

Clash of Rhyfles



Faction Profiles
10/26

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10/26 CHANGES

For clarity most changes are listed below. This may be an incomplete list so check all profiles for changes before playing.

Coftyrans – Cavalry profiles changed to remove Melee (+1). Cavalry is-Caerten profile added. Bryndor Squad Tractor weapon changed to MMG. Trom Armored Lorry profile added.

Creevin – Faction added to Profile Doc.

Crusaders – Cavalry is-Caerten profile added. Orythil points changed to 65 (1). Nae-bon Armored Car unarmed profile added. Drince Scout Contraption added. Pyngo damage increased by one.

Fidwog – Fynrydhad Squad Tractor points changed to 60 (2).

Western Arnyaran/Aber – Specialists added/modified, adding new profiles. Autocycles modified, adding new profiles.

Gwynt – Harlech Carbine dropped to Snapshot -2, points of Couriers with that weapon adjusted. Cavalry Fyrshog profile changed, points decreased and abilities changed. CH11 Rotary Shotgun points increased. Trom Armored Lorry profile added.

Toulmore – Wysp Tracker points reduced and Force Allowance increased. Cavalry Dragoon Profiles modified. Nae-bon Armored Car unarmed profile added. Drince Scout Contraption added. Pyngo damage increased by one. D2-A Heavy Shotgun added.

Ergydiwr – Faction added to Profile Doc. Musician modified. Trench Raiders, and Tyllwr Autoped riders added.

Gloam Hyyn – Harlech Carbine dropped to Snapshot -2, points of units with that weapon adjusted. Squeedle points reduced, Slow Reload removed, and Scouting Vehicle added. Cavalry Profiles added.

Hoblyn Valley Rangers – Faction added to Profile Doc.

Maebwysh – Faction added to Profile Doc. Trench Raiders and Lancers added. Tractor added.

Tollyn Maeryn – New Tractors added. Point adjustment to the Faelvor. Volunteer Bicycle Dragoons added.

UNIT TYPES

Once optional rules are added to a battle, a distinction between the varying types of participants upon the battlefield needs to be established.

Rhyflers

Standard Rhyflers

The basic unit on the battlefield. Standard Rhyflers include two Leader types; Yawdryls and Milwers. These Leaders may only issue Group Moves and influence rhyflers under their direct command.

Attached Units, such as the Crusader H-11a LMG Weapon Team or the Fidwog Fynrydhad Squad Tractor, are under the influence of the officers of the squad to which they are attached, chosen at the start of the battle.

Specialist Rhyflers

Specialist rhyflers are equipped with weapons or skill above those of the basic rhyfler. Specialists receive Group Move Tasks from a Specialist Leader of the same role; i.e. Trench Raiders can take part in a Group Move performed by a Trench Raider Yawdryl.

Command Rhyflers

Command rhyflers may exert their control and influence upon any friendly rhyfler on the battlefield. Examples include, an is-Caerten may issue a Group Move to both standard rhyflers and specialists, and a Cook's ability extends to all rhyflers within their influence.

Heavy Weapon Crew

A weapon crew is a self contained unit tasked with operating a heavy weapon platform, such as a Heavy Machinegun. They can benefit from the influence of Command Abilities, and an is-Caerten may perform a Recovery Task for the crew.

Mounted Rhyflers

Riding on beasts or rattlepeds, and often operating beyond the front line, Mounted Units are expensive to field and maintain. Most Caertens are loathe to risk individual mounted rhyflers, preferring to deploy them in small squads with competent NCOs. Mounted Rhyflers cannot participate in Group Moves issued by any Leader. They may benefit from the influence of other Command Abilities.

Vehicles

Vehicles operate independently of any command structure in place. Vehicles may not participate in Group Moves.

Standard

Civilian autocars pressed into service or military jalopies (trucks) fall into the category of standard vehicles. Those with the Transport Trait may carry friendly rhyflers.

Armored Vehicles/Tractors

Heavily armored fighting vehicles that often Activate differently than other Units, and remain independent from Command Rhyflers on the battlefield. Those with the Transport Trait may carry friendly rhyflers.

NEW SPECIAL ABILITIES

The following are new Special Abilities introduced in the following profiles. They are also presented with the profiles utilizing them for ease of reference. Special abilities unique to specific factions are presented with those profiles, such as the Toulmore Hunting Wysps or the Gloam Hyyn Taste for Squirrel ability.

Anti-Tractor(AT) Grenades

Whether magnetically clamped to the hull or jammed into churning treads, these shaped charges are designed to make assaulting armored vehicles an even fight. When a rhyfler with this Equipment assaults an Armored Vehicle, they gain a +2 shift on the “Assaulting Vehicles” chart and its Might value is increased to 2d6+1 for the attack.

Brutal Attack

Armed with devastating weapons no ordinary quar would consider carrying, these rhyflers are unmatched in their lethality upon the battlefield. When performing a Powerful Blow attack this rhyfler does not gain the Skill increase, but instead adds +2 to their Might value for the attack.

Burly

Some rhyflers are just bigger and/or stronger than others and have an easier time with heavier equipment and weapons. A Burly rhyfler ignores the penalty gathered by the equipment trait Braced, and counts as two rhyflers when moving objects with the Heavy trait.

Cadier

Temperamental beasts on a good day, cadier are often difficult to control for their rider, especially when wounded. Cadier have the Thunderous Hooves and Skittish special abilities.

Additionally a cadier that is affected by the 2-5/2-5 result on the Fragmentation Grenade chart is Rattled instead of going Prone.

Cautious

Having never been trained well, or regularly, the bulk of the Hoblyn Valley Rangers are very tentative on the battlefield. Rhyflers with this ability gain Ranged (+1) when positioned behind Obstructing Cover.

Green

Eager teenage kits and patriotic tradesquar may find themselves volunteering for stints with a local militia or Home Guard. These Quar may not be as drilled as professional soldiers, but tend to do alright under the watchful eye of their NCOs. When within a rhyfler with Leadership's range (Y), Green rhyflers gain the Ranged (+1) ability and gather +1 to Skill when making Take Cover checks.

Indirect Fire

Weapons with this Trait may perform the Indirect Fire Task.

Indirect Fire (Prepare Weapon) – This attack ignores any Cover modifiers when establishing the Blast Point but always gathers a -1 penalty due to the inaccurate nature of the weapon. Any Dispersion due to a failed Skill Check is determined by the opposing commander as though the check result was >13 (the template scatters 3+d3" in the direction of the opposing commander's choice, pg 22).

The attacking commander may target a unit they do not have within Line of Sight at an additional -2 penalty (for a total Indirect Fire penalty of -3). Rhyflers in enclosed spaces with a roof cannot be the target of an Indirect Fire Task.

Inspiring Presence (Level)

Like days of old, a seasoned officer is an imposing symbol of the nation's strength. At the start of a new Round this unit may spend an Activation to perform the Inspiring Presence Leadership Task granting one of the following bonuses. The bonus chosen must be equal to or lower than their Level with the ability.

Level 1 – Rhyflers within 3" may perform a free Steady Task this round.

Level 2 – Rhyflers within 5" gain +1 Movement Allowance until the beginning of their commander's next round.

Level 3 – Rhyflers within 3" Gain +1 Sk until the beginning of the commander's next round.

Pole-arm

When this rhyfler is within 2" of an enemy they may choose to become Engaged, giving that status to the opposing rhyfler as well.

Opposed rhyflers without this ability may not perform Melee Attacks against rhyflers with Pole-arm unless they are, or move to within 1" of their target. Moving in to attack may be accomplished by spending one Pluck or performing a Standard Movement Task, which does not grant a free attack nor count as a Disengage Movement Task.

Skittish

Certain events upon the battlefield make a cadier even more uncooperative. A Rattled cadier may not perform a Charge Task until the status is cleared. If a Charging Cadier is hit by a Snapshot from its target and is Rattled, it continues the Charge but the Melee Attack suffers a -2 Penalty.

Switch Ammo

A Specialist Loader with this ability usually accompanies another specialist carrying a weapon with two Blast Values listed on its profile. The first Blast Value is the weapon's default armament. The Loader may switch the weapon to the second Blast Value by performing the Prepare Weapon Task. This must be performed every time the specialists wish to use the secondary Blast Value.

Thunderous Hooves

The sound of a charging mounted rhyfler is unmistakable, more so when you are the target of said charge. A rhyfler that is Charged by a unit with this ability may choose to Skedaddle as a reaction to the Melee attack. This is resolved using the Ranged Attack Reaction rules. (pg 16 Free Rules, pg 20 Paid rules)

Thrown Weapon

Some factions still arm their rhyflers or officers with more traditional or ceremonial weapons from a past age. These weapons may be thrown once per battle at enemy rhyflers within three Range Bands.

If the target of such an attack is Gobsmacked or taken OOA the throwing rhyfler may attempt to recover their weapon by moving up to the target and spending an Activation to retrieve it. If they do so they may throw the weapon again at a later point in the battle.

ERRATA

Automatic (X) Pg 36

The printed version of the book is missing the method for determining the penalty for targeting multiple opponents with Area Fire from Automatic weapons. The complete rule is listed below:

Weapons with a higher rate of fire are capable of targeting multiple opponents with one attack, but at reduced accuracy. X is the additional penalty given to each shot when firing at multiple targets while performing the Area Fire Task.

Area Fire – A rhyfler with an Automatic weapon may attack several rhyflers in a group. Place a Medium template to cover an area containing the desired targets. All targets even partially within the area of the template are affected. These targets will then individually decide to Skeddaddle or Return Fire.

A Skill Check to hit is made for each individual target with the appropriate modifiers for their response, range, any cover, and the Automatic ability, X. In addition this attack subtracts one from penalties due to Obstructing Cover; Light Obstructing Cover is negated, Normal becomes -1, etc.

The attacks are performed one by one until all of them have been resolved. If the firing unit is wounded due to Return Fire during an attack any remaining attacks are resolved as normal before the unit is marked OOA or damaged.

Area Fire may not be used as a Reaction.

Large Caliber vs. Armored Vehicles Pg 54

On page 54 (50 free version) of the rulebook under Large Caliber Weapons it refers to “the Armored Vehicle Ranged Combat Result chart”. Where is this chart?

The name of that chart is incorrect, as is the process listed. Use the following instead.

Large Caliber weapons targeting an Armored Vehicle roll on the standard Ranged Combat Result chart to establish if the attack is successful. (pg 16 free/20 paid)

When a Large Caliber weapon successfully hits an Armored Vehicle the attacking commander must first roll for the location hit on the vehicle. They then perform a Might roll using the Might v. AV chart.(pg 55 paid)

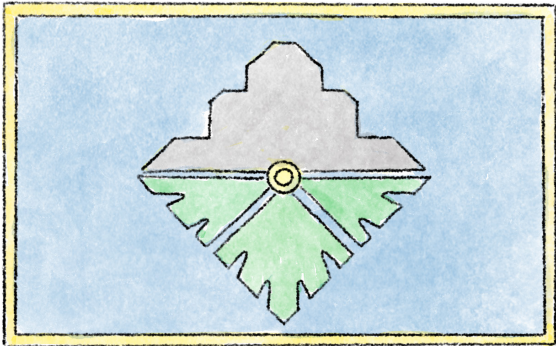
If the roll of the attack’s Skill Check was a 3 the Might of the attack is Tripled, and if it was a 4 or 5 the Might is Doubled.

Coftyrans

Unit Profiles

Weapons

Weapon	R	Sn	Traits
Harlech	8	-3	
Cryfen	8	-3	Automatic (2), Loader
Doru	4	-1	Select Fire(2)
Pistol	4	-1	



Standard Profiles

Coftyr	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Rhyfler	12	2d6-1	5	4	Harlech	Support	25
Rhyfler	12	1d6+2	5	4	Cryfen		32 (1)
Milwer	12	1d6+2	5	4	Harlech	Leader (2/3)	28 (1)
Yawdryl	12	1d6+2	5	4	Doru	Leader (3/4)	33 (1)

Coftyran Squad



Yawdryl - Doru

Rhyfler Element



Rhyfler - Harlech



Rhyfler - Harlech



Rhyfler - Harlech



Rhyfler - Harlech



Rhyfler - Harlech



Rhyfler - Harlech

Gun Element



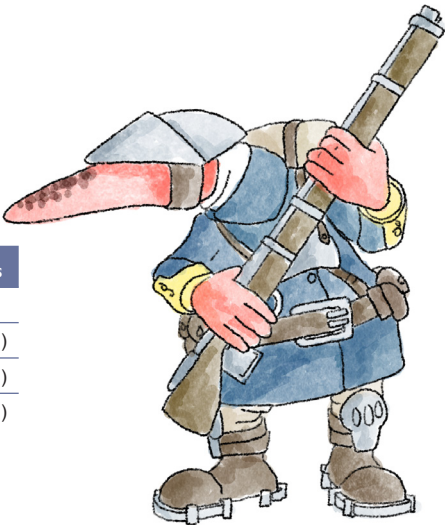
Milwer - Harlech



Rhyfler - Cryfen

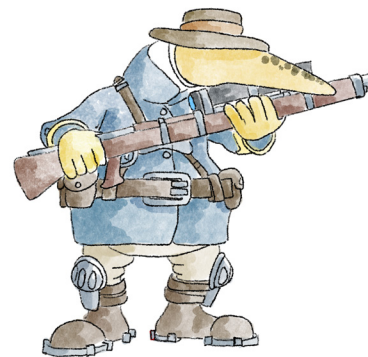


Rhyfler - Harlech



Command Profiles

Coftyr	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
is-Caerten	12	2d6+1	5	4	Pistol, Sword	Leader (3/5), Melee (+1)	35 (1) ¹
	12	1d6+1	5	4	Doru	Leader (2/5)	
	12	1d6+2	5	4	Harlech	Leader (2/5) Ranged (+1)	
Caerten	12	2d6	5	4	Pistol, Sword	Inspiring Presence (3), Melee (+1)	38 (1)
Master Yawdryl	13	1d6+2	5	4	Doru	Leader (5/4)	36 ²
Cook	12	1d6+2	5	4	Harlech	Medic	30 (1)
Musician	12	1d6+2	5	4	Harlech	Musician (4)	30 (1)
Standard Bearer	12	1d6+2	5	4	Harlech	Standard	30 (1)
	12	1d6+2	5	4	Doru	Standard, Ranged (-1)	35 (1) ²
Squirrel Handler	12	1d6+2	4	4	Harlech	PykPyk(3)	30 (1)



¹ Only one is-Caerten per 300 points.

² May only be selected if the Patrol includes a Caerten.

³ May only be selected if Patrol contains at least two Trench Raiders/Sharpshooters and/or Sharpshooter Spotters respectively.

Specialist Profiles

Coftyr	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Trench Raider	13	2d6+1	6	4	Doru, Sword	Killing Strike, Infiltrate	42 (3)
Trench Raider Yawdryl	13	2d6+1	6	4	Doru, Sword	Infiltrate, Leader (3/4)	50 (1) ³
Sharpshooter	13	1d6+1	5	4	Harlech	Dead-eye, Blunt Round	35 (2)
Sharpshooter Spotter	12	1d6+1	5	4	Harlech	Spotter	28 (1)
Sharpshooter Yawdryl	13	1d6+1	5	4	Harlech	Blunt Round, Dead-eye, Leader(3/4)	37 (1) ³

Inspiring Presence (Level)

Like days of old, a seasoned officer is an imposing symbol of the nation's strength. At the start of a new Round this unit may spend an Activation to perform the Inspiring Presence Leadership Task granting one of the following bonuses. The bonus chosen must be equal to or lower than their Level with the ability.

Level 1 – Rhyflers within 3" may perform a free Steady Task this round.

Level 2 – Rhyflers within 5" gain +1 Movement Allowance until the beginning of their commander's next round.

Level 3 – Rhyflers within 3" Gain +1 Sk until the beginning of the commander's next round.

Cavalry Profiles

Coftyran	Sk	Mt	MA	Toughness	Damage	Equipment	Special	Points
Cavalry Rhyfler, Lance and Pistol								
Mounted Rhyfler	12	2d6+1	8/6	4	2	Lance, pistol	Cadier	42 (3)
Dismounted Rhyfler	12	2d6-1	5	4	---	Lance, pistol	Pole-arm	---
Cavalry Yawdryl, Lance, Saber & Pistol								
Mounted Yawdryl	13	2d6+1	8/6	4	2	Lance, pistol	Cadier	49 (1)*
Dismounted Yawdryl	13	2d6	5	4	---	Saber, pistol	Leader (2/4)	---
Cavalry is-Caerten, Sword & Doru								
Mounted is-Caerten	12	2d6-1	8/6	4	2	Sword, Doru	Cadier, Inspiring Presence (3)	51 (1)*
Dismounted is-Caerten	12	2d6-1	5	4	---	Sword, Doru	Leader (2/5)	---

*Only one Cavalry Officer, Yawdryl or is-Caerten, per 300 points. Adding a Cavalry Officer to your Patrol removes the normal Force Allowance restriction on other Cavalry Rhyflers.

Cadier Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider. Rider makes a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.

Cadier

Temperamental beasts on a good day, cadier are often difficult to control for their rider, especially when wounded. Cadier have the Thunderous Hooves and Skittish special abilities.

Additionally a cadier that is affected by the 2-5/2-5 result on the Fragmentation Grenade chart is Rattled instead of going Prone.

Pole-arm

When this rhyfler is within 2" of an enemy they may choose to become Engaged, giving that status to the opposing rhyfler as well.

Opposed rhyflers without this ability may not perform Melee Attacks against rhyflers with Pole-arm unless they are, or move to within 1" of their target. Moving in to attack may be accomplished by spending one Pluck or performing a Standard Movement Task, which does not grant a free attack nor count as a Disengage Movement Task.

Skittish

Certain events upon the battlefield make a cadier even more uncooperative. A Rattled cadier may not perform a Charge Task until the status is cleared. If a Charging Cadier is hit by a Snapshot from its target and is Rattled, it continues the Charge but the Melee Attack suffers a -2 Penalty.

