AC-003 — VURGRA RIDERS

A friendly skittish mount without a rider is not removed from the game if a member is within 8″ of it.

20 COST **5** COHORT DISCOUNT

COHORTS: Darkfen Blade, Khamsin Surgeon, Orc Wolfkin, Steppe Dragoon, Talon Warrior, Wolfhawk

AC-006 — BLACK BLADES

(Optional) Give a member a close combat action when it moves into base contact with the rear arc of any number of opposing figures (after the figures' free spin opportunities, if any.) Roll one six-sided die and subtract 3 from the result, minimum result 1. Deal damage to each of those opposing figures equal to the result.

40 COST **10** COHORT DISCOUNT

COHORTS: Dwarven Swordsman, Fanged Whelp, Goblin Raider, Judge Blacklock, Leech Troll, Vampiric Archer

AC-009 — RIBAYA GHOSTS

Members fail break away rolls only on a result of 1.

30 COST **10** COHORT DISCOUNT

COHORTS: Galeshi Sorcerer, Hazna Bez, Moonborn Sorceress, Orc Marauder, Solonavi Shade, Soulbound

AC-002 — TROUPE VIGILANT

Each member gets +1 to its defense value when it is attacked by an opposing figure in base contact with its rear arc, or if it is targeted by a ranged combat attack whose line of fire passes through its rear arc.

20 COST **4** COHORT DISCOUNT

COHORTS: Amazon Scout, Arcane Apprentice, Empire Veteran, Solonavi Oathsworn, Wisp Freeblade, Wylden Bandit

AC-005 — VAGABOND BROTHERHOOD

(Optional) At the beginning of your command phase, give a single member a move action; this does not use one of your actions for the turn. This move action may not result in the member being placed in base contact with an opposing figure. For all other purposes, the member is treated as if it were given a move action.

30 COST **10** COHORT DISCOUNT

COHORTS: Gryn Wanderer, High Elven Disciple, Nal-Khan Witch, Palm Magus, Rage Paladin, Venthian Assassin

AC-008 — CHILDREN OF KOS

Members ignore pushing damage dealt from critical misses.

32 COST **8** COHORT DISCOUNT

COHORTS: Apprentice Forger, Amazon Warrior, Battle Mentor, Cult Enforcer, Harka Prowler, Surok Rider

AC-001 — DRAGONSLAYERS

When a member attacks an opposing figure with a point value greater than the point value of the member with the highest point value, the attacker gets +2 to its damage value for that attack.

40 COST **10** COHORT DISCOUNT

COHORTS: Kaznak, Lord Valantis, Syrthyn, Tovak Wyrmstalker

AC-004 — MIDNIGHT WATCH

Members may capture figures with Frenzy, get +2 to their attack values when attempting to capture a figure, and may not use the Rally subfaction ability to eliminate captives.

25 COST **5** COHORT DISCOUNT

COHORTS: Dwarven Forgemage, Eagle Shaman, Elven Vindicator, Gora Stormblade, Oak Warrior, Sunborn Nomad

AC-007 — ORDER OF THE CRESCENT SWORD

(Optional) After a member is eliminated, roll one six-sided die for each remaining member you choose. On a result of 5 or 6, heal the chosen member of 1 damage.

35 COST **7** COHORT DISCOUNT

COHORTS: Delphana Master, Galeshi Stalker, Harka Orc, Khamsin Pistoleer, Prieskan Warrior, Raydan Marz

AC-009

We are the spirits of a slaughtered city. We are vengeance waiting in the darkness. We are what you fear.

AC-006

Famed for the destruction of an Atlantean sky fortress, the Black Blades won't hesitate to fight long odds if the rewards of victory are high enough.

AC-003

The Vurgra Riders are beastmasters who can tame and train any creature, which become mounts possessed of unusual calm in the midst of even the bloodiest battle.

AC-008

From courage is born honor;
From honor flows strength;
From strength comes victory.
—The Canticle of Kos

AC-005

Casting their fate to the winds, the members of the Vagabond Brotherhood wander the Land alone, trusting in destiny to bring them together for battle when needed.

AC-002

The rewards of an epic quest are not counted in enemies slain or treasure won but by the tales told of the battle. As years pass, they are worth more than the most precious of stones.
—Wisp Freeblade

AC-007

Since chasing the Shadow Khans from Prieska, the Order of the Crescent Sword fights to free all lands of their conquerors.

AC-004

The warriors of the Midnight Watch keep vigil on the Black Pyramid, and they journey across the Land to recapture any dark creatures that escape from within it.

AC-001

And when the evil wyrm was slain,
They were in golden coffins lain;
Lest the beast be born again,
Their vigil is eternal.

FICKETT'S FIFTY

AC-012

APPROVED PLAY

Each member can target an additional target when it is given a ranged combat action. When a member targets multiple figures with a ranged combat attack, it gets +1 to its ranged damage value for the attack, and it must deal at least 1 damage to each target against which the attack succeeds.

40 COST

10 COHORT DISCOUNT

Commander Townley, Dwarven Runelord, Freehold Warrior, Imperial Disruptor, Orc Hunter, Thorn Commando
COHORTS

STEELHANDS

AC-011

APPROVED PLAY

Members gain Tinker, and they may use Tinker when the target is in base contact with an opposing figure.

24 COST

8 COHORT DISCOUNT

Brass Assassin, Infantry Golem, Kore Gunner, Redgear Bowblade, Steam Tinker, Technocat
COHORTS

DEATHSEEKERS

AC-010

APPROVED PLAY

(Optional) After a member succeeds at a close combat attack, but before it deals damage, roll one six-sided die and subtract 2 from the result, minimum result 1. The member deals damage equal to its damage value +X, where X is equal to the result. After the attack resolves, deal the member X pushing damage.

48 COST

12 COHORT DISCOUNT

Barrow Knight, Fear Priest, Snow Centaur, Troll Beserker, Valot Frehr, Wild Howler
COHORTS

AC-012

A swordsman needs unusually long arms to top a keen eye and a pistol.
—Fickett Townley

AC-011

As golems across the Land awaken to true intelligence and independence, many of those walking the path of adventure seek out Redgear Bowblade and the Steelhands.

AC-010

Some seek survival, some seek slaughter. We walk cold lands veiled by death, and we are both its servant and its master.