILTRATE (optional) When entering the dungeon, deploy this warrior in hindering or concealing terrain up to its speed value but no more than one tile away from its entry instead of in its entry. This warrior may then continue its activation from this point.



RED

DODGE This warrior avoids damage from attacks. **(Optional)** When this warrior is hit by a ranged combat or close combat attack, roll 1 six-sided die. On a result of 5 or 6, the attack misses.



BLUE

MAGIC RETALIATION This warrior delivers 1 click of damage if damaged in an attack. When this warrior takes damage from a ranged or close combat attack, the attacker also receives 1 click of damage. A figure cannot make a counterattack against Magic Retaliation damage.



DEFENSE SPECIAL ABILITIES (CONTINUED)



LIMITED INVISIBILITY This warrior may not be the target of a ranged combat attack. **(Optional)** This warrior may not be the target of a ranged combat attack, and does not convert wandering monster tokens unless they are in a square adjacent to him.



TERRIFY Opposing warriors may not be able to move adjacent to this warrior. **(Optional)** Whenever an opposing player attempts to move a figure adjacent to this warrior, that player rolls 1 six-sided die. On a result of 1 or 2, the figure may not move adjacent to this warrior this turn. This figure is not affected by terrify.



CURSED This warrior takes additional damage from magic effects. If an activation would cause this warrior to be affected by one or more special abilities with the word "Magic" in the name, or by a figure with the ⚡ attack type, it receives 1 click of damage after the action is resolved.



SPELL RESISTANCE (optional) When this warrior is the target of a ⚡ attack, or by one or more special abilities with the word "Magic" in the name, reduce the attacker's attack value by 3.



DAMAGE SPECIAL ABILITIES



STARTING POSITION For non-Hero warriors, all warriors must start the game with this square showing. Before playing any warrior, click his combat dial to show the green square over the damage value. This square may be split with another special ability color. For members of the Hero faction, click the combat dial to show the correct level number inside a small green circle, located between the damage and defense values.



BERSERK This warrior adds 2 to his attack roll and cannot make ranged combat attacks. This warrior adds 2 to his attack roll when making a close combat attack, but not when counterattacking. This warrior may not make a ranged combat attack, disarm a trap or gather treasure.



MAGIC ENHANCEMENT (This warrior improves the damage delivered by friendly ranged combat attacks. (Optional)) Any friendly figure making a ranged combat attack while in a square adjacent to this warrior inflicts 1 extra click of damage to any figure(s) hit by the attack. Add 1 to this warrior's attack value if he is making a ranged combat attack when there are no friendly figures in squares adjacent to him. The added damage from Magic Enhancement is not a special ability damage effect.



DAMAGE SPECIAL ABILITIES (CONTINUED)

ORANGE



BATTLE FURY This warrior adds 1 to his attack roll when counterattacking. The warrior adds 1 to his attack roll when counterattacking, but not attacking.

YELLOW



DEMORALIZED This warrior cannot use speed points for any kind of attack. This warrior may not attack, counterattack nor pass through an opposing figure, and may never voluntarily end his movement in a square adjacent to an opposing figure, but may resolve his actions normally in all other ways..

BLACK



NECROMANCY (This warrior can bring an eliminated friendly figure back into play. (Optional) Use this ability to return a figure friendly to this warrior to the game. Activate this warrior, but he has 0 speed points for the turn, may not make an attack and may not be in a square adjacent to an opposing figure. Choose one of the eliminated figures that is friendly to this warrior. Click its combat dial to the starting position; if the figure is a member of the Hero faction, click its combat dial to its level when eliminated. Roll 1 six-sided die and turn the figure's combat dial a number of clicks equal to the result as if you were applying damage. If the stat slot does not show three skulls, place the figure in the dungeon in a square adjacent to this warrior. Figures with Zombie or Skeleton in their names return to the dungeon at full strength..

GREY



COMMAND This warrior may add an activation to your total for the turn. At the beginning of your turn, after treasure chest benefits have been assigned to your Heroes, roll 1 six-sided die for each warrior you control that has Command, and each Mage Spawn that has Command. For every result of 6 you roll, you may make an extra activation this turn. Also at the beginning of your turn, each Demoralized friendly figure in the same tile as or in a square adjacent to a warrior with Command automatically heals 1 click.