Thunderous Hooves

The sound of a charging mounted rhyfler is unmistakable, more so when you are the target of said charge. A rhyfler that is Charged by a unit with this ability may choose to Skedaddle as a reaction to the Melee attack. This is resolved using the Ranged Attack Reaction rules. (pg 16 Free Rules, pg 20 Paid rules)

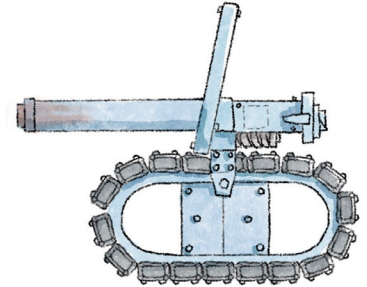


Heavy Weapon Crews

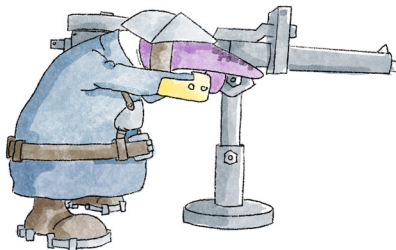
RCO m60 Cannon

Weapon Crew
125 (1) pts

Crew: 3	Sk: 12	T: 4	D: 3	Break: —	MA: 4
Heavy Weapon		Rn	Arc	Type	
RCO Model 60		12	45°	Blast	
Abilities		Carriage, Gun Shield (-1), Precision Fire, Slow Reload, Blast (Medium, 2d6)			
Damage Chart			Damage Level		
7+	Weapon Crew are Disabled. Remove from Battlefield		0	Fully Operational: All Crew can perform their Tasks.	
5-6	Weapon Crew suffers 1 point of Damage.		1	Hampered: Only Assistant or Observer can Activate, not both.	
3-4	Weapon Crew is Gobsmacked. Remove Rattled Status if present.		2	Shaken: Attacks are at -4 unless 2 Activations are spent by the crew to perform the Combat Task.	
1-2	Weapon Crew Rattled.		3	Disabled: Remove from Battlefield	



Damage Taken:



M3B Heavy Machinegun

Weapon Crew
100 (1) pts

Crew: 3	Sk: 12	T: 4	D: 3	Break: 1	MA: 4
Heavy Weapon		Rn	Arc	Type	
M3B Heavy Machinegun		NA	45°	HMG	
Abilities					
Damage Chart			Damage Level		
7+	Weapon Crew are Disabled. Remove from Battlefield		0	Fully Operational: All Crew can perform their Tasks.	
5-6	Weapon Crew suffers 1 point of Damage.		1	Hampered: Only Assistant or Observer can Activate, not both, except to perform Remove/Replace Barrel.	
3-4	Weapon Crew is Gobsmacked. Remove Rattled Status if present.		2	Shaken: The HMG may no longer perform the Covering Fire Task.	
1-2	Weapon Crew Rattled.		3	Disabled: Remove from Battlefield	

Damage Taken:

Standard Vehicles

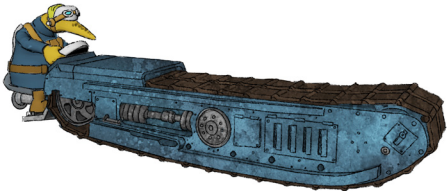
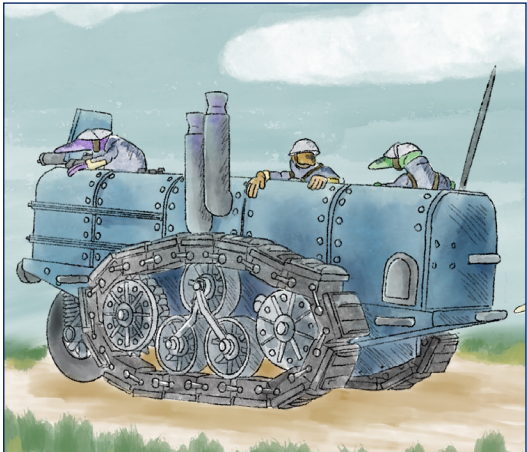


Aerthyn Transport 75 pts	Crew: 2	Individual Activation	Skill: 12	MA: 6/4	T: 5
	Abilities		Transport (5), Open Topped		
	Integral Weapon	Rn	Arc	Abilities	
	Y7-c Light Cannon	8	45°	Blast (Medium, 1d6+2)	
	d6		Damage Chart		
	7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.			
	6	Vehicle suffers 2 Damage Points. Passengers must pass a Skill Check or roll on Vehicle Escape Chart.			
3-5	Vehicle suffers 1 Damage Point. Passengers cannot fire personal weaponry next Round.				
1-2	Vehicle becomes Rattled.				

Damage Taken: ☐☐☐☐

Kryndyl Contrapion 120 pts	Crew: 3		Individual Activation		Skill: 12	MA: 6/4	T: 5
	Abilities		Agile, Scouting Vehicle				
	Integral Weapon		Rn	Arc	Abilities		
	RCO M60		12	45°	Blast (Medium, 2d6), Slow Reload, Front Facing		
	Cryfen LMG		8	180°	Automatic (1), Rear Facing		
	d6		Damage Chart				
	8+	Vehicle is Disabled. Place a Smoke Template under the vehicle.					
	6-7	Vehicle suffers 2 Damage Points.					
	4-5	Vehicle suffers 1 Damage Point.					
	1-3	Vehicle becomes Rattled.					

Damage Taken: ☐☐☐☐



Fygnack Jeep 30 pts	Crew: 1		Individual Activation		Skill: 12	MA: 6/4	T: 4
	Abilities		Agile, Open Topped, Scouting Vehicle, Transport (6)				
	Integral Weapon		Rn	Arc	Abilities		
	Unarmed		-	-			
	d6 Damage Chart						
	7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.					
	6	Vehicle suffers 2 Damage Points. Passengers must pass a Skill Check or roll on Vehicle Escape Chart.					
4-5	Vehicle suffers 1 Damage Point. Passengers cannot fire personal weaponry next Round.						
1-3	Vehicle becomes Rattled.						

Damage Taken: ☐☐☐

Standard Vehicles

Trom Armored Lorry 50 pts	Crew: 1	Individual Activation		Skill: 12	MA: 6/3	T: 5
	Abilities		Open Topped, Transport (10)			
	Integral Weapon	Rn	Arc	Abilities		
	Unarmed	-	-			
	d6 Damage Chart					
	7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.				
	6	Vehicle Suffers 2 Damage Points. Passengers must pass a Skill Check or roll on the Vehicle Escape Chart				
	3-5	Vehicle Suffers 1 Damage point. Passengers cannot fire personal weaponry next round.				
1-2	Vehicle becomes Rattled.					

Damage Taken:

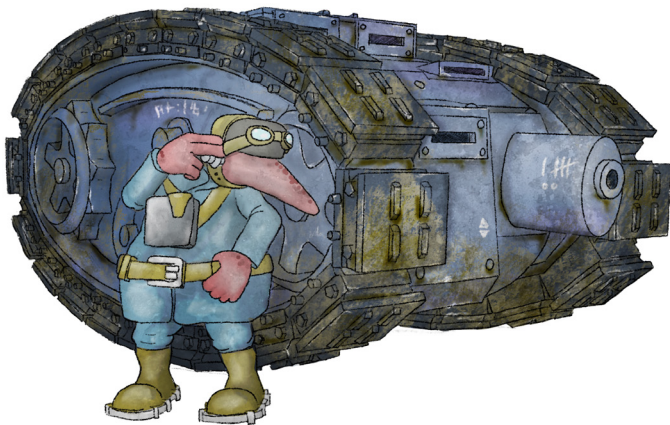
Tractors

Bryndor Squad Tractor Tracked 65 (1) pts	Crew: 1	Individual Activation		Skill: 12	MA: 5/3
	Abilities		Agile, Turretless		
	Main Gun		Rn	Arc	Abilities
	MM-33 Vehicle Mounted MMG		8	45°	Automatic (0)
	Location(Damage Points)				
		Tread(3)	Hull(2)	Engine(2)	
	Front	1-3 (AV5)	4-6 (AV6)		

Damage Taken:

Tractors

Chyweethl Tracked 125 pts	Crew: 3		Crewed Activation		Skill: 12	MA: 4/3
	Abilities		Turretless			
	Main Gun		Rn	Arc	Abilities	
	83mm Smoothbore Cannon		NA	45°	Slow Reload, Blast (Medium, 2d6),	
	Location(Damage Points)					
	Tread(4)		Hull(3)		Engine(2)	
Front	1-4(AV7)		5-6(AV5)			
Side	1-3(AV7)		4-6(AV5)			
Rear	1-4(AV7)				5-6(AV5)	
Damage Taken:						

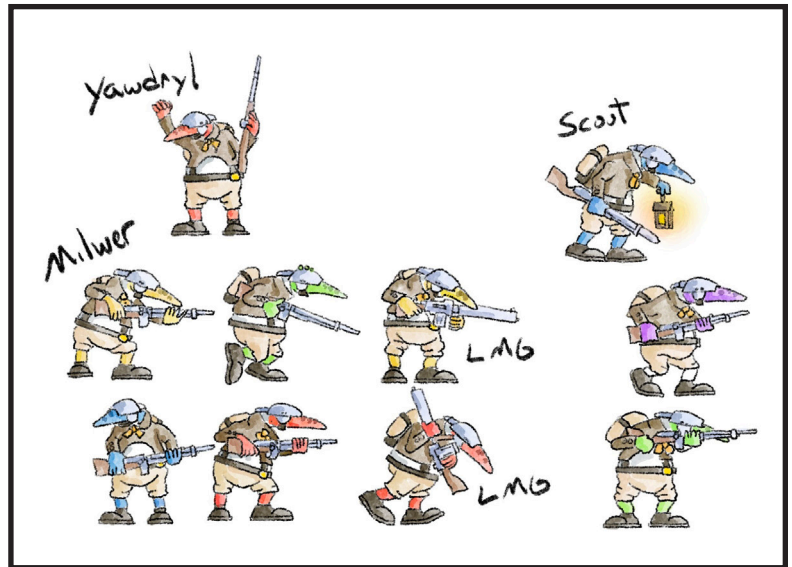


Chyweethl Tracked 125 pts	Crew: 3		Crewed Activation		Skill: 12	MA: 4/3
	Abilities		Turretless			
	Main Gun		Rn	Arc	Abilities	
	M-3BHVY HMG		NA	45°	HMG	
	Location(Damage Points)					
	Tread(4)		Hull(3)		Engine(2)	
Front	1-4(AV7)		5-6(AV5)			
Side	1-3(AV7)		4-6(AV5)			
Rear	1-4(AV7)				5-6(AV5)	
Damage Taken:						

Creevin Unit Profiles

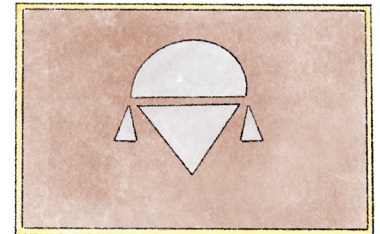
Weapons

Weapon	R	Sn	Traits
Gybyl-Hawlyr Rhyfle	8	-3	
Naenyd mk4a LMG	8	-3	Automatic (2)
Moog-C SMG	4	-1	Select Fire (2)
Rg7/7 Shotgun	4	-2	Shotgun, Tractor Slugs
Pistol	4	-1	
Trench Pistol	4	-1	Large Caliber



Standard Profiles

Creevin	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Rhyfler	12	1d6+2	5	4	Gybyl-Hawlyr Rhyfle	Support	25
Rhyfler	12	1d6+2	5	4	Naenyd mk4a LMG		33 (2)
Scout	12	1d6+2	6	4	Gybyl-Hawlyr Rhyfle	Scout (2/3)	30 (1)
Milwer	12	1d6+2	5	4	Gybyl-Hawlyr Rhyfle	Leader (2/3)	28 (1)
Yawdryl	12	2d6-1	5	4	Gybyl-Hawlyr Rhyfle	Leader (3/4)	30 (1)



Attached Specialist

Creevin	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Shotgunner	12	1d6+2	5	4	Rg7/7 Shotgun		35 (2)

Specialist Profiles

Creevin	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Trench Ferryts	13	2d6	5	4	Trench Pistol	Trench Armor, Bombardier, AT Grenades	44 (1)
Trench Ferryts (Shotgun)	13	1d6+2	5	4	Rg7/7 Shotgun	Trench Armor	39 (2)
Trench Ferryts Yawdryl	13	2d6-1	5	4	Moog-C	Trench Armor, Scout (3/3)	48 (1)



Cavalry Profiles

Creevin	Sk	Mt	MA	Toughness	Damage	Equipment	Special	Points
Cavalry Scout Rhyfler, Gybyl-Hawlyr & Pistol								
Cavalry Rhyfler	12	1d6+1	8/6	4	2	Gybyl-Hawlyr, Pistol	Cadier, Saddle-born	42 (2)
Cavalry Rhyfler (dismounted)	12	1d6+2	5	4	---	Gybyl-Hawlyr, Pistol		---
Cavalry Scout Yawdryl, Gybyl-Hawlyr & Pistol								
Cavalry Yawdryl	13	1d6+1	8/6	4	2	Gybyl-Hawlyr, Pistol	Cadier, Saddle-born Inspiring Presence (1)	52 (1)*
Cavalry Yawdryl (dismounted)	13	1d6+2	5	4	---	Gybyl-Hawlyr, Pistol	Leader (2/4)	---

*Only one Cavalry Scout Yawdryl per 300 points. Adding a Cavalry Scout Yawdryl to your Patrol removes the normal Force Allowance restriction on other Cavalry Scout Rhyflers.

Saddle-born

Creevin cavalry rhyflers train with their mounts from a very young age, making them more comfortable and capable while riding on the battlefield. This comfort allows them to ignore the Snapshot penalty from firing during a Standard or Sprint Movement Task. Firing during a Sprint still carries the -2 penalty due to the rapid movement of the mount.

Weapons

Weapon	R	Sn	Traits
Gybyl-Hawlyr Rhyfle	8	-3	
Pistol	4	-1	

Cadier Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider. Rider makes a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.



Heavy Weapon Crews

Snyprod
HMG-7U

Weapon Crew
65 (2) pts

Crew: 3	Sk: 12	T: 4	D: 2	Break: 1	MA: 4		
Heavy Weapon		Rn	Arc	Type			
Snyprod HMG-7U		8	45°	HMG			
Abilities		Carriage, Gun Shield (-2)					
Damage Chart			Damage Level				
7+	Weapon Crew are Disabled. Remove from Battlefield		0	Fully Operational: All Crew can perform their Tasks.			
5-6	Weapon Crew suffers 1 point of Damage.		1	Shaken: The HMG may no longer perform the Covering Fire Task.			
3-4	Weapon Crew is Gobsmacked. Remove Rattled Status if present.		2	Disabled: Remove from Battlefield			
1-2	Weapon Crew Rattled.						

Damage Taken:

Crusaders Unit Profiles

Weapons

Weapon	R	Sn	Traits
Pistol	4	-1	
Bogen	6	-2	
Ryshi	8	-3	Large Caliber
H-11a	10	-3	Automatic (2), Loader
Grifkis Shotgun	4	-1	Shotgun
Sio-Cly Derringer	4	-1	Shotgun
Gorga MOD(2)	4	-2	Shotgun
Splagen Torpedo	6	N/A	Blast(Small, 2d6-1), Loader



Crusader Squad

Yawdryl - Bogen

Team One

Milwer - Bogen

Rhyfler - Bogen

Rhyfler - Bogen

Team Two

Rhyfler - Bogen

Rhyfler - Bogen

Rhyfler - Ryshi

Team Three

Rhyfler - Bogen

Rhyfler - Bogen

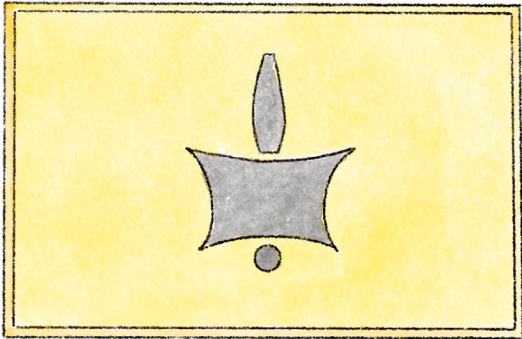
Rhyfler - Ryshi

Standard Profiles

Crusade	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Rhyfler	12	1d6+2	5	4	Bogen	Support	25
Rhyfler	12	2d6-1	5	4	Ryshi		30 (3)
Squad Marksquar	12	1d6+2	5	4	Bogen	Dead-eye	27 (1)
Milwer	12	1d6+2	5	4	Bogen	Leader (2/3), Support	28 (1)
Yawdryl	12	1d6+2	5	4	Bogen	Leader (3/4), Support	30 (1)

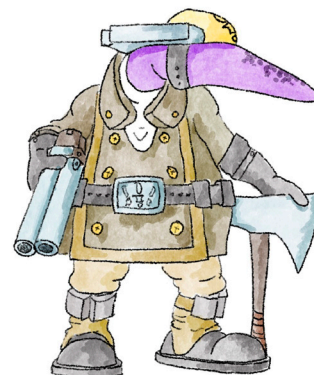
Attached Weapon Teams

Crusade	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
LMG Rhyfler	12	1d6+2	5	4	H-11a		35 (1)
Torpedo Rhyfler	12	1d6+1	5	4	Splagen Torpedo		39 (2)
Weapon Team Loader	12	1d6+1	5	4	Bogen		28



Command Profiles

Crusade	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
is-Caerten	12	2d6-1	5	4	Grifkis	Leader (3/6)	36 (1) ¹
	12	1d6+2	5	4	Bogen	Leader (3/6), Ranged (+1)	
Caerten	12	2d6-1	5	4	Grifkis	Leader (2/5), Inspiring Presence (2)	38 (1) ²
	12	1d6+2	5	4	Bogen	Leader (2/5), Inspiring Presence (2)	
Master Yawdryl	13	2d6	5	4	Bogen	Leader (5/4)	36 ³
Cook	12	1d6+2	5	4	Bogen	Medic	30 (1)
Musician	12	1d6+2	5	4	Bogen	Musician (4)	30 (1)
Standard Bearer	12	1d6+2	5	4	Bogen	Standard	30 (1)
Squirrel Handler	12	1d6+2	4	4	Bogen	PykPyk(3)	30 (1)



¹ Only one is-Caerten per 300 points.

² Only one Caerten per 300 points.

³ May only be selected if the Patrol includes a Caerten

⁴ May only be selected if Patrol contains at least two Trench Raiders/Pathfinders respectively.

Crusade	Sk	Mt	MA	Toughness	Damage	Equipment	Special Abilities	Points
Crusader Bicycle Cook, Pistol								
Bicycle Cook	12	1d6+1	7	4	1	Pistol	Bicycle	38 (1)
Dismounted Bicycle Cook	12	1d6+1	5	4	1	Pistol	Medic	—

See Page 55 for Bicycle Rules and Damage Chart

Specialist Profiles



Crusade	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Trench Raider	13	2d6+1	6	4	Sio-Cly, Mace	Wallop, Infiltrate	42 (3)
Trench Raider Yawdryl	13	2d6+1	6	4	Sio-Cly, Mace	Infiltrate, Leader (3/4)	50 (1) ⁴
Pathfinder	12	1d6+2	5	4	Gorga MOD(2)	Skirmisher	38 (2)
Pathfinder	12	2d6	5	4	Bogen w/Bayonet	Skirmisher	38
Pathfinder Yawdryl	13	2d6+1	5	4	Bogen w/Bayonet	Skirmisher Scout (3/4)	50 (1) ⁴
Pathfinder is-Caerten	12	1d6+2	5	4	Gorga MOD(2)	Scout (3/4) Melee (+1)	50 (1) ⁴

Inspiring Presence (Level)

Like days of old, a seasoned officer is an imposing symbol of the nation's strength. At the start of a new Round this unit may spend an Activation to perform the Inspiring Presence Leadership Task granting one of the following bonuses. The bonus chosen must be equal to or lower than their Level with the ability.

Level 1 – Rhyflers within 3" may perform a free Steady Task this round.

Level 2 – Rhyflers within 5" gain +1 Movement Allowance until the beginning of their commander's next round.

Level 3 – Rhyflers within 3" Gain +1 Sk until the beginning of the commander's next round.

Cavalry Profiles

Crusade	Sk	Mt	MA	Toughness	Damage	Equipment	Special Abilities	Points
Cavalry Rhyfler, Saber & Sio-Cly Derringer								
Mounted Rhyfler	12	2d6	8/6	4	2	Sabre, Sio-Cly Derringer	Cadier	50 (2)
Dismounted Rhyfler	12	2d6	5	4	---	Sabre, Sio-Cly Derringer		---
Cavalry Yawdryl, Saber & Sio-Cly Derringer								
Mounted Yawdryl	13	2d6	8/6	4	2	Sabre, Sio-Cly Derringer	Cadier	56 (1)*
Dismounted Yawdryl	13	2d6+1	5	4	---	Sabre, Sio-Cly Derringer	Leader (2,4)	---
Cavalry Scout Rhyfler, Saber & Dinas Carbine								
Mounted Scout Rhyfler	12	2d6-2	8/6	4	2	Sabre, Dinas Carbine	Cadier	40 (2)
Dismounted Scout Rhyfler	12	2d6-1	5	4	---	Saber, Dinas Carbine		---
Cavalry Scout Yawdryl, Saber & Dinas Carbine								
Mounted Scout Yawdryl	13	2d6-1	8/6	4	2	Sabre, Dinas Carbine	Cadier	50 (1)*
Dismounted Scout Yawdryl	13	2d6+1	5	4	---	Sabre, Dinas Carbine	Leader (2,4)	---
Cavalry is-Caerten, Saber & Grifkis Shotgun								
Mounted is-Caerten	12	2d6-1	8/6	4	2	Sabre, Grifkis	Cadier, Inspiring Presence (3)	55 (1)
Dismounted is-Caerten	12	2d6-1	5	4	---	Sabre, Grifkis	Inspiring Presence (1)	---

*Only one Cavalry Officer, Yawdryl, Scout Yawdryl, **or** is-Caerten per 300 points.
Adding a Cavalry Officer to your Patrol removes the normal Force Allowance restriction on other Cavalry Rhyflers and Cavalry Scout Rhyflers.

Cadier

Temperamental beasts on a good day, cadier are often difficult to control for their rider, especially when wounded. Cadier have the Thunderous Hooves and Skittish special abilities.

Additionally a cadier that is affected by the 2-5/2-5 result on the Fragmentation Grenade chart is Rattled instead of going Prone.

Skittish

Certain events upon the battlefield make a cadier even more uncooperative. A Rattled cadier may not perform a Charge Task until the status is cleared. If a Charging Cadier is hit by a Snapshot from its target and is Rattled, it continues the Charge but the Melee Attack suffers a -2 Penalty.

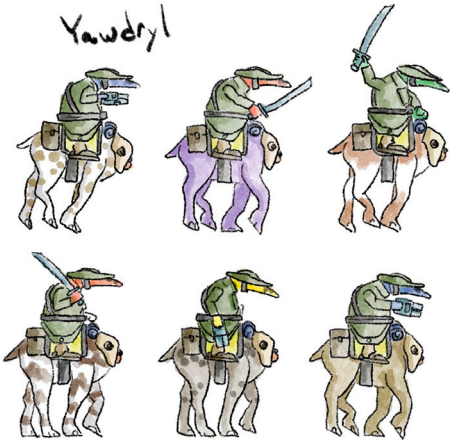
Thunderous Hooves

The sound of a charging mounted rhyfler is unmistakable, more so when you are the target of said charge. A rhyfler that is Charged by a unit with this ability may choose to Skedaddle as a reaction to the Melee attack. This is resolved using the Ranged Attack Reaction rules. (pg 16 Free Rules, pg 20 Paid rules)

Cadier Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider. Rider makes a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.

Weapons

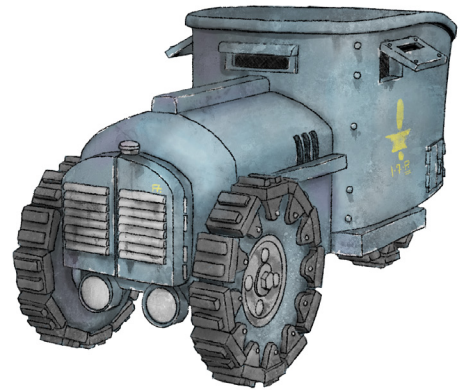
Weapon	R	Sn	Traits
Sio-Cly Derringer	4	-1	Shotgun
Dinas Carbine	6	-2	
Grifkis	4	-1	Shotgun



Standard Vehicles

Nae-bon Armored Wagon 75 pts	Crew: 2	Individual Activation		Skill: 12	MA: 6/3	T: 5
	Abilities		Agile			
	Integral Gun	Rn	Arc	Abilities		
	H-11a, Vehicular Mount	10	90°	Automatic (1)		
	d6		Damage Chart			
	7+	Vehicle is Disabled. Place a Smoke Template under the vehicle.				
	6	Vehicle suffers 2 Damage Points. Crew gain Rattled status.				
	4-5	Vehicle suffers 1 Damage Point. Crew gain Rattled status.				
1-3	Vehicle is Rattled.					

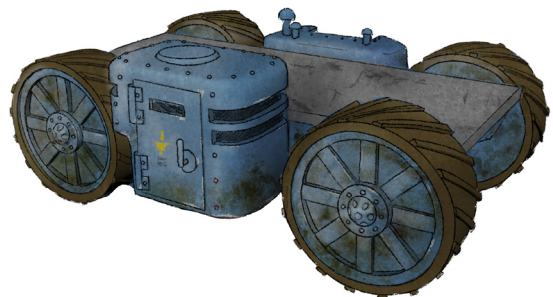
Damage Taken:



Nae-bon Armored Wagon Command Variant 50 pts	Crew: 2	Individual Activation		Skill: 12	MA: 6/3	T: 5
	Abilities		Agile, Communications, Transport (2)			
	Integral Gun	Rn	Arc	Abilities		
	Unarmed	-	-			
	d6 Damage Chart					
7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.					
6	Vehicle suffers 2 Damage Points. Passengers must pass a Skill Check or roll on Vehicle Escape Chart.					
4-5	Vehicle suffers 1 Damage Point. Passengers cannot fire personal weaponry next Round.					
1-3	Vehicle becomes Rattled.					

Damage Taken:

Pyngo Armored Lorry 40 pts	Crew: 1	Individual Activation		Skill: 12	MA: 5/4	T: 5
	Abilities		Open Topped, Transport (6)			
	Integral Gun	Rn	Arc	Abilities		
	Unarmed	-	-			
	d6 Damage Chart					
7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.					
6	Vehicle suffers 2 Damage Points. Passengers must pass a Skill Check or roll on Vehicle Escape Chart.					
3-5	Vehicle suffers 1 Damage Point. Passengers cannot fire personal weaponry next Round.					
1-2	Vehicle becomes Rattled.					

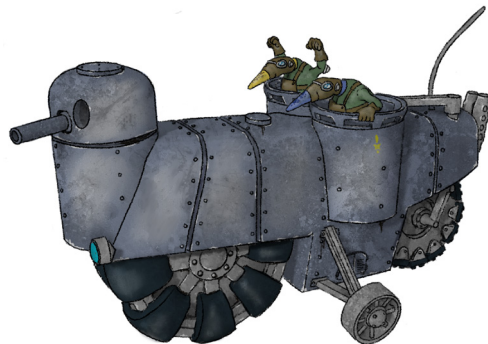
Damage Taken: 

Standard Vehicles

Drince Scout Contraption 40 pts	Crew: 2	Individual Activation	Skill: 12	MA: 6/4	T: 5
	Abilities		Open Topped, Transport (3)		
	Integral Weapon	Rn	Arc	Abilities	
	Bogen Gunner	6	360°		
	d6		Damage Chart		
	7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.			
6	Vehicle Suffers 2 Damage Points. Passengers must pass a Skill Check or roll on the Vehicle Escape Chart				
3-5	Vehicle Suffers 1 Damage point. Passengers cannot fire personal weaponry next round.				
1-2	Vehicle becomes Rattled.				

Damage Taken: ☐ ☐ ☐

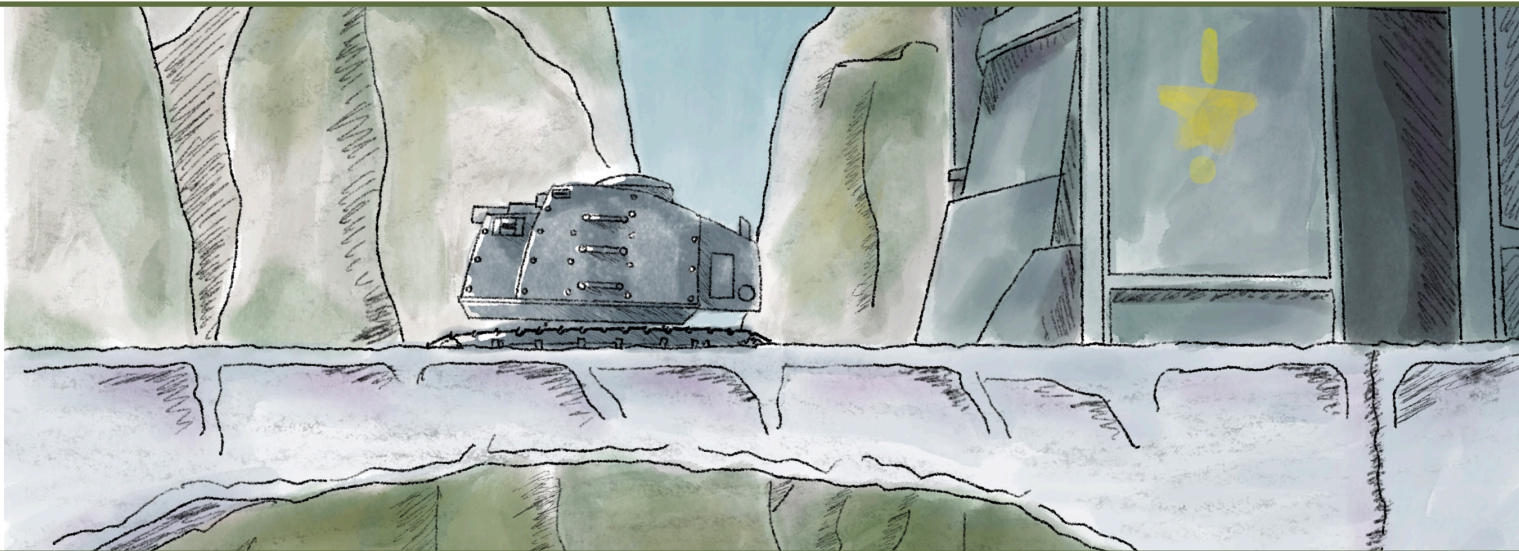
Armored Vehicles



Krassy1 Mod(4) Armored Contraption 125 pts	Crew: 3	Individual Activation	Skill: 12	MA: 6/4
	Abilities	Scouting Vehicle		
	Integral Weapon	Rn	Arc	Abilities
	RR55 Gun	8	90°	Blast (Medium, 1d6+1), Anti-Tractor
	Location(Damage Points)			
	Wheels(2)	Hull(3)	Engine(2)	
Front	1-2(AV4)	3-6(AV6)		
Side	1-2(AV4)	3-5(AV6)	6(AV5)	
Rear	1-2(AV4)	3(AV6)	4-6(AV5)	
Damage Taken:		☐	☐ ☐	☐
		☐	☐	☐

Tractors

Ailthean Tracked 130 pts	Crew: 3	Crewed Activation		Skill: 12	MA: 4/3
	Abilities		Turret		
	Main Gun	Rn	Arc	Abilities	
	Krynger 78mm Gun	NA	90°	Slow Reload, Blast (Medium, 2d6)	
	Location(Damage Points)				
	Tread(3)	Hull(3)		Engine(2)	
Front	1-2(AV7)	3-6(AV7)			
Side	1-2(AV7)	3-4(AV7)		5-6(AV4)	
Rear	1-2(AV7)	3(AV6)		4-6(AV4)	
Damage Taken:					



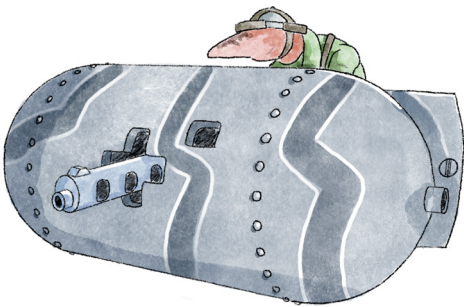
Ailthean Tracked 130 pts	Crew: 3	Crewed Activation		Skill: 12	MA: 4/3
	Abilities		Turret		
	Main Gun	Rn	Arc	Abilities	
	Krynger Mk.2 78mm Rhyfled Gun	NA	90°	Slow Reload, Blast(S, 2d6), Precision Fire	
	Location(Damage Points)				
	Tread(3)	Hull(3)		Engine(2)	
Front	1-2(AV7)	3-6(AV7)			
Side	1-2(AV7)	3-4(AV7)		5-6(AV4)	
Rear	1-2(AV7)	3(AV6)		4-6(AV4)	
Damage Taken:					

Tractors

Orythil Squad Tractor Tracked 65 (1) pts	Crew: 1		Individual Activation		Skill: 12	MA: 4/3
	Abilities		Turret, Lumbering			
	Integral Weapon		Rn	Arc	Abilities	
	108mm Smoothbore "Line-sweeper" Cannon		8	45°	Blast (Large, 1d6+1)	
	Location(Damage Points)					
		Tread(3)		Hull(3)		Engine(2)
Front	1-2(AV5)		3-6(AV7)			
Side	1-3(AV5)		4-5(AV5)		6(AV5)	
Rear	1-2(AV5)		3-4(AV4)		5-6(AV5)	
Damage Taken:						

Heavy Weapon Crews

AUM E4 Heavy Machinegun Weapon Crew 125 (1) pts	Crew: 3	Sk: 12	T: 5	D: 3	Break: 2	MA: 4		
	Heavy Weapon		Rn	Arc	Type			
	E4 HMG		NA	45°	HMG			
	Abilities		Gun Shield(-3)					
Damage Chart						Damage Level		
7+	Weapon Crew are Disabled. Remove from Battlefield			0	Fully Operational: All Crew can perform their Tasks.			
5-6	Weapon Crew suffers 1 point of Damage.			1	Hampered: Only Assistant or Observer can Activate, not both, except to perform Remove/Replace Barrel.			
3-4	Weapon Crew is Gobsmailed. Remove Rattled Status if present.			2	Shaken: The HMG may no longer perform the Covering Fire Task.			
1-2	Weapon Crew Rattled.			3	Disabled: Remove from Battlefield			
Damage Taken:								

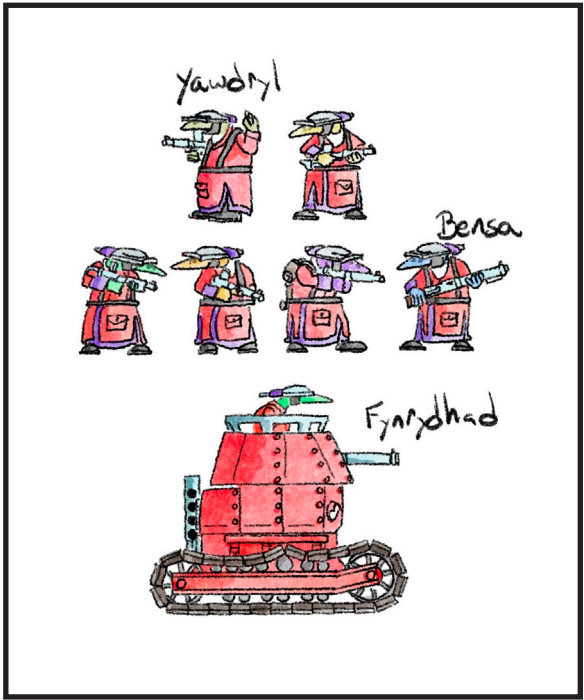


Fidwog FOD

Unit Profiles

Weapons

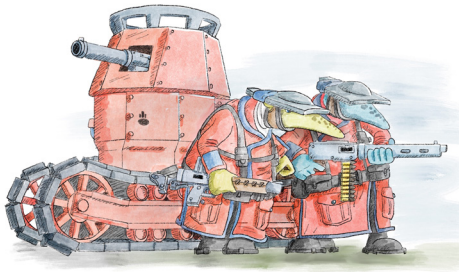
Weapon	R	Sn	Traits
Pistol	4	-1	
Sprgyt Mk3 "Sketych"	6	-2	
Bensa F6	6	-2	Select Fire(2), Large Caliber
FF10	4	-2	Shotgun
is-Haem Long Rhyfle	10	-3	
M8-c MMG	8	-3	Automatic (1), Braced, Heavy (2, 3)
GMK4 Lance	6" only	NA	Grafaenk Lance



Standard Profiles

Fidwog	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Gaefyn	12	1d6+1	5	4	Sketych Rifle	Support	25
han-Gaefyn	12	1d6+1	5	4	Bensa LMG		30 (1)
Yawdryl	13	1d6+1	5	4	Sketych Rifle	Leader (4/6)	35 (1)

Attached Squad Tractor



Fynrydhad Squad Tractor 60 (2) pts	Crew: 1	Individual Activation		Skill: 12	MA: 5/3
	Abilities		Turret, Agile		
	Integral Weapon	Rn	Arc	Abilities	
	M8-c MMG	8	90°	Automatic (1)	
	Location(Damage Points)				
	Tread(3)		Hull(2)	Engine(2)	
	Front	1-2(AV5)	3-6(AV6)		
Side	1-3(AV5)	4-5(AV6)		6(AV4)	
Rear	1-2(AV5)	3(AV6)		4-6(AV4)	

Damage Taken:	☐	☐	☐	☐
	☐	☐	☐	☐

As the Fynrydhad is attached to a squad an exception is made allowing the tractor to be part of a Group Movement Task issued by the Yawdryl.