PURPLE



CRUSHING BLOW When this warrior makes a close combat attack, it ignores the defense special abilities of all target figures for the duration of the attack.

DARK BLUE




LIFE DRAIN (optional) When this warrior succeeds at a ranged combat attack against a target figure and deals at least 1 damage, it is healed of 1 damage.



DAMAGE SPECIAL ABILITIES (CONTINUED)

GREEN



TINKER This warrior can heal a friendly figure with the  damage type with a close combat attack. (Optional) To heal a target friendly figure, make a close combat attack against that figure. Add 2 to the defense value of the figure if either the healer or the target is in a square adjacent to an opposing figure. Ignore all other modifiers to the close combat attack. If the attack succeeds, heal a number of clicks of damage equal to this warrior's damage value. The target cannot be healed if a repair marker or the starting marker appears on its combat dial.

RED



PIERCE This warrior's ranged combat attacks ignore Battle Armor, Toughness and Invulnerability. (Optional) When this warrior is given a ranged combat action, ignore the target figure's Battle Armor, Toughness and Invulnerability.

BLUE



MAGIC FREEZE his warrior may use a ranged attack to reduce the target's speed value to 2. (Optional) When this warrior makes a ranged combat attack, his damage value is reduced to 1. If he makes a successful ranged combat attack against a single target, roll 1 six-sided die; on a result of 4, 5 or 6, place a token on the target figure to mark it as frozen. Reduce the target's speed value to 2 for as long as it is marked with the token. The target figure may be activated normally. The player who controls the target figure may remove the effects of Magic Freeze by giving the figure an activation, but he has 0 speed points for the turn and may not make an attack. Any player may activate a frozen Mage Spawn figure and remove the token as if they controlled the figure.

BLACK



MAGIC CONFUSION This warrior may make a ranged combat attack to move an opposing figure. (Optional) When this warrior makes a ranged combat attack, his damage value is reduced to 0. If he makes a successful ranged combat attack against a single target, the attacking warrior's player immediately moves the target figure, using any number of speed points up to its full speed value. The target figure may not be moved into a square adjacent to Mage Spawn, wandering monster tokens or a figure friendly to the attacking figure. The target of a Magic Confusion attack cannot make a counterattack.

GREY



LEADERSHIP (optional) If this warrior has not been activated this turn, when an action is given to a friendly figure within 5 squares of this warrior and there is a clear line of fire between this warrior and the figure, you can assign this warrior the activation instead of giving it to the friendly figure. This may allow a friendly figure to take two activations in a single turn. A figure may NOT take more than two activations per turn, regardless of how many leadership figures are available.

PURPLE



IMMOBILIZE (optional) When this warrior makes a close combat attack with a single opposing figure as the target and the attack succeeds, deal no damage to the target. Instead, the target cannot be given an activation until the start of your next turn.



SUB-FACTION ABILITIES (THESE ARE IGNORED FOR NOW IN DUNGEONS)

Apocalypse

Dark Riders



DARK UNITY (optional) At the beginning of your command phase, deal 1 pushing damage to this unit's rider to heal its mount of 1 damage. This ability can be used only once on each of your command phases.

Minions of Apocalypse



BEDLAM No figure within 10" of this warrior may use gang up. **(optional)** When given a close or ranged combat action, this warrior may use the unmodified attack value of any Minions of Apocalypse figure on the battlefield instead of its own attack value.

Atlantean Empire

Golemcore



FIELD REPAIR Give this warrior a close combat action, with a single friendly figure with the damage type as the target. Ignore all modifiers to the close combat attack. If the attack succeeds, and the target is not on its starting marker, heal the target of 1 damage. Ignore all repair markers on the target's combat dial for purposes of healing.

Imperial Legion



RALLY If this warrior has Demoralized at the beginning of your command phase, heal this warrior of 2 damage. If this warrior has a captive at the beginning of your command phase, this warrior can eliminate the captive without being given a close combat action; the attack succeeds without an attack roll.