Command Profiles

Fidwog	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
is-Caerten	13	2d6	5	4	Pistol, Mace	Leader (2/8)	32 (1)
Caerten	12	2d6	5	4	Pistol, Mace	Leader (2/5), Inspiring Presence (2), Ranged (+1)	38 (1)
Master Yawdryl	13	1d6+1	5	4	Sketych Rifle	Leader (4/8)	40 (1)
Standard Bearer	12	1d6+2	5	4	Pistol	Standard	29 (1) ¹
	12	1d6+1	5	4	Sketych Rifle	Standard	32 (1) ¹
Squirrel Messenger	12	1d6+2	5	4	Pistol	PykPyk(3)	29 (1) ²
	12	1d6+1	5	4	Sketych Rifle	Pykpyk(3)	32 (1) ²
Cook	12	1d6+2	5	4	Pistol	Medic	30 (1) ³
	12	1d6+1	5	4	Sketych Rifle	Medic	32 (1) ³
Musician	12	1d6+1	5	4	Pistol	Musician (4)	30 (1)
Crown Milwer	12	1d6+1	5	4	Sketych Rifle	Leader (3/5), Support	32 (1)

¹ Only one Standard Bearer per 300 points.

² Only one Squirrel Messenger per 300 points.

³ Only one Cook per 300 points.



Inspiring Presence (Level)

Like days of old, a seasoned officer is an imposing symbol of the nation's strength. At the start of a new Round this unit may spend an Activation to perform the Inspiring Presence Leadership Task granting one of the following bonuses. The bonus chosen must be equal to or lower than their Level with the ability.

Level 1 – Rhyflers within 3" may perform a free Steady Task this round.

Level 2 – Rhyflers within 5" gain +1 Movement Allowance until the beginning of their commander's next round.

Level 3 – Rhyflers within 3" Gain +1 Sk until the beginning of the commander's next round.

Anti-Tractor(AT) Grenades

Whether magnetically clamped to the hull or jammed into churning treads, these shaped charges are designed to make assaulting armored vehicles an even fight. When a rhyfler with this Equipment assaults an Armored Vehicle, they gain a +2 shift on the "Assaulting Vehicles" chart and its Might value is increased to 2d6+1 for the attack.

Specialist Profiles

Fidwog	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Lancer	13	1d6	5	4	Grafaenk Mk4 Lance		35 (2)
Miner	13	2d6	5	4	FF10, Pickaxe	Hardened	40 (2)
Miner (AT)	13	2d6+1	5	4	Pistol, Pickaxe	Infiltrate, AT Grenades	45 (2)
Marksquar	12	1d6+1	5	4	is-Haem Long	Dead-eye	30 (1)
Fydo	12	2d6	8	4	Teeth and Claws	Leap(2), Pack (3)	22 (2)

Cavalry Profiles

Fidwog	Sk	Mt	MA	Toughness	Damage	Equipment	Special Abilities	Points
Gun Scouts								
Mounted	12	1d6+1	7/5	5	2	Pistol, M8-c MMG ¹	Cadier	65 (1)
Dismounted Rider	12	1d6+1	5	4	---	Pistol		
Dismounted Gunner (Passenger)	12	1d6+1	5	4	---	M8-c MMG		
¹ When the M8-c MMG Gunner is Mounted the weapon is considered Braced, and the weapon's Heavy ability is ignored.								

Mounted Caerten								
Mounted	12	2d6-1	7/5	5	2	Mace, Pistol	Cadier, Inspiring Presence (3), Melee +1	75 (1)
Dismounted Officer (Passenger)	12	2d6	5	4	---	Mace, Pistol	Inspiring Presence (2), Melee +1	
Dismounted Rider	12	1d6+1	5	4	---	Pistol		

Scout Cadier Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider. Passenger makes a Mounted Crash Skill Check before being placed on the battlefield.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider and Passenger. Both make a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.

Cadier

Temperamental beasts on a good day, cadier are often difficult to control for their rider, especially when wounded. Cadier have the Thunderous Hooves and Skittish special abilities.

Additionally a cadier that is affected by the 2-5/2-5 result on the Fragmentation Grenade chart is Rattled instead of going Prone.

Skittish

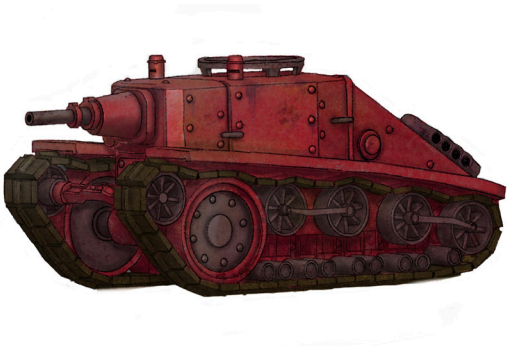
Certain events upon the battlefield make a cadier even more uncooperative. A Rattled cadier may not perform a Charge Task until the status is cleared. If a Charging Cadier is hit by a Snapshot from its target and is Rattled, it continues the Charge but the Melee Attack suffers a -2 Penalty.

Thunderous Hooves

The sound of a charging mounted rhyfler is unmistakable, more so when you are the target of said charge. A rhyfler that is Charged by a unit with this ability may choose to Skedaddle as a reaction to the Melee attack. This is resolved using the Ranged Attack Reaction rules. (pg 16 Free Rules, pg 20 Paid rules)

Shaedyn Tracked 125 pts	Crew: 3		Crewed Activation		Skill: 12	MA: 4/3
	Abilities		Turretless			
	Main Gun		Rn	Arc	Abilities	
	51x15 Rifled Gun		NA	45°	Slow Reload, Blast (Slow, 2d6), Precision Fire	
	Location(Damage Points)					
Front	Tread(3)		Hull(2)		Engine(2)	
	1-2(AV6)		3-6(AV8)			
	Side		4-5(AV7)		6(AV5)	
	Rear		3-4(AV7)		5-6(AV4)	
Damage Taken:						

Tractors

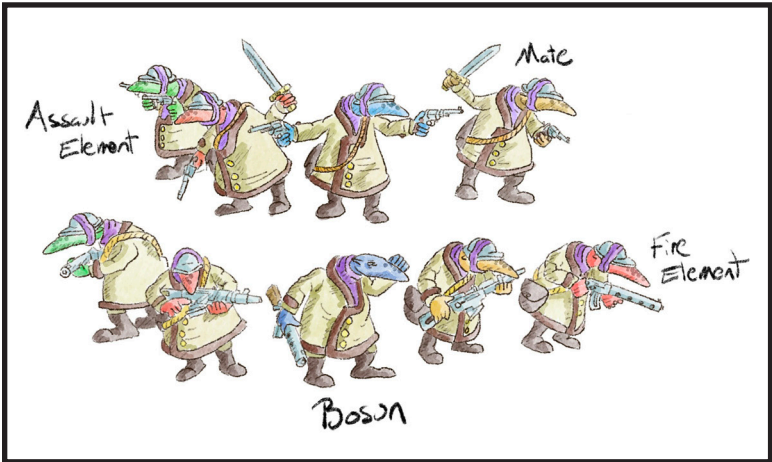


Western Armyara/Aber

Unit Profiles

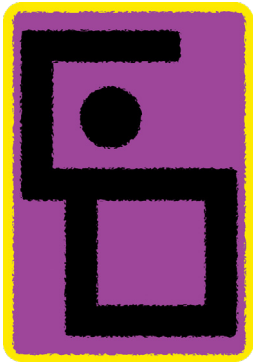
Weapons

Weapon	R	Sn	Traits
MAR SMG	6	-2	
KEEGY Hvy Rhyfle	8	-3	Large Caliber
Gree Pistol	4	-1	
PYN-64 Bolt Action Rhyfle	10	-3	Large Caliber, Bolt Action
Derringer	2	-1	Large Caliber
Carbine	6	-2	
Deck-Swabber Rhyfle Grenades	6	N/A	Indirect Fire, Blast (Medium, 1d6+2)



Standard Profiles

WA/Aber	Sk	Mt	MA	T	Equipment	Special Abilities	Points
Able	11	1d6	5	4	MAR SMG	Support	19
Able	11	2d6	5	4	GREE Pistol and Hynflaed Blade	Melee (+1)	21
Able	11	2d6	5	4	2 GREE Pistols	Multi-Attack (2)	25 (2)
Able	11	1d6+1	5	4	KEEGY Heavy Rhyfle		25 (3)
Able First Class	12	1d6+1	5	4	MAR SMG	Support	25 (1)
Mate	12	2d6+1	5	4	GREE Pistol and Answyth Blade	Leader (2/3), Onslaught	31 (1)
Bosun	12	1d6+2	5	4	MAR SMG	Leader (3/4), Onslaught	33 (1)



Specialist & Command Profiles

WA/Aber	Sk	Mt	MA	T	Equipment	Special Abilities	Points
Sharpshooter	12	1d6+1	5	4	PYN-64 Rifle	Infiltrate	34 (1)
Askyldae	11	2d6	6	4	MAR SMG, Answyth Blade	Parry, Melee (+1)	36 (2)
Askyldae	11	2d6-1	6	4	MAR SMG, Anti-tractor Grenades	Ranged (+1), Hardened	40 (2)
Askyldae Bosun	12	2d6-1	6	4	MAR SMG, Answyth Blade	Melee (+1), Leader (3/4), Onslaught	46 (1)
Fialhund Fydos	11	2d6	8	4	Teeth and Claws	Leap (2), Pack (3)	18 (2)
Informant	11	1d6+2	5	4	Derringer	Infiltrate, Pykpyk (1)	22 (2)
Jollies	11	1d6+2	5	4	Carbine, Deck-Swabber		22 (3)
Mechanic	11	2d6	5	4	Wrench	Wallop, Tune Up(3)	32 (1)
House Lord	12	2d6+2	5	4	GREE Pistol and Answyth Blade	Leader (2/5), Inspiring Presence (3)	36 (1)

Tune Up (X)

Mechanics pride themselves on the maintenance and preparation that goes into keeping the vehicles in their care running smoothly on the battlefield. A rhyfler with this ability gives disadvantage when their opponent rolls to damage a Vehicle. The Mechanic can do this X times per battle.

When rolling on a Standard Vehicle or Rattled Damage chart the Mechanic can ask their opponent to roll two dice and take the lowest.

Against Armored Vehicles the Mechanic can temporarily increase the AV of the location hit by one before the Might roll is made.

Autocycle Outriders

WA/Aber	Sk	Mt	MA	Toughness	Damage	Equipment	Special Abilities	Points
Autocycle Vedette								
Autocycle Vedette	12	1d6+1	7/6	6	2	GREE pistol, MAR SMG	Rattleped	38 (2)
Dismounted Vedette	12	1d6+1	5	4	---	GREE Pistol, MAR SMG		
Autocycle Sharpshooter Vedette								
Autocycle Sharpshooter Vedette	12	1d6+1	7/6	6	2	PYN-64 Rhyfle	Rattleped, Ranged (-2)	42 (1)
Dismounted Sharpshooter Vedette	12	1d6+1	5	4	---	PYN-64 Rhyfle		
Autocycle Anti-Tractor Vedette								
Autocycle Anti-Tractor Vedette	12	1d6+1	7/6	6	2	Recoilless Gun, GREE Pistol	Rattleped	45 (1)
Dismounted Anti-Tractor Vedette	12	1d6+1	5	4	---	GREE Pistol		
Autocycle Vedette Bosun								
Autocycle Vedette	12	1d6+1	7/6	6	2	GREE pistol, MAR SMG	Rattleped	44 (1)*
Dismounted Vedette	12	1d6+1	5	4	---	GREE Pistol, MAR SMG	Leader (3/4), Onslaught	

*Adding a Vedette Bosun to your Patrol removes the normal Force Allowance restriction on Autocycle Vedettes. Force Allowance restrictions still apply to Sharpshooter and Anti-Tractor Vedettes.

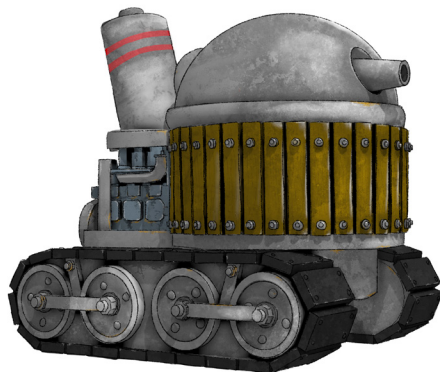
Rattleped Damage Chart

D6	Attack Result
6	Rider is hit and Taken OOA. Remove Rattleped from the battlefield, and replace with OOA Dismounted Rider.
5	Rattleped is destroyed. Replace mounted rhyfler with dismounted rider and roll on Mounted Crash Skill Check. Place a Smoke Template where rattleped was hit.
3-4	Rattleped is Damaged. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled.

Weapons

Weapon	R	Sn	Traits
MAR SMG	6	-2	
Gree Pistol	4	-1	
PYN-64 Bolt Action Rhyfle	10	-3	Large Caliber, Bolt Action
Recoilless Gun	6	-2	Blast (S, 2d6), Slow Reload

Tractors



Daen-fen

Tracked
125 pts

Crew: 3	Crewed Activation	Skill: 11	MA: 4/3
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Abilities

Turret, Closed Hull

Main Gun	Rn	Arc	Abilities
84mm Smoothbore	NA	90°	Slow Reload, Blast(Medium, 2d6), Anti-Tractor

Location(Damage Points)

	Tread(3)	Hull(3)	Engine(2)
Front	1(AV6)	2-6(AV7)	
Side	1-2(AV6)	3-4(AV7)	5-6(AV5)
Rear	1(AV6)	2-3(AV7)	4-6(AV5)

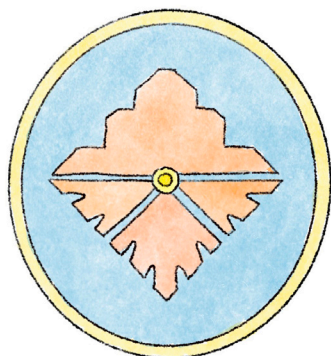
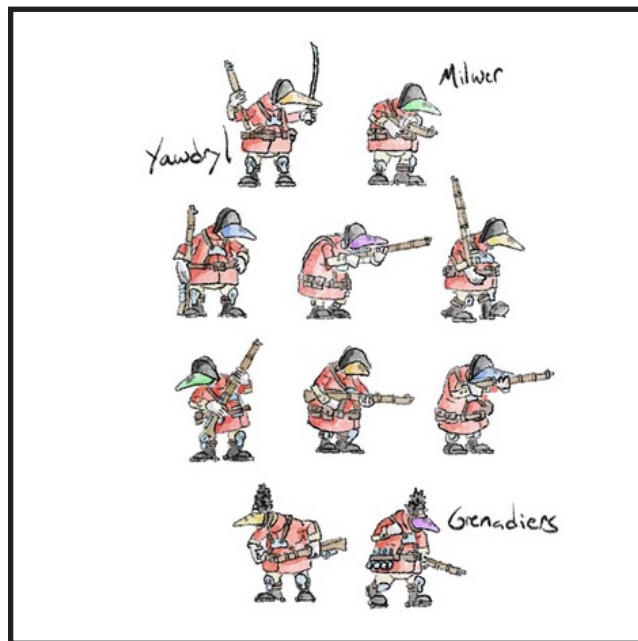
Damage Taken:

Principality of Gwynt

Unit Profiles

Weapons

Weapon	R	Sn	Traits
Harlech	8	-3	
Doru	4	-1	Select Fire(2)
Blunderbuss	4	-1	Shotgun, Slow Reload
Harlech Carbine	6	-2	
SG-3 Scattergun	12	N/A	Scattergun, Large Caliber
Pistol	4	-1	



Standard Profiles

Gwynt	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Rhyfler	12	2d6-1	5	4	Harlech	Steady Under Fire	28
Grenadier	12	2d6-1	5	4	Harlech	Bombardier	30 (2)
Milwer	12	1d6+1	5	4	Doru	Leader (2/3)	32 (1)
Yawdryl	13	2d6	5	4	Doru, Blade	Leader (3/4)	38 (1)

Attached Specialists

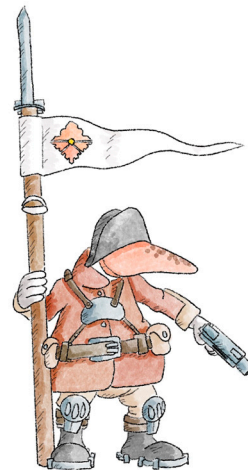
Gwynt	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Scattergunner	12	1d6+1	5	4	SG-3		34 (2)

Specialist Profiles

Gwynt	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Courier	13	2d6	6	4	Harlech Carbine w/ Bayonet	Skirmisher	42 (3)
Courier Gunner	13	1d6+2	6	4	Blunderbuss	Skirmisher	40 (1)
Courier Yawdryl	13	2d6	6	4	Doru, Sword	Scout (2/4), Skirmisher	50 (1)

Command Profiles

Gwynt	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
is-Caerten	12	2d6+1	5	4	Pistol, Sword	Leader (3/5), Melee (+1)	35 (1) ¹
	12	1d6+1	5	4	Doru	Leader (2/5)	
	12	1d6+2	5	4	Harlech	Leader (2/5) Ranged (+1)	
Caerten	12	2d6	5	4	Pistol, Sword	Inspiring Presence (3), Melee (+1)	38 (1)
Master Yawdryl	13	1d6+2	5	4	Doru	Leader (5/4)	36 ²
Cook	12	1d6+2	5	4	Harlech	Medic	30 (1)
Musician	12	1d6+2	5	4	Harlech	Musician (4)	30 (1)
Standard Bearer	12	1d6+2	5	4	Harlech	Standard	30 (1)
	12	1d6+2	5	4	Doru	Standard, Ranged (-1)	35 (1) ²
Squirrel Handler	12	1d6+2	4	4	Harlech	PykPyk(3)	30 (1)



¹ Only one is-Caerten per 300 points.

² May only be selected if the Patrol includes a Caerten.

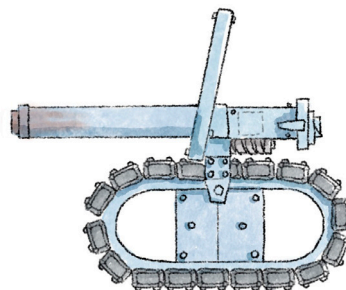
RCO m60 Cannon

Weapon Crew
125 (1) pts

Crew: 3	Sk: 12	T: 4	D: 3	Break: –	MA: 4
Heavy Weapon		Rn	Arc	Type	
RCO Model 60		12	45°	Blast	
Abilities		Carriage, Gun Shield (-1), Precision Fire, Slow Reload, Blast(Medium, 2d6)			
Damage Chart			Damage Level		
7+	Weapon Crew are Disabled. Remove from Battlefield		0	Fully Operational: All Crew can perform their Tasks.	
5-6	Weapon Crew suffers 1 point of Damage.		1	Hampered: Only Assistant or Observer can Activate, not both.	
3-4	Weapon Crew is Gobsmailed. Remove Rattled Status if present.		2	Shaken: Attacks are at -4 unless 2 Activations are spent by the crew to perform the Combat Task.	
1-2	Weapon Crew Rattled.		3	Disabled: Remove from Battlefield	

Damage Taken: ☐ ☐ ☐

Heavy Weapon Crews



CH 11 Rotary Shotgun

Weapon Crew
70 (1) pts

Crew: 2	Sk: 12	T: 4	D: 2	Break: 1	MA: 5
Crew Abilities					
Heavy Weapon		Rn	Arc	Type	
CH11 Rotary Shotgun		Template Cone	45°	HSG	
Abilities					
Damage Chart			Damage Level		
7+	Weapon Crew are Disabled. Remove from Battlefield		0	Fully Operational: Both Crew can perform their Tasks.	
5-6	Weapon Crew suffers 1 point of Damage.		1	Shaken: Attacks are at -4 unless 2 Activations are spent by the crew to perform the Combat Task.	
3-4	Weapon Crew is Gobsmailed. Remove Rattled Status if present.				
1-2	Weapon Crew Rattled.		2	Disabled: Remove from Battlefield	

Damage Taken: ☐ ☐

Cavalry Profiles

Gwynt	Sk	Mt	MA	Toughness	Damage	Equipment	Special Abilities	Points
Cavalry Rhyfler, Lance and Pistol								
Mounted Rhyfler	12	2d6+1	8/6	4	2	Lance, pistol	Cadier	42 (2)
Dismounted Rhyfler	12	2d6-1	5	4	---	Lance, pistol	Pole-arm	---
Cavalry Scout Rhyfler, Harlech Carbine								
Mounted Scout Rhyfler	12	2d6-2	8/6	4	2	Harlech Carbine	Cadier	48 (2)
Dismounted Scout Rhyfler	12	1d6+2	5	4	---	Harlech Carbine		---
Cavalry Fyrshog, Fyrshog's Axe								
Mounted Fyrshog	13	2d6	7/5	5	2	Fyrshog's Axe	Cadier, Brutal Attack	46 (1)
Dismounted Fyrshog	13	2d6	5	4	---	Fyrshog's Axe	Veteran, Killing Strike	
Cavalry Yawdryl, Lance, Saber & Pistol								
Mounted Yawdryl	13	2d6+1	8/6	4	2	Lance, pistol	Cadier, Melee (+1)	52 (1) ²
Dismounted Yawdryl	13	2d6	5	4	---	Saber, pistol	Leader (2/4)	---

¹Cavalry Fyrshog may use the Veteran Ability to clear Rattled without it counting towards their two Activation Limit.

²Only one Cavalry Yawdryl per 300 points. Adding a Cavalry Yawdryl to your Patrol removes the normal Force Allowance restriction on all other Cavalry Rhyflers and Fyrshog.

Cadier Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider. Rider makes a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.

Weapons

Weapon	R	Sn	Traits
Harlech Carbine	6	-3	
Pistol	4	-1	

Brutal Attack

Armed with devastating weapons no ordinary quar would consider carrying, these rhyflers are unmatched in their lethality upon the battlefield. When performing a Powerful Blow attack this rhyfler does not gain the Skill increase, but instead adds +2 to their Might value for the attack.

Cadier

Temperamental beasts on a good day, cadier are often difficult to control for their rider, especially when wounded. Cadier have the Thunderous Hooves and Skittish special abilities.

Additionally a cadier that is affected by the 2-5/2-5 result on the Fragmentation Grenade chart is Rattled instead of going Prone.

Pole-arm

When this rhyfler is within 2" of an enemy they may choose to become Engaged, giving that status to the opposing rhyfler as well.

Opposed rhyflers without this ability may not perform Melee Attacks against rhyflers with Pole-arm unless they are, or move to within 1" of their target. Moving in to attack may be accomplished by spending one Pluck or performing a Standard Movement Task, which does not grant a free attack nor count as a Disengage Movement Task.

Skittish

Certain events upon the battlefield make a cadier even more uncooperative. A Rattled cadier may not perform a Charge Task until the status is cleared. If a Charging Cadier is hit by a Snapshot from its target and is Rattled, it continues the Charge but the Melee Attack suffers a -2 Penalty.

Thunderous Hooves

The sound of a charging mounted rhyfler is unmistakable, more so when you are the target of said charge. A rhyfler that is Charged by a unit with this ability may choose to Skedaddle as a reaction to the Melee attack. This is resolved using the Ranged Attack Reaction rules. (pg 16 Free Rules, pg 20 Paid rules)

Standard Vehicles



Aerthyn

Transport
75 pts

Crew: 2	Individual Activation	Skill: 12	MA: 6/4	T: 5
Abilities		Transport (5), Open Topped		
Integral Weapon	Rn	Arc	Abilities	
Y7-c Light Cannon	8	45°	Blast (Medium, 1d6+2)	

d6	Damage Chart
7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.
6	Vehicle suffers 2 Damage Points. Passengers must pass a Skill Check or roll on Vehicle Escape Chart.
3-5	Vehicle suffers 1 Damage Point. Passengers cannot fire personal weaponry next Round.
1-2	Vehicle becomes Rattled.

Damage Taken: ☐☐☐☐

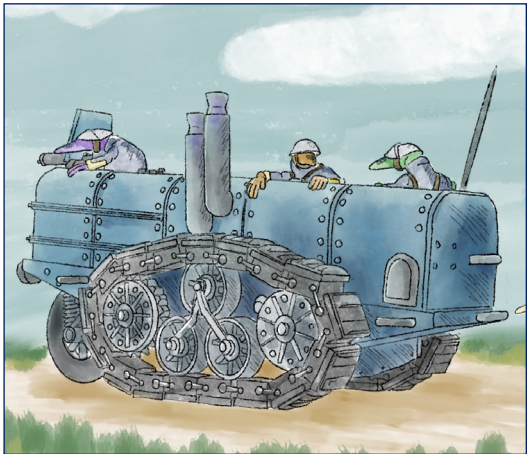
Kryndyl Contraption

120 pts

Crew: 3	Individual Activation	Skill: 12	MA: 6/4	T: 5
Abilities		Agile, Scouting Vehicle		
Integral Weapon	Rn	Arc	Abilities	
RCO M60	12	45°	Blast (Medium, 2d6), Slow Reload, Front Facing	
Cryfen LMG	8	180°	Automatic (1), Rear Facing	

d6	Damage Chart
8+	Vehicle is Disabled. Place a Smoke Template under the vehicle.
6-7	Vehicle suffers 2 Damage Points.
4-5	Vehicle suffers 1 Damage Point.
1-3	Vehicle becomes Rattled.

Damage Taken: ☐☐☐☐



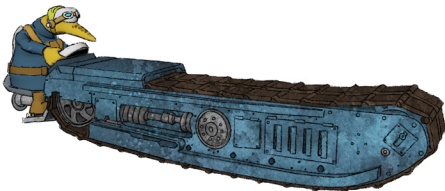
Fygnaeck Jeep

30 pts

Crew: 1	Individual Activation	Skill: 12	MA: 6/4	T: 4
Abilities		Agile, Open Topped, Scouting Vehicle, Transport (6)		
Integral Weapon	Rn	Arc	Abilities	
Unarmed	-	-		

d6	Damage Chart
7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.
6	Vehicle suffers 2 Damage Points. Passengers must pass a Skill Check or roll on Vehicle Escape Chart.
4-5	Vehicle suffers 1 Damage Point. Passengers cannot fire personal weaponry next Round.
1-3	Vehicle becomes Rattled.

Damage Taken: ☐☐☐



Standard Vehicles

Trom Armored Lorry 50 pts	Crew: 1	Individual Activation		Skill: 12	MA: 6/3	T: 5
	Abilities		Open Topped, Transport (10)			
	Integral Weapon	Rn	Arc	Abilities		
	Unarmed	-	-			
	d6 Damage Chart					
	7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.				
	6	Vehicle Suffers 2 Damage Points. Passengers must pass a Skill Check or roll on the Vehicle Escape Chart				
	3-5	Vehicle Suffers 1 Damage point. Passengers cannot fire personal weaponry next round.				
1-2	Vehicle becomes Rattled.					

Damage Taken:

Tractors



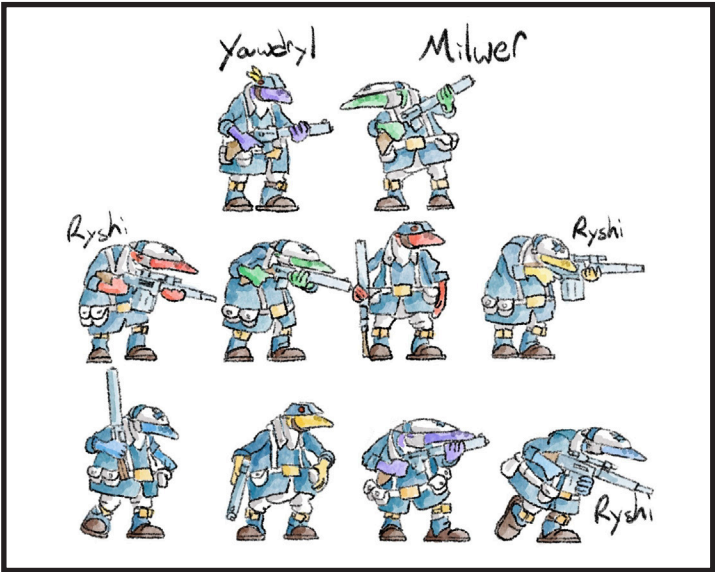
Aerfen Tracked 125 pts	Crew: 3		Crewed Activation		Skill: 12	MA: 4/3
	Abilities		Turretless			
	Main Gun		Rn	Arc	Abilities	
	82mm Lynis Tube Mk2		NA	90°	Slow Reload, Blast (Medium, 2d6), Anti-Tractor	
	Location(Damage Points)					
		Tread(3)		Hull(2)		Engine(2)
Front	1-2(AV6)		3-6(AV7)			
Side	1-2(AV6)		3-5(AV7)		6(AV5)	
Rear	1-2(AV6)		3-4(AV7)		5-6(AV5)	
Damage Taken:						

Crusaders of Toulmore

Unit Profiles

Weapons

Weapon	R	Sn	Traits
Pistol	4	-1	
Bogen	6	-2	
Ryshi	8	-3	Large Caliber
H-11a	10	-3	Automatic (2), Loader
Grifkis Shotgun	4	-1	Shotgun
Gorga Mod(2)	4	-2	Shotgun
Harlech	8	-3	
MTR(22)	10	N/A	Braced, Indirect Fire, Blast (Medium, 2d6-1)

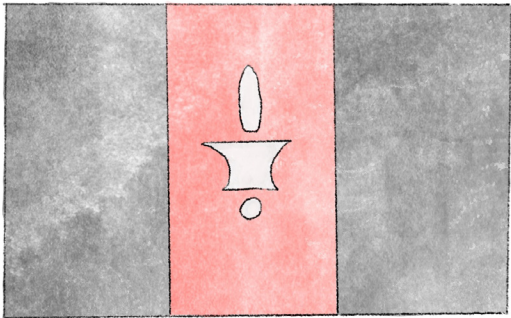


Standard Profiles

Toulmore	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Rhyfler	13	1d6+2	5	4	Bogen	Support, Veteran	35
Rhyfler	13	2d6-1	5	4	Ryshi	Veteran	40 (3)
Squad Marksquar	13	1d6+2	5	4	Harlech	Veteran, Dead-eye	37 (1)
Milwer	13	1d6+2	5	4	Bogen	Veteran, Support, Leader (2/3)	35 (1)
Yawdryl	13	1d6+2	5	4	Bogen	Veteran, Support, Leader (3/4)	40 (1)

Attached Weapon Teams

Toulmore	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
LMG Rhyfler	13	1d6+2	5	4	H-11a	Veteran	45 (1)
LMG Team Loader	13	1d6+1	5	4	Bogen	Veteran	35
Mortar Rhyfler	13	1d6	4	4	MTR(22)	Veteran	45 (1)



Command Profiles

Toulmore	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
is-Caerten	12	2d6-1	5	4	Grifkis	Leader (3/6)	36 (1) ¹
	12	1d6+2	5	4	Bogen	Leader (3/6), Ranged (+1)	
Caerten	12	2d6-1	5	4	Grifkis	Leader (2/5), Inspiring Presence (2)	38 (1)
	12	1d6+2	5	4	Bogen	Leader (2/5), Inspiring Presence (2)	
Master Yawdryl	13	2d6	5	4	Bogen	Veteran, Élan Leader (5/4)	42 ³
Cook	12	1d6+2	5	4	Bogen	Medic	30 (1)
Musician	12	1d6+2	5	4	Bogen	Musician (4)	30 (1)
Standard Bearer	12	1d6+2	5	4	Bogen	Standard	30 (1)
Squirrel Handler	12	1d6+2	4	4	Bogen	PykPyk(3)	30 (1)



¹ Only one is-Caerten per 300 points.

² Only one Caerten per 300 points.

³ May only be selected if the Patrol includes a Caerten

Specialist Profiles

Toulmore	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Pathfinders	13	2d6+1	6	4	Axe, Gorga Mod(2)	Scout (1/3), Killing Strike	44 (2)
Wysp Tracker	13	2d6-1	6	4	Harlech, Hunting Wysp	Hunting Wysp, Skirmisher	38 (2)
Pathfinder Yawdryl	13	2d6+1	6	4	Axe, Gorga Mod(2)	Skirmisher, Killing Strike, Inspiring Presence (1)	50 (1)
Flalhund Fydos	11	2d6	8	4	Teeth and Claws	Leap (2), Pack (3)	18 (3)

Hunting Wysps

Traditionally trained to flush out game during a hunt, resourceful Toulmore Pathfinders have taken to using these insects to force opponents out of heavy cover. The Pathfinder declares a target rhyfler within 12" and then rolls on the Hunting Wysps Chart, applying the outcome.

Hunting Wysps	
Roll	Outcome
6/6	They are Everywhere, Run!! – Center a Medium template on the target rhyfler. All rhyflers under the template suffer a 1d6-1 Blast Might Roll.
6/-	Aaaaaaaahhhhhh!! – Target is deathly afraid of Wysps and runs away from their position. Target rhyfler performs an immediate full Sprint move towards their deployment zone, ending the task Gobsmacked.
6/1	Get 'em!! – Center a Medium template on the target rhyfler. All rhyflers under the template are Gobsmacked as they fend off the insects. The battered Wysps then retreat to the safety of the nearest hive. The Tracker may not perform this ability for the rest of the battle.
-/-	Ow! Ow! Ow! Ow! – Target suffers a 1d6 Blast Might Roll as they are stung by the insects.
1/-	Pretty!! – The Wysps get distracted from their target by adjacent flowers and stop to pollinate. No effect this Activation.
1/1	The Hive Beckons! – The air is full of pheromones from a nearby hive and all the Hunting Wysps leave the battlefield to help the queen. The Tracker may not perform this ability for the rest of the battle.

Cavalry Profiles

Toulmore	Sk	Mt	MA	Toughness	Damage	Equipment	Special Abilities	Points
Cavalry Dragoon Marksquar, Harlech								
Mounted Rhyfler	13	1d6+1	8/6	4	2	Harlech	Cadier Ranged (-2)	47 (1*)
Dismounted Rhyfler	13	1d6+2	5	4	---	Harlech	Veteran Dead-eye	---
Cavalry Dragoon Gunner, LMG								
Mounted Dragoon	13	1d6+1	8/6	4	2	H-54 LMG	Cadier Ranged (-2)	55 (1*)
Dismounted Dragoon	13	1d6+1	5	4	---	H-54 LMG	Veteran	---
Cavalry Dragoon Loader, Dinas Carbine								
Mounted Dragoon	13	1d6+1	8/6	4	2	Dinas Carbine	Cadier	45 (1*)
Dismounted Dragoon	13	1d6+2	5	4	---	Dinas Carbine	Veteran	---
Cavalry Dragoon, Dinas Carbine								
Mounted Rhyfler	13	1d6+1	8/6	4	2	Dinas Carbine	Cadier	45*
Dismounted Rhyfler	13	1d6+2	5	4	---	Dinas Carbine	Veteran, Support	---
Cavalry Dragoon Yawdryl, Saber & Dinas Carbine								
Mounted Yawdryl	13	2d6-1	8/6	4	2	Sabre, Dinas Carbine	Cadier	55 (1)
Dismounted Yawdryl	13	2d6+1	5	4	---	Sabre, Dinas Carbine	Leader (2,4), Veteran, Support	---

*No more than 2 Cavalry Dragoons of any combination allowed per 300 points. Adding a Cavalry Dragoon Yawdryl to your Patrol removes the above restriction. Their Force Allowance restrictions still apply.

H-54 LMG – This weapon cannot benefit from having a Loader if either rhyfler is Mounted.

Cadier Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider. Rider makes a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.

Weapons

Weapon	R	Sn	Traits
Harlech	8	-3	
H-54 LMG	8	-3	Braced, Loader, Automatic (2)
Dinas Carbine	6	-2	

Cadier

Temperamental beasts on a good day, cadier are often difficult to control for their rider, especially when wounded. Cadier have the Thunderous Hooves and Skittish special abilities.

Additionally a cadier that is affected by the 2-5/2-5 result on the Fragmentation Grenade chart is Rattled instead of going Prone.

Skittish

Certain events upon the battlefield make a cadier even more uncooperative. A Rattled cadier may not perform a Charge Task until the status is cleared. If a Charging Cadier is hit by a Snapshot from its target and is Rattled, it continues the Charge but the Melee Attack suffers a -2 Penalty.