Delphana



FOCUS This warrior gets +1 to its counterspell rolls.

Black Powder Revolutionaries

Bloody Thorns



SNIPER This warrior can change its facing at any time during your turn without being given an action. When this warrior makes a ranged combat attack, decrease the defense value of each target figure by 2 for that attack.

Northlanders



RECONNAISSANCE If at least one-half the build total of your army is composed of Northlander figures, you can reveal two terrain cards instead of one terrain card during battlefield preparation. Once all players have revealed their cards, select one of your terrain cards to use and remove the other terrain card from play.

Forgemasters



SPELLBREACH (optional) This warrior ignores other warriors' Magic Immunity and magic immunity defense type.

SUB-FACTION ABILITIES (CONTINUED)

Dark Crusaders

Deathspeakers



REVENANT (optional) At the beginning of your command phase, if this warrior does not have Demoralized, give this warrior a special action. Reanimate any eliminated figure (except a multiple-dial or titan figure), turn its combat dial to the starting marker, and place it on the battlefield within 10" of this warrior at ground level. The reanimated figure is friendly to your army while it remains on the battlefield. At the beginning of your end phase, remove it from the game.

Order of Vladd



VAMPIRISM When this warrior succeeds at a close combat attack against a target figure and deals at least 1 damage, it is healed of 1 damage.

Blood Cultists



SIPHON ENERGY (optional) Once at the beginning of your command phase, if a friendly figure is in base contact with this warrior, deal 1 pushing damage to that figure; remove an action token from this warrior.

Draconum

Dragon Mystics



ANCIENT MASTERY This warrior can use any spell with an affinity page count, regardless of faction requirement. This warrior uses the affinity page count for all spells in spellbooks it wields.

Elemental Freeholds

Wylden Host



NATURE'S ALLY This warrior's line of fire is not affected by hindering or concealing terrain. Targets of this warrior's ranged combat attacks treat hindering and concealing terrain as clear terrain for those attacks. When this warrior is in hindering terrain, it gets +1 to its defense value.

Storm Druids



NATURE'S FURY When this warrior is given a close or ranged combat action, roll one six-sided die. If the result is less than or equal to its unmodified damage value, add its attack bonus (if any) to the attack.

Elven Lords

Free Armies



FORCED MARCH Each Free Armies figure in a movement formation with this warrior can use this warrior's speed value instead of its own.

Temple Masters



GALLANT DEFENSE Each friendly Temple Masters figure in base contact with this warrior can use this warrior's unmodified defense value instead of its own.

Order of Sorcery



LEY HARMONY Spells in spellbooks this warrior wields that have a browse cost of 3 have a browse cost of 2 instead.

SUB-FACTION ABILITIES (CONTINUED)



Mage Spawn



Order of the Ninth Circle

PACT In addition to its own faction symbol (if any), this warrior gains the faction symbols of all friendly figures.

Orc Khans



Broken Tusk

RECKLESS When this warrior succeeds at a close combat attack, you can deal 1 pushing damage to it to increase its damage value by 1. If this does not eliminate the warrior or cause it to gain Demoralized, you can continue to deal pushing damage to this warrior to increase its damage value any number of times for that attack.



Shadow Khans

LURK Decrease any damage (except pushing damage) dealt to this warrior by 1. When this warrior is in concealing terrain, increase its defense value by 1.



Chaos Shamans

MAGESTONE TRANCE (optional) Give this warrior a second action this turn. After it resolves, roll two six-sided dice. If the result is less than its unmodified attack value (do not use this warrior's attack bonus), roll again. Deal 1 pushing damage to this warrior for each result less than its unmodified attack value.

Solonavi



Oracles of Rokos

MIND TAP (optional) At the beginning of your command phase, this warrior gains a single special ability of a single target figure within its range value until the beginning of your end phase.

This special abilities card has been updated with all the new abilities and sub-factions through the Sorcery release and the descriptions have been updated to the latest FAQ prior to its release, MKFAQ_122004.pdf.

lbson the Grey