Thunderous Hooves

The sound of a charging mounted rhyfler is unmistakable, more so when you are the target of said charge. A rhyfler that is Charged by a unit with this ability may choose to Skedaddle as a reaction to the Melee attack. This is resolved using the Ranged Attack Reaction rules. (pg 16 Free Rules, pg 20 Paid rules)

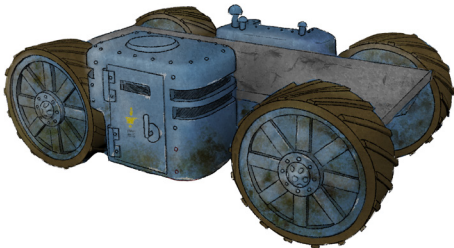
Standard Vehicles

Pyngo

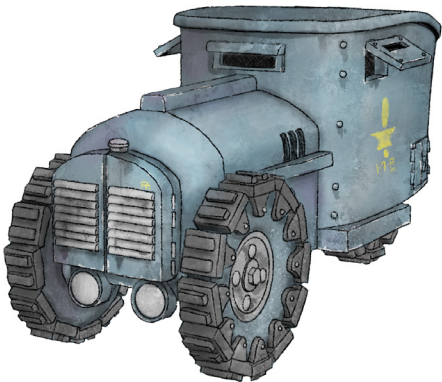
Armored Lorry

40 pts

Crew: 1	Individual Activation	Skill: 12	MA: 5/4	T: 5
Abilities		Open Topped, Transport (6)		
Integral Gun	Rn	Arc	Abilities	
Unarmed	-	-		
d6		Damage Chart		
7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.			
6	Vehicle suffers 2 Damage Points. Passengers must pass a Skill Check or roll on Vehicle Escape Chart.			
3-5	Vehicle suffers 1 Damage Point. Passengers cannot fire personal weaponry next Round.			
1-2	Vehicle becomes Rattled.			



Damage Taken:



Nae-bon

Armored Wagon

75 pts

Crew: 2	Individual Activation	Skill: 12	MA: 6/3	T: 5
Abilities		Agile		
Integral Gun	Rn	Arc	Abilities	
H-11a, Vehicular Mount	10	90°	Automatic (1)	
d6		Damage Chart		
7+	Vehicle is Disabled. Place a Smoke Template under the vehicle.			
6	Vehicle suffers 2 Damage Points. Crew gain Rattled status.			
4-5	Vehicle suffers 1 Damage Point. Crew gain Rattled status.			
1-3	Vehicle is Rattled.			

Damage Taken:

Nae-bon

Armored Wagon Command Variant

50 pts

Crew: 2	Individual Activation	Skill: 12	MA: 6/3	T: 5
Abilities		Agile, Communications, Transport (2)		
Integral Gun	Rn	Arc	Abilities	
Unarmed	-	-		
d6		Damage Chart		
7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.			
6	Vehicle suffers 2 Damage Points. Passengers must pass a Skill Check or roll on Vehicle Escape Chart.			
4-5	Vehicle suffers 1 Damage Point. Passengers cannot fire personal weaponry next Round.			
1-3	Vehicle becomes Rattled.			

Damage Taken:

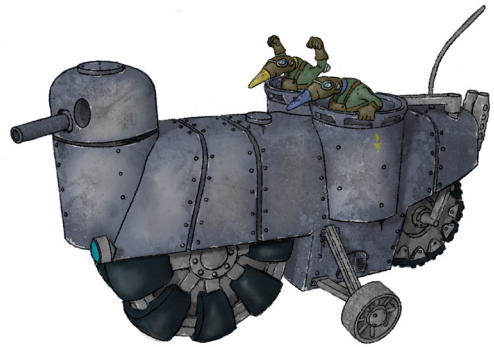
Standard Vehicles

Drince Scout Contraption 40 pts	Crew: 2	Individual Activation		Skill: 12	MA: 6/4	T: 5
	Abilities		Open Topped, Transport (3)			
	Integral Weapon	Rn	Arc	Abilities		
	Bogen Gunner	6	360°			
	d6 Damage Chart					
	7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Transported passengers roll on the Vehicle Escape Chart.				
	6	Vehicle Suffers 2 Damage Points. Passengers must pass a Skill Check or roll on the Vehicle Escape Chart				
	3-5	Vehicle Suffers 1 Damage point. Passengers cannot fire personal weaponry next round.				
	1-2	Vehicle becomes Rattled.				

Damage Taken:

Krassyl Mod(4) Armored Contraption 125 pts	Crew: 3		Individual Activation		Skill: 12	MA: 6/4
	Abilities		Scouting Vehicle			
	Integral Weapon	Rn	Arc	Abilities		
	RR55 Gun	8	90°	Blast (Medium, 1d6+1), Anti-Tractor		
	Location(Damage Points)					
		Wheels(2)	Hull(3)	Engine(2)		
Front	1-2(AV4)	3-6(AV6)				
Side	1-2(AV4)	3-5(AV6)		6(AV5)		
Rear	1-2(AV4)	3(AV6)		4-6(AV5)		

Damage Taken:



Armored Vehicles

Tractors

Twaenhyr Tracked 140 pts	Crew: 3	Crewed Activation		Skill: 12	MA: 5/3
	Abilities		Turret, Agile		
	Main Gun	Rn	Arc	Abilities	
	72mm TLZ-RT	NA	90°	Slow Reload, Blast(Medium, 2d6) Precision Fire	
	Location(Damage Points)				
	Tread(3)	Hull(3)		Engine(2)	
Front	1-2(AV6)	3-6(AV6)			
Side	1-2(AV7)	3-6(AV7)			
Rear	1-2(AV7)	3-4(AV7)		5-6(AV5)	

Damage Taken:



Heavy Weapon Crews

D2-A Heavy Shotgun Weapon Crew 75 (1) pts	Crew: 3	Sk: 12	T: 4	D: 3	Break: 2	MA: 4
	Heavy Weapon		Rn	Arc	Type	
	D2-A Heavy Shotgun		Template Cone	45°	HSG	
	Abilities		Gun Shield (-1)			
	Damage Chart			Damage Level		
	7+	Weapon Crew are Disabled. Remove from Battlefield		0	Fully Operational: All Crew can perform their Tasks.	
	5-6	Weapon Crew suffers 1 point of Damage.		1	Shaken: Attacks are at -4 unless 2 Activations are spent by the crew to perform the Combat Task.	
3-4	Weapon Crew is Gobsmacked. Remove Rattled Status if present.		2	Shaken: The HSG may no longer load Special Ammo.		
1-2	Weapon Crew Rattled.		3	Disabled: Remove from Battlefield		
Damage Taken:						

Ergydiwr Unit Profiles

Weapons

Weapon	R	Sn	Traits
Tefsyn Infantry Rhyfle	8	-3	
Cidderach LMG	8	-3	Automatic (1), Braced
Pistol	4	-1	

Squad Organization

Yawdryl

Tefsyn Infantry Rhyfle

Milwer

Cidderach LMG

Rhyfler x3

Tefsyn Infantry Rhyfle

Rhyfler x4

Tefsyn Infantry Rhyfle

Rhyfler

Cidderach LMG

Standard Profiles

Ergydiwr	Sk	Mt	MA	T	Equip	Special Abilities	Points
Rhyfler	12	2d6-1	5	4	Tefsyn Rhyfle	Support	25
Rhyfler	12	1d6+2	5	4	Cidderach		32 (1)
Milwer	12	1d6+2	5	4	Cidderach	Leader (2/3)	35 (1)
Yawdryl	13	2d6	5	4	Tefsyn Rhyfle	Leader (3/4)	33 (1)

Command Profiles

Ergydiwr	Sk	Mt	MA	T	Equip	Special Abilities	Points
is-Caerten	12	2d6+1	5	4	Mace, Pistol	Leader (3/5), Melee (+1)	35 (1)
Caerten	12	2d6	5	4	Pistol, Sword	Inspiring Presence (3), Melee (+1)	38 (1)
Master Yawdryl	12	1d6+2	5	4	Cidderach	Leader (5/4)	36 (1)
Cook	12	1d6+2	5	4	Tefsyn Rhyfle	Medic	30 (1)
Musician	12	2d6	5	4	Tefsyn Rhyfle	Musician (4)	32 (1)
Standard Bearer	12	1d6+2	5	4	Tefsyn Rhyfle	Standard	30 (1)
Squirrel Handler	12	1d6+2	5	4	Tefsyn Rhyfle	Pykpyk (3)	30 (1)



Specialist Profiles

Ergydiwr	Sk	Mt	MA	T	Equip	Special Abilities	Points
Trench Raiders	13	2d6+1	6	4	Pistol, Billhook Knife	Bombardier, Infiltrate	46 (3)
Trench Raider Yawdryl	13	2d6+1	6	4	Pistol, Billhook	Leader (3/4), Infiltrate, Pole-arm	52 (1)

Tyllwr Autoped Riders

Ergydiwr	Sk	Mt	MA	Toughness	Damage	Equipment	Special Abilities	Points
Autoped Rhyfler								
Autoped Rhyfler	12	1d6+1	8/6	5	2	Pistol	Rattleped	30 (3)
Dismounted Autoped Rhyfler	12	1d6+2	5	4	---	Pistol		
Autoped Yawdryl								
Autoped Yawdryl	12	1d6+1	8/6	5	2	Pistol	Rattleped	34 (1)*
Dismounted Autoped Yawdryl	12	1d6+2	5	4	---	Pistol	Leader (2/4)	

*Adding a Autoped Yawdryl to your Patrol removes the normal Force Allowance restriction on Autoped Rhyflers.

Rattleped Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Rattleped from the battlefield, and replace with OOA Dismounted Rider.
5	Rattleped is destroyed. Replace mounted rhyfler with dismounted rider and roll on Mounted Crash Skill Check. Place a Smoke Template where rattleped was hit.
3-4	Rattleped is Damaged. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled.

Heavy Weapon Crews

Hulbough Field Gun

Weapon Crew

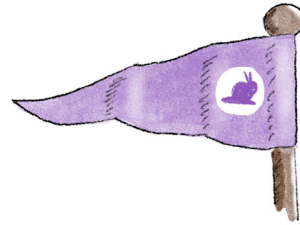
50 (2) pts

Crew: 2	Sk: 12	T: 4	D: 2	Break: –	MA: 4		
Heavy Weapon		Rn	Arc	Type			
Hulbough Field Gun		12	45°	Blast			
Abilities		Carriage, Slow reload, Blast (Medium, 1d6+2)					
Damage Chart			Damage Level				
7+	Weapon Crew are Disabled. Remove from Battlefield		0	Fully Operational: All Crew can perform their Tasks.			
5-6	Weapon Crew suffers 1 point of Damage.		1	Shaken: Attacks are at -4 unless 2 Activations are spent by the crew to perform the Combat Task.			
3-4	Weapon Crew is Gobsmailed. Remove Rattled Status if present.		2	Disabled: Remove from Battlefield			
1-2	Weapon Crew Rattled.						

Damage Taken:

The Rhyflers of Gloam Hyyn

Unit Profiles



Weapons

Weapon	R	Sn	Traits
Pistol	4	-1	
Harlech Carbine	6	-2	
Doru	4	-1	Select Fire(2)
Cryfen	8	-3	Automatic (2), Loader
Blunderbuss	4	-1	Shotgun, Slow reload
Paired Flyntlock Pistols	4	-1	Large Caliber



Standard Profiles

Gloam Hyyn	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Rhyfler	12	2d6-1	5	4	Harlech Carbine	Support	25
Trapper	13	2d6-1	5	4	Harlech Carbine	Skirmisher, Trapper	36 (1)
Milwer	12	1d6+2	5	4	Cryfen	Leader (2/3)	34 (1)
Yawdryl	12	1d6+2	5	4	Doru	Leader (3/5), The Gloam has Eyes	38 (1)
Sarf-cyn Handler	12	2d6	5	4	Harlech Carbine, Goat	Scout (2'/6)	29 (1)
Sarf-cyn	13	2d6	6	4	Teeth and Claws	Creature, Skirmisher, Taste for Squirrel	22 (2) ²

¹The Sarf-cyn Handler may only Group Move or perform the Scouting Party Task with Sarf-cyn under their command.

² A Sarf-cyn Handler is not required to take Sarf-cyn as part of the Patrol.

Taste for Squirrel

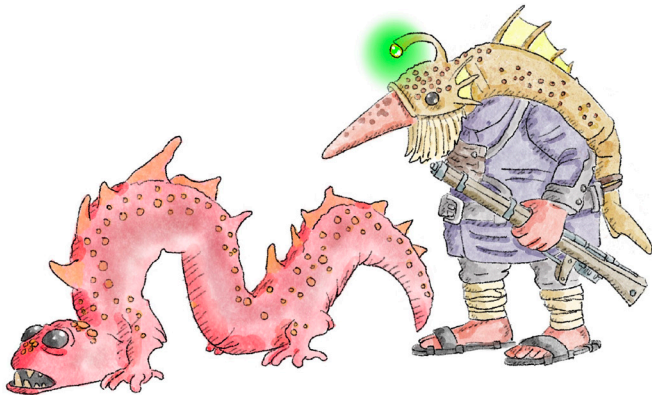
While certainly not a picky eater, the Sarf-cyn is known to go out of its way for its favorite snack. When a commander uses a Pykpyk, roll 1d6 for each unit with this ability on the field. On a 5-6, the PykPyk is eaten while trying to complete its task and is spent for no effect.

The Gloam has Eyes

Gloam Hyyn Yawdryls are known for their ability to guide their squads through the roughest terrain. Rhyflers within command range of this unit gain the Skirmisher ability.

Command Profiles

Gloam Hyyn	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
is-Caerten	12	2d6	5	4	Pistol, Sword	Leader (2/5)	30 (1)
Standard Bearer	12	1d6+2	5	4	Doru	Standard	35 (1)
Squirrel Handler	12	1d6+1	5	4	Harlech Carbine	PykPyk (3)	30 (1)
Cook	12	1d6+1	5	4	Harlech Carbine	Medic	30 (1)
Musician	12	1d6+2	5	4	Harlech Carbine	Musician (4)	30 (1)



Specialist Profiles

Gloam Hyyn	Sk	Mt	MA	Toughness	Equipment	Special Abilities	Points
Marksquar	12	1d6+1	5	4	Harlech Carbine	Dead-eye	28 (2)
Poacher	12	1d6+1	5	4	Blunderbuss		32 (1)
Buccaneer	12	2d6	5	4	Paired Flyntlock Pistols	Multi-Attack (2)	36 (1)
Bootlegger	12	1d6+2	5	4	Hatchet, pistol	AT Grenades, Skirmisher	40 (1)

Tractors

Squeedle Tracked 65 (1) pts	Crew: 2		Individual Activation		Skill: 12	MA: 6/4
	Abilities		Turretless, Agile, Scouting Vehicle			
	Integral Weapon	Rn	Arc	Abilities		
	44mm Rifled Gun	8	45°	Blast(Small, 2d6-1), Precision Fire		
	Location(Damage Points)					
		Tread(3)	Hull(2)		Engine(2)	
	Front	1-2(AV6)	3-6(AV7)			
Side	1-3(AV6)	4-5(AV7)		6(AV5)		
Rear	1-2(AV6)	3-4(AV7)		5-6(AV5)		

Damage Taken:

PROFILES 10/26

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Cavalry Profiles

Gloam Hyyn	Sk	Mt	MA	T	Damage	Equipment	Special Abilities	Points
Skirmish Riders Pistoleers, Paired Flyntlock Pistols								
Mounted Pistoleer	12	2d6-1	8/6	4	2	Paired Flyntlock Pistols	Multi-Attack (2) Cadier	44 (2)
Dismounted Pistoleer	12	2d6	5	4	---	Paired Flyntlock Pistols	Multi-Attack (2)	---
Skirmish Riders Pistoleer Yawdryl, Paired Flyntlock Pistols								
Mounted Pistoleer Yawdryl	13	2d6-1	8/6	4	2	Paired Flyntlock Pistols	Multi-Attack (2) Cadier	49 (1)*
Dismounted Pistoleer Yawdryl	13	2d6	5	4	---	Paired Flyntlock Pistols	Multi-Attack (2) Leader (2/4)	---

*Only one Pistoleer Yawdryl per 300 points. Adding a Pistoleer Yawdryl to your Patrol removes the normal Force Allowance restriction on other Pistoleers.

Cadier Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider. Rider makes a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.

Cadier

Temperamental beasts on a good day, cadier are often difficult to control for their rider, especially when wounded. Cadier have the Thunderous Hooves and Skittish special abilities.

Additionally a cadier that is affected by the 2-5/2-5 result on the Fragmentation Grenade chart is Rattled instead of going Prone.

Skittish

Certain events upon the battlefield make a cadier even more uncooperative. A Rattled cadier may not perform a Charge Task until the status is cleared. If a Charging Cadier is hit by a Snapshot from its target and is Rattled, it continues the Charge but the Melee Attack suffers a -2 Penalty.

Thunderous Hooves

The sound of a charging mounted rhyfler is unmistakable, more so when you are the target of said charge. A rhyfler that is Charged by a unit with this ability may choose to Skedaddle as a reaction to the Melee attack. This is resolved using the Ranged Attack Reaction rules. (pg 16 Free Rules, pg 20 Paid rules)

Hoblyn Valley Rangers

Unit Profiles

Weapons

Weapon	R	Sn	Traits
Pistol	4	-1	
Sprgyt Mk3 "Sketych"	6	-2	
"Fthyll" Hunting Rhyfle	10	NA	Large Caliber
Bensa F6	6	-2	Select Fire(2), Large Caliber
FF10 Shotgun	4	-2	Shotgun
is-Haem Long Rhyfle	10	-3	
GМК4 Lance	6" only	NA	Grafaenk Lance

Squad Organization

Yawdryl
Sketych SMG

han-Gaefyn
Bensa LMG

Rhyfler x2
"Fthyll" Flyntlock

Fynrydhad
"Slug"
Attached Squad
Tractor

Rhyfler x2
Sketych SMG

Standard Profiles

Hoblyn Valley Rangers	Sk	Mt	MA	T	Equipment	Special Abilities	Points
Gaefyn	10	1d6+1	5	4	Sketych	Support, Cautious	18
Gaefyn	10	1d6+1	5	4	Fthyll	Cautious	22 (2)
han-Gaefyn	10	1d6+1	5	4	Bensa LMG	Cautious	28 (1)
Yawdryl	11	1d6+1	5	4	Sketych	Leader (3/6), Cautious	25 (1)

Cautious

Having never been trained well, or regularly, the bulk of the Hoblyn Valley Rangers are very tentative on the battlefield. Rhyflers with this ability gain Ranged (+1) when positioned behind Obstructing Cover.

Attached Squad Tractor

Fynrydhad “Slugs” Squad Tractor 65 (2) pts	Crew: 1	Individual Activation			Skill: 11	MA: 4/3
	Abilities		Turret, Agile			
	Integral Weapon		Rn	Arc	Abilities	
	Anti-Tractor Rhyfle		8	90°	Large Caliber, Anti-Tractor	
	Location(Damage Points)					
	Tread(3)		Hull(2)		Engine(2)	
Front	1-2(AV6)		3-6(AV7)			
Side	1-3(AV5)		4-5(AV6)		6(AV5)	
Rear	1-2(AV5)		3(AV6)		4-6(AV5)	



Damage Taken:

☐	☐	☐	☐
☐		☐	☐

As the Slug is attached to a squad an exception is made allowing the tractor to be part of a Group Movement Task issued by the Yawdryl.

Specialist Profiles

Hoblyn Valley Rangers	Sk	Mt	MA	T	Equipment	Special Abilities	Points
Gamesquar	12	2d6	5	4	Shotgun, Dirk	Scout (3/4), Retinue (2)	34*
	12	2d6	5	4	Sketych, Dirk	Leader (3/4), Retinue (4)	34*
Bushbuck	12	1d6+1	5	4	is-Haem Long Rhyfle	Staff, Infiltrate	28 (2)
Flushing Bucks	11	1d6+1	5	4	Sketych, Smoke Pots	Staff	26 (2)
Kennel Master	11	1d6+1	5	4	Sketych	Staff, Pack Leader (4)	28 (2)
Fydo Coursers	11	2d6-2	8	4	Teeth and Claws	Creature, Leap (2), Pack (2)	18(2)

*Only one Gamesquar profile per 300 points.

Pack Leader (X)

This Ability removes the Force Allowance restriction of the selected Pack Creatures. Additionally the rhyfler may perform the following Task.

On Their Scent – The Pack Leader may Group Move themselves and up to X Pack Creatures regardless of their distance from said Pack Leader. This counts as one Activation for all units moved.

Retinue (X)

It is the loyal Gamesquar who actually run the grand estates of the Hoblyn Valley Noblebucks, with the assistance of their Staff. Be that the talented Bushbuck hunters stalking their quarry, the Flushing Bucks digging out hidden prey, or the Kennel Master and his Coursers that run the game to ground, a Gamesquar must make the tough choice of which Staff to bring on the hunt.

Rhyflers with this Ability may bring up to X rhyflers with the Staff Ability. They must still adhere to the Force Allowance restrictions set in their profiles.

Smoke Pot

Originally designed to flush game from cover, the HVR quickly learned the utility of these devices upon the battlefield. Smoke Pots may only be thrown up to one Range Band and follow the normal Blast rules for template placement. After the attack is resolved the template is left in place until the controlling commander’s next Active Round, and counts as a Smoke Grenade template granting Obscuring cover of -1.

Staff

A rhyfler with this Ability may only be selected for a Patrol if they are part of the Retinue of another rhyfler.

Noblebuck Lancer

Hoblyn Valley Rangers	Sk	Mt	MA	T	Damage	Equipment	Special Abilities	Points
Noblebuck Lancer								
Mounted	12	1d6+1	7/5	5	2	Pistol, GMK4 Lance	Cadier, Retinue (1) Grafaenk Lance	65 (1)
Dismounted Noblebuck (Passenger)	12	1d6+1	5	4	---	Pistol GMK4 Lance	Leader (4/6) Grafaenk Lance	
Dismounted Rider	12	1d6+1	5	4	---	Pistol		

Weapons

Weapon	R	Sn	Traits
Pistol	4	-1	
Sprygyt Mk3 "Sketych"	6	-2	
FF10 Shotgun	4	-2	Shotgun
is-Haem Long Rhyfle	10	-3	
GMK4 Lance	6" only	NA	Grafaenk Lance
Smoke Pots	10	NA	Blast (Large, 1d6-1), Smoke Pot

Noblebuck Lancer Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider. Passenger makes a Mounted Crash Skill Check before being placed on the battlefield.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider and Passenger. Both make a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.

HVR Hunting Party

Though not accustomed to the noise and hub-bub of the battlefield, HVR Hunting Parties have found their niche as a multi-tool for cracking a variety of hard targets. Each member of the party has their role to play including the gallant Noblebuck!

The HVR Hunting Party works much like a standard Heavy Weapon Team except each member may only perform one Task a Round, and the Team may only perform one Combat Task total. A Hunting Party consists of the following rhyflers; a Spotter, a Scribe, a Lackey, and the esteemed Noblebuck himself.

Tasks

The Hunting Party may only perform certain Tasks. These include Recover and Steady from the standard set of Tasks which may be performed by any member of the Hunting Party. The Recovery Task can be used to recover from either Rattled or Gobsmailed but not both in the same Activation. Performing the Steady Task grants the Hunting Party a point of Pluck that will go away at the end of the Round if it is not used.

Additionally the following Tasks are bespoke to the HVR Hunting Party. Only the roles and/or weapons listed after the name may perform the Task. Some Tasks may also require the expenditure of Pluck to perform, the amount being listed after the name.

Adjust Fire Arc (Lackey/Noblebuck) – The Lackey, Noblebuck, or both may change the direction of the centerline of the Hunting Party’s Fire Arc up to 90°.

“Bring me Old Byss!” (Scribe, 1 Pluck) – The Noblebuck requests a different firearm for the next Task. The Scribe may perform this Task to shift the Hunting Party to a different weapon profile.

Call the Shot! (Spotter, Heirloom Hunting Rhyfle) – During the same Round that the Spotter performs this Task an attack made by the Noblebuck with the Heirloom Hunting Rhyfle gains a +2 to the Skill Check. If the Noblebuck does not shoot that Round this bonus is lost.

“Did you see that one, write it DOWN!!!” (Scribe) – After an attack successfully hits its target the Scribe may perform this Task to gain 2 Pluck in addition to any gained by the attack.

“Head ‘em out, the game is better over there!!!” (Lackey/Noblebuck) – Having Grown tired of his current position the Hunting Party moves up to its Movement Allowance. The Hunting Party may not Sprint.

“I’m out!!!” (Scribe, Spotter, Lackey) – A party member may perform this Task to reload the Heirloom Hunting Rhyfle.

“Keep them coming!!!” (Spotter, Rapid-Fire Revolving Rhyfle, 1 Pluck) – The Spotter may perform this Task to grant the Rapid-Fire Revolving Rhyfle Automatic (0) for its next attack. If the Noblebuck does not fire this Round the bonus is lost.

“Steady!!!” (Noblebuck) – The Noblebuck attacks with the Hunting Party’s current weapon profile. Apply any bonuses gathered by other Tasks this Round to the attack.

“There! Right by the viewport!!!” (Spotter, Antique Faerf Gun) – The Spotter may perform this Task to grant the Antique Faerf Gun the Anti-Tractor trait until the end of the current Round.

HVR Hunting Party

Weapon Crew 85* pts

*Only one HVR Hunting Party per Patrol.

Crew: 4	Sk: 12	T: 4	D: 4	Break: -	MA: 5
Bespoke Weapons		Rn	Arc	Abilities	
Heirloom Hunting Rhyfle		8	45°	Bolt-Action	
Rapid-Fire Revolving Rhyfle		8	90°	Automatic (2)	
Antique Faerf Gun		6	180°	Large Caliber	

Damage Chart

Damage Level

8+	Weapon Crew are Disabled. Remove from Battlefield.	0	Fully Operational: All members of the Hunting Party may perform their Tasks.
7	Hunting Party suffers 2 points of Damage.	1	Shaken: Unnerved by stray bullets the Hunting Party gathers a -2 penalty to all Skill Checks.
5-6	Hunting Party suffers 1 point of Damage.	2	Hampered: After a close call the Hunting Party may no longer be given more than 3 Activations a Round.
3-4	Hunting Party is Gobsmailed. Remove Rattled Status if present.	3	Disabled: Having taken serious fire the Hunting Party may no longer be given more than 2 Activations a Round.
1-2	Hunting Party becomes Rattled.	4	Disbanded: Hunting Party is removed from Battlefield.

Damage Taken:

Hoblyn Valley Beer Run

Casganarwyn

While the enlisted bucks love it, the officers find these modified Gofda crawlers a tricky weapon to wield. Led into battle by the “Casganarwyn” the Beer Run offers boosted spirits at the cost of potential distraction.

The Casganarwyn brings to the battlefield with them an Inspiring Presence that’s effectiveness varies by how much the nearby rhyflers have had to drink.

After deploying the Casganarwyn sets their Inspiring Presence level by rolling a d3. The result of the roll is their Level in the Ability until the unit chooses to spend an Activation to roll again.

Level 1 – Rhyflers within 3” may perform a free Steady Task this round.

Level 2 – Rhyflers within 5” gain +1 Movement Allowance until the beginning of their commander’s next round.

Level 3 – Rhyflers within 3” Gain +1 Sk until the beginning of the commander’s next round.

After a rhyfler makes use of an Inspiring Presence bonus they must then roll on the In Their Cups! chart to see if their indulgence has an effect on future performance upon the battlefield. The bonus chosen must be equal to or lower than the Level rolled.

Examples

With the Casganarwyn at level 1 a rhyfler performs the Steady Task in order to gain a Pluck. After gaining the Pluck the rhyfler then has to roll on the chart and immediately apply the result. This could result in the Inspired rhyfler gaining an Activation in the best case, or going Out of Action as a worst case.

With the Casganarwyn at level 2 a rhyfler performs a Movement Task with the bonus. After completing that Task they would then roll on the chart and immediately apply the result.

“Beer Run” Modified Gofda Crawler 65 (1) pts	Crew: 3	Individual Activation		Skill: 11	MA: 4/3	T: 5
	Abilities		Casganarwyn			
	Integral Weapon	Rn	Arc	Abilities		
	M8-c MMG	8	90°	Automatic (0), Rear Facing		
	d6		Damage Chart			
	7+	Vehicle is Disabled. Place a Smoke Template under the vehicle. Rhyflers within 4” of the wreck become Gobsmacked at the loss of the liquid courage.				
	6	Vehicle Suffers 2 Damage Points. The Casganarwyn may no longer adjust their level of Inspiring Presence.				
3-5	Vehicle Suffers 1 Damage point. The M8-c MMG gains Automatic (1) for the rest of the battle.					
1-2	Vehicle becomes Rattled.					

Damage Taken: ☐ ☐ ☐

In Their Cups!	
Roll	Outcome
6/6	Tis the Breakfast of Champions!! – Full of liquid courage the rhyfler gains an immediate free Activation. This may be a second Combat Task and does not count towards the rhyfler’s two Tasks that Round.
6/-	We'll Show 'em Not to Mess With The Valley! – The Inspired rhyfler begins to sing a drinking song. Rhyflers within 8” may join in by performing a free Task which grants their commander 1 Pluck. This counts as one Task towards their limit for the Round.
6/1	I Get Up! But I Get Knocked Down Again!! – The Inspired rhyfler may immediately perform one additional Task of their choice, including a second Combat Task before becoming Out of Action. When the rhyfler is Tended to do not roll on the chart, instead use the 3 result as the rhyfler is too hungover to be fully functional.
-/-	Someone Has to Drive Us Home!! – Showing a remarkable amount of restraint the rhyfler suffers no additional effects from proximity to the Beer Run. Their Patrol gains 1 Pluck.
1/-	Let me Tell Ya 'ow We Used To Do This!! – The Inspired rhyfler starts spinning a yarn. All rhyflers within 4” must perform a free Task to stop and listen. This counts as one Task towards their limit for the Round. The Inspired rhyfler is then Gobsmacked with regret over past deeds.
1/1	For Hoblyn Valley (hic)!! – The drunken rhyfler is taken Out of Action having fallen too far into their cups! When the rhyfler is Tended to do not roll on the chart, instead use the 2 result.

Maebwysh Unit Profiles

Weapons

Weapon	R	Sn	Traits
Janglar Battle Rhyfle	8	-2	
Jokyn SMG	6	-2	
Pistol	4	-1	
Hand Cannon	4	-1	Large Caliber
Splagen B.e	6	N/A	Loader, AP Shell (Medium, 1d6+1), AT Shell (Small, 2d6),
Ceremonial Spear	4	N/A	Thrown Weapon

Squad Organization

Yawdryl
Pistol & Sword

Milwer
Jokyn & Spear

Rhyfler x3
Jokyn SMG

Rhyfler x2
Jokyn SMG

Rhyfler x1
Janglar Battle Rhyfle

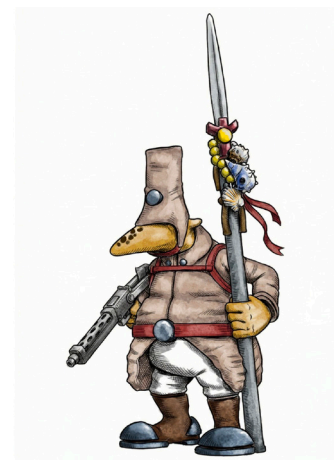
Rhyfler x2
Janglar Battle Rhyfle

Standard Profiles

Maebwysh	Sk	Mt	MA	T	Equipment	Special Abilities	Points
Rhyfler	12	1d6+1	5	4	Jokyn SMG	Support	25
Rhyfler	12	1d6+2	5	4	Janglar Battle Rhyfle	Blunt Rounds	28 (3)
Milwer	12	2d6+2	5	4	Jokyn & Spear	Leader (2/3), Pole-arm	29 (1)
Yawdryl	12	2d6+1	5	4	Pistol & Sword	Leader (3/4)	30 (1)

Specialist Profiles

Maebwysh	Sk	Mt	MA	T	Equipment	Special Abilities	Points
Torpedo Rhyfler	12	1d6+1	5	4	Splagen B.e		40 (2)
Loader	12	1d6+1	5	4	Pistol	Switch Ammo	28
Trench Raiders	13	2d6	5	4	Jokyn	Trench Armor, Parry	32 (3)
Trench Raider Yawdryl	13	2d6	5	4	Hand Cannon	Leader (3/4), Parry Trench Armor	40 (1)



Switch Ammo

A Specialist Loader with this ability usually accompanies another specialist carrying a weapon with two Blast Values listed on its profile. The first Blast Value is the weapon's default armament. The Loader may switch the weapon to the second Blast Value by performing the Prepare Weapon Task. This must be performed every time the specialists wish to use the secondary Blast Value.

Thrown Weapon

Some factions still arm their rhyflers or officers with more traditional or ceremonial weapons from a past age. These weapons may be thrown once per battle at enemy rhyflers within three Range Bands. If the target of such an attack is Gobsmacked or taken OOA the throwing rhyfler may attempt to recover their weapon by moving up to the target and spending an Activation to retrieve it. If they do so they may throw the weapon again at a later point in the battle.

Pole-arm

When this rhyfler is within 2" of an enemy they may choose to become Engaged, giving that status to the opposing rhyfler as well. Opposed rhyflers without this ability may not perform Melee Attacks against rhyflers with Pole-arm unless they are, or move to within 1" of their target. Moving in to attack may be accomplished by spending one Pluck or performing a Standard Movement Task, which does not grant a free attack nor count as a Disengage Movement Task.

Command Profiles

Maebwysh	Sk	Mt	MA	T	Equipment	Special Abilities	Points
is-Caerten	12	1d6+2	5	4	Pistol	Leader (3/6)	31 (1)
Caerten	12	1d6+2	5	4	Pistol	Leader (2/5), Inspiring Presence (2)	34 (1)
Master Yawdryl	13	2d6	5	4	Jokyn	Leader (5/4)	36 (1)
Cook	12	1d6+2	5	4	Jokyn	Medic	30 (1)
Musician	12	1d6+2	5	4	Jokyn	Musician(4)	30 (1)
Standard Bearer	12	1d6+2	5	4	Jokyn	Standard	30 (1)
Squirrel Handler	12	1d6+2	5	4	Jokyn	PykPyk(3)	30 (1)

Cavalry Profiles

Maebwysh	Sk	Mt	MA	T	Damage	Equipment	Special Abilities	Points
Maebwysh Lancer, Lance and Pistol								
Mounted Lancer	12	2d6+1	8/6	4	2	Lance, pistol	Cadier	42 (3)
Dismounted Lancer	12	2d6-1	5	4	---	Lance, pistol	Pole-arm	---
Maebwysh Lancer Yawdryl, Lance, Saber & Pistol								
Mounted Yawdryl Lancer	13	2d6+1	8/6	4	2	Lance, pistol	Cadier	49 (1)*
Dismounted Yawdryl	13	2d6	5	4	---	Saber, pistol	Leader (2/4)	---

*Only one Lancer Yawdryl per 300 points. Adding a Lancer Yawdryl to your Patrol removes the normal Force Allowance restriction on other Lancers.

Cadier Damage Chart	
D6	Attack Result
6	Rider is hit and Taken OOA. Remove Mount from the battlefield and replace with OOA Dismounted Rider.
5	Mount is taken OOA. Replace mounted unit with dismounted Rider. Rider makes a Mounted Crash Skill Check.
3-4	Mount is wounded. Unit's MA reduced to second value. If this result is rolled again treat it as a roll of 5.
1-2	Mounted Rhyfler is Rattled. Unit may not Charge until Rattled is cleared.

Cadier

Temperamental beasts on a good day, cadier are often difficult to control for their rider, especially when wounded. Cadier have the Thunderous Hooves and Skittish special abilities.

Additionally a cadier that is affected by the 2-5/2-5 result on the Fragmentation Grenade chart is Rattled instead of going Prone.

Pole-arm

When this rhyfler is within 2" of an enemy they may choose to become Engaged, giving that status to the opposing rhyfler as well.

Opposed rhyflers without this ability may not perform Melee Attacks against rhyflers with Pole-arm unless they are, or move to within 1" of their target. Moving in to attack may be accomplished by spending one Pluck or performing a Standard Movement Task, which does not grant a free attack nor count as a Disengage Movement Task.

Skittish

Certain events upon the battlefield make a cadier even more uncooperative. A Rattled cadier may not perform a Charge Task until the status is cleared. If a Charging Cadier is hit by a Snapshot from its target and is Rattled, it continues the Charge but the Melee Attack suffers a -2 Penalty.

Thunderous Hooves

The sound of a charging mounted rhyfler is unmistakable, more so when you are the target of said charge. A rhyfler that is Charged by a unit with this ability may choose to Skedaddle as a reaction to the Melee attack. This is resolved using the Ranged Attack Reaction rules. (pg 16 Free Rules, pg 20 Paid rules)

Armored Vehicles

Thalvar Combat Wagon Wheeled 70 (1) pts	Crew: 1	Individual Activation		Skill: 12	MA: 6/3
	Abilities		Turret, Agile		
	Integral Weapon	Rn	Arc	Abilities	
	72mm Cannon	8	90°	Blast (Medium, 2d6-1)	
	Location(Damage Points)				
		Wheels(3)	Hull(2)	Engine(2)	
	Front	1-3(AV6)	4-6(AV7)		
Side	1-4(AV6)	5(AV6)	6(AV5)		
Rear	1-2(AV6)	3-4(AV6)	5-6(AV5)		
Damage Taken:					

Tollyn Maeryn

Unit Profiles

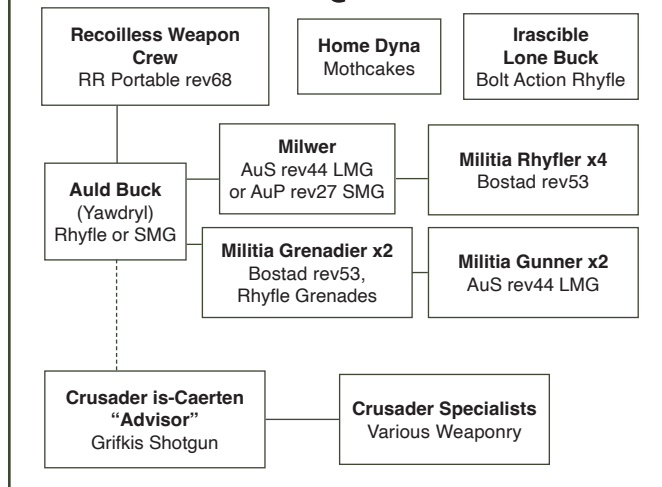
Weapons

Weapon	R	Sn	Traits
Bostad rev53 Rhyfle	8	-3	
Rhyfle Grenades	8	N/A	Indirect Fire, Blast (Medium, 1d6+2)
AuP rev27 SMG	6	-2	
Bolt-Action Rhyfle	10	-2	Bolt Action
AuS rev44 LMG	8	-3	Automatic (1), Braced
Single-Action Revolver	4	-1	Bolt Action
Grifkis	4	-1	Shotgun

Profiles

Tollyn Maeryn	Sk	Mt	MA	T	Equipment	Special Abilities	Points
Militia Rhyfler	10	1d6+2	5	4	Bostad rev53	Green, Support	18
Militia Grenadier	10	1d6+2	5	4	Bostad rev53, Rhyfle Grenades	Green	22 (2)
Militia Gunner	10	1d6+2	5	4	AuS rev44 LMG	Green	26 (2) ¹
Milwer	11	2d6-1	5	4	AuP rev27 SMG	Leader (2/3)	28 (1) ^{1,2}
	11	2d6-1	5	4	AuS rev44 LMG	Inspiring Presence (1), Burly	33 (1) ²
Auld Buck Yawdryl	12	2d6-1	5	4	Bostad rev53	Leader (3/5), Support	33 (1) ³
	12	2d6-1	5	4	AuP rev27 SMG	Leader (3/5)	33 (1) ³
Auld Buck Veteran	12	2d6+1	5	4	Single-Action Revolver	Leader (3/5), "Like This!!"	45 (1)
Militia Pykpluckers	11	1d6+2	5	4	Bostad rev53	Communications	25 (1)
Home Dyna	11	---	5	4	---	Home Army	30 (1)
Irascible Lone Buck	13	2d6	6	4	Bolt Action Rhyfle	Infiltrate, Resilient	45 (1)
Crusader "Advisor"	12	2d6-1	5	4	Grifkis	Leader (3/6)	36 (1) ⁴

Force Organization



¹ A Tollyn Maeryn Patrol may only have 2 Aus rev44 LMGs per 300 points. This can be a Milwer and a Militia Gunner or two Militia Gunners.

² A Patrol can only gather one Milwer per 300 points.

³ A Patrol can only gather one Auld Buck Yawdryl per 300 points.

⁴ Selection of a Crusader "Advisor" allows the commander to select up to 2 Crusader Specialist rhyflers to add to the Patrol.

The Points total of the Specialists and Advisor may not exceed the Points total of the Patrol's basic Militia Rhyflers.



Burly

Some rhyflers are just bigger and/or stronger than others and have an easier time with heavier equipment and weapons. A Burly rhyfler ignores the penalty gathered by the equipment trait Braced, and counts as two rhyflers when moving objects with the Heavy trait.

Home Army

The rhyflers of the Tollyn Maeryn Militia are gathered from local youth, both bucks and dynas, enlisted to protect their homes and families. Often local elder dynas form ad-hoc Home Volunteer Armies to provide support to their kits on the front lines. They enter the field of battle armed only with mothcakes and good cheer. Woe to the errant rhyfler that mistakenly targets a member of the Home Army. These dynas have the Medic ability as though they were a Cook.

If a Home Dyna is taken as part of a Tollyn Maeryn Patrol her commander adds two Event Cards to the Activation Deck. The Home Dyna may only activate when an Event Card is drawn.

She may then perform up to two Tasks. She must either Sprint to the nearest Gobsmacked or Out of Action rhyfler from either Patrol, friend or foe, or if she is near a non-Ready rhyfler she may perform a Tend Wounded or Recovery Task as appropriate.

If a Home Dyna is Gobsmacked or taken OOA from a wayward Blast template—or purposefully by a dastardly commander—a roll must be made on the They Shot Mum! Chart.

Indirect Fire

Weapons with this Trait may perform the Indirect Fire Task.

Indirect Fire (Prepare Weapon) – This attack ignores any Cover modifiers when establishing the Blast Point but always gathers a -1 penalty due to the inaccurate nature of the weapon. Any Dispersion due to a failed Skill Check is determined by the opposing commander as though the check result was >13 (the template scatters 3+d3” in the direction of the opposing commander’s choice, pg 22).

The attacking commander may target a unit they do not have within Line of Sight at an additional -2 penalty (for a total Indirect Fire penalty of -3). Rhyflers in enclosed spaces with a roof cannot be the target of an Indirect Fire Task.

“Like This!!”

Once per battle after a Militia Rhyfler within their Leadership Range (Y) fails a Ranged Attack Skill Check the Auld Buck Veteran may spend 1 or more Pluck to make an immediate Crack Shot Attack against the missed enemy, provided they too have Line of Sight to the target. This attack gathers an additional bonus equal to the amount of Pluck spent. This attack does not count as the Auld Buck Veteran’s only Combat Task for the current Round.

They Shot Mum!	
Roll	Outcome
6/6	She's Ok, She's Ok!! – The Home Dyna was missed by the attack, and all breathe a sigh of relief. The Dyna's commander gains d3+2 Pluck as they gather their strength in her defense. The attacking commander loses d3 Pluck as they think about their mistake.
6/-	That Was a Close One! – The close call has rung the Dyna's bell. She is Gobsmacked. Her fellow rhyflers gather d3 Pluck in outrage!
6/1	You Shot Mum! You Ancestor-less Savages! – The Dyna's commander may perform an immediate free attack with the rhyfler nearest to her. She is marked as Gobsmacked.
-/-	Is She Hurt – Both sides rush to the Home Dyna's aid. Until the Home Dyna is Tended to, the only Tasks that can be performed by all rhyflers, friend and foe, are Moving toward the Dyna and Tend Wounded. When she is Tended to do not roll on the chart, use the 4 result instead. Which ever side gets there first will gather d3 Pluck for aiding in her recuperation.
1/-	What did I do!?! – The attacking unit is Gobsmacked with regret. The Home Dyna is marked as Out of Action. When she is Tended to do not roll on the chart, instead use the 3 result.
1/1	Noooooooo!! – The attacking rhyfler is taken Out of Action with despair as the Dyna is marked as Out of Action. When she is Tended to do not roll on the chart, instead use the 2 result.

Cavalry Profiles

Tollyn Maeryn	Sk	Mt	MA	Toughness	Damage	Equipment	Special Abilities	Points
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Tollyn Volunteer Bicycle Dragoons, Aup rev27 SMG

Bicycle Dragoons	10	N/A	7	4	1	Aup rev27 SMG	Green, Ranged (-2), Bicycle, Flying Dismount	26 (3)
Bicycle Dragoons (dismounted)	10	1d6+2	5	4	--	Aup rev27 SMG	Green	—

Tollyn Volunteer Bicycle Dragoon Yawdryl, Aup rev27 SMG

Bicycle Dragoon Yawdryl	12	N/A	7	4	1	Aup rev27 SMG	Ranged (-2), Bicycle, Flying Dismount	36 (1)
Bicycle Dragoon Yawdryl (dismounted)	12	1d6+2	5	4	--	Aup rev27 SMG	Leader (2/5)	—

*Only one Bicycle Dragoon Yawdryl per 300 points. Adding a Bicycle Dragoon Yawdryl to your Patrol removes the normal Force Allowance restriction on other Bicycle Dragoons. The Dragoon Yawdryl's Leadership value only applies to Bicycle Dragoons.

Bicycle

The Tollyn Maeryn Militia makes great use of their Volunteer Bicycle Dragoons as a speedy method of getting information from one place to another as well as delivering some firepower where needed. Bicycle mounted units may add 2 to their Movement Allowance provided they move in a straight line. Bicycle units cannot cross Difficult Terrain.

Flying Dismount

At the end of a mounted rhyfler’s Movement Task they may attempt a Flying Dismount. Replace the bicycle with a Dismounted Rider and perform a second standard Movement Task. The Rider may not end this move Engaged with an enemy unit. Then roll on the Flying Dismount Chart and apply the results. If the initial Movement Task was a Sprint read one row lower on the chart.

Bicycle Damage Chart

D6	Attack Result
6	Rider is hit and Taken OOA. Remove bicycle from the battlefield and replace with OOA Dismounted Rider.
5	Stacked It. Bicycle is damaged, replace with Gobsmailed Dismounted Rider
3-4	Flat Tire. Bicycle is broken, replace with Prone Dismounted Rider
1-2	That was Close. Rider is Rattled

Flying Dismount

Roll	Outcome
6/6	Wicked Drop! – The Dismounted Rider may move an additional 2” and may choose to go Prone. Bicycle may be Remounted.
6/-	Cool Moves!! – The Rider dismounts at the end of the second movement and may elect to go Prone. Bicycle may be Remounted.
6/1	Meh. – The Rider dismounts successfully but the bicycle is damaged and may not be remounted.
-/-	Decent Landing! – Rider must make a Skill Check to dismount successfully. If the Check is failed the rider is Prone and the bicycle is too damaged to be remounted.
1/-	That’s Going to Leave a Mark! – The Rider crashes while dismounting during the second move. The Dismounted Rhyfler is placed halfway along the path of the second Movement Task Gobsmailed.
1/1	Yiiiiikes!! – The Rider crashes while dismounting during the second move. The Dismounted Rhyfler is placed halfway along the path of the second Movement Task Out of Action.

Heavy Weapon Crews

RR Portable rev68
Recoilless Rhyfle
Weapon Crew
45 (2) pts

Crew: 2	Sk: 10	T: 4	D: 2	Break: 1	MA: 5
Crew Abilities	Green				
Heavy Weapon	Rn	Arc	Type		
Recoilless Rhyfle	12	45°	Blast		
Abilities	Gun Shield (-1), Anti-Tractor, Slow Reload, Blast(Small, 2d6-1)				

Damage Chart			Damage Level	
7+	Weapon Crew are Disabled. Remove from Battlefield	0	Fully Operational: All Crew can perform their Tasks.	
5-6	Weapon Crew suffers 1 point of Damage.	1	Shaken: Attacks are at -4 unless 2 Activations are spent by the crew to perform the Combat Task.	
3-4	Weapon Crew is Gobsmailed. Remove Rattled Status if present.			
1-2	Weapon Crew Rattled.	2	Disabled: Remove from Battlefield	

Damage Taken: ☐ ☐

Armored Vehicles

Faelvor
Armored Wagon

Wheeled
65 (1) pts

Crew: 2

Individual Activation

Skill: 11

MA: 5/3

Abilities

Turretless, Agile

Integral Weapon

Rn

Arc

Abilities

65mm,
Rifled, rev22a

10

45°

Blast (Small, 2d6-1),
Precision Fire

Location(Damage Points)

Wheels(2)

Hull(2)

Engine(2)

Front

1-2(AV4)

3-6(AV6)

Side

1-2(AV5)

3-5(AV6)

6(AV5)

Rear

1-2(AV5)

3-4(AV6)

5-6(AV5)

Damage Taken:

Dogar
Armored Wagon

Wheeled
70 (1) pts

Crew: 2

Individual Activation

Skill: 11

MA: 5/4

Abilities

Turretless

Integral Weapon

Rn

Arc

Abilities

Aus rev33 MMG

8

90°

Automatic (0)

Location(Damage Points)

Wheels(2)

Hull(2)

Engine(2)

Front

1-2(AV4)

3-6(AV7)

Side

1-2(AV5)

3-5(AV6)

6(AV5)

Rear

1-2(AV5)

3-4(AV6)

5-6(AV5)

Damage Taken:

Torwyth
Medium Assault
Tractor

Tracked
110 pts

Crew: 3

Crewed Activation

Skill: 11

MA: 4/3

Abilities

Turretless, Lumbering

Main Gun

Rn

Arc

Abilities

SB135 rev21
Smoothbore Cannon

N/A

45°

Blast (Large, 2d6-1)

Location(Damage Points)

Treads(3)

Hull(4)

Engine(2)

Front

1-2(AV6)

3-6(AV7)

Side

1-2(AV6)

3-5(AV7)

6(AV5)

Rear

1-2(AV6)

3(AV7)

4-6(AV5)

Damage Taken:

PROFILES 10/26

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FREQUENTLY ASKED QUESTIONS

New Questions, 10/26

When a Rattled Mounted unit Dismounts is the unit still Rattled?

Yes, the dismounted unit is still rattled. However when Dismounting the unit may spend a point of Pluck to remove Rattled Status.

How do Cavalry units attack Armored Vehicles in Melee?

Cavalry vs Armored Vehicle melee attacks use the same method as rhyflers. They roll on the Assaulting Vehicles chart just like infantry but do not stay in contact/Hanging On with the vehicle. Cavalry units may perform this Assault at any point which they are next to a vehicle during a Cavalry Charge Task.

How does one get a result higher than 6 on Mounted Unit and Weapon Crew Damage Charts?

Standard Ranged attacks may get a bonus to the Damage Chart if they Concentrate Fire against Mounted Units and Weapons Crews as per Attacks Against Standard Vehicles, Pg 53, repeated below.

Concentrated Fire

An attacker with the Support Ability may add 1 to their Damage Chart Roll for each supporting Rhyfler instead of the bonus to the Skill Check (pg 26). This must be stated when the attack is declared.

When attacking with weapons that have the Area Fire Trait the rhyfler may choose to only target the standard vehicle; this grants +2 to the attack's Damage Roll.

How are Firing Arcs Measured on Weapon Crews and Vehicles?

The center of the Fire Arc is aligned with the centerline of the weapon. For example, a weapon with a 90° Fire Arc is measured 45° to either side of the weapon's centerline.

Previous Questions

When the target of a Snapshot chooses to Skedaddle are both penalties applied to the Skill Check?

Yes, both the Snapshot Modifier of the weapon and the -4 for Skedaddle are applied.

Skedaddle **does not** stack with other modifiers gathered by the target, such as Cover or Speed. It **does** stack with modifiers gathered by the attacker, such as Range and Snapshot.

Can a rhyfler perform Powerful Blow when Charging an enemy Rhyfler?

Yes, however it can be expensive! To use Powerful Blow on a Charge the commander would have to spend 1 Pluck for the Charge and an additional 1 Pluck for Powerful Blow. Rhyflers with the Wallop ability do not need to spend the second point of Pluck as the ability allows them to perform a Powerful Blow without the additional cost.

How long is the Pluck gained from the Steady Recovery Task available to the rhyfler?

The Pluck gained by a rhyfler goes away if it is not used during the Round in which the Steady task was performed.

If a Heavy Weapon Team rolls an Extreme result of 18 what happens?

The Heavy Weapon Team is removed from the battlefield as the weapon has failed in a spectacular fashion is no longer operational if not destroyed.

When Activating a Crewed Activation Vehicle and a crew member cannot perform a Task does the Activation still need to be spent before moving on to the next position?

Yes, the Activation must still be spent even if there are no Tasks that crew member can perform.

When a rhyfler attacks using a weapon with an ability that can effect multiple targets (such as Shotgun, Select Fire, and Automatic/Area Fire) and is wounded by Return Fire from the enemy, when is the attacking rhyfler's Status changed to OOA?

If a rhyfler attacking multiple enemies is wounded due to Return Fire from any of the target rhyflers, any remaining attacks are resolved as normal before the attacker's Status is changed to OOA.

Can a rhyfler perform Tend Wounded on an enemy rhyfler?

Yes! And you gain the point of Pluck for a result of 4-6.

Can a rhyfler attack an Out of Action Rhyfler?

No. The Laws of War discourage such an action.

Can a Rhyfler without Dead-Eye perform the Aimed Shot Task?

No, with the new rules, only models with the Dead-Eye ability can use the Aimed Shot Task.

Does applying the Gobsmacked condition to an already Gobsmacked rhyfler with a Blast Attack put the target Out of Action?

No. Only melee attacks put already Gobsmacked rhyflers Out of Action on a second Gobsmacked result.

Are Fragmentation Grenades Blast Weapons?

No, Fragmentation grenades do not have the Blast trait, and cannot be thrown at tractors as a result.

How many times can a rhyfler use Return Fire in one Round?

A rhyfler may respond with Return Fire as many times as they are targeted with a ranged attack during a round.

How many times can a single rhyfler Snapshot in a round?

A single rhyfler may only use Snapshot once per enemy Task. That rhyfler may react to as many different Tasks as they wish, provided they have enough Pluck available.

Can I target the ground with a Blast Point?

No, when determining the initial Blast Point, it must be centered on a model. As the result of a miss, the Blast Point can drift so that it is centered on the ground and not a model.

Can a rhyfler Skedaddle while Prone?

Yes! If a prone rhyfler Skedaddles, their Movement Allowance is halved as normal for prone movement. If there is no cover within their Movement Allowance, the Skedaddling model moves 1" in any direction and is Gobsmacked.

Can a rhyfler perform a Melee Attack while Prone?

Yes. Being Prone does not give you any penalties to your Skill Check in melee but does allow your opponent to more easily hit the prone model.

Does Skirmisher stack with Prone?

Yes, the Skirmisher ability now confers a -1 Obscuring cover modifier, and stacks as any other obscuring cover would (See pg. 19 of the Core Rulebook / Paid PDF or pg 15 of the Free PDF).

Can a rhyfler perform a normal Ranged Attack with a Primed Explosive?

Yes, this consumes the combat task for that rhyfler, meaning they are still at risk of dropping their primed explosive until their next Round.

If a rhyfler chooses not to Skedaddle or Return Fire, does my opponent get a Skill penalty to their attack?

No, choosing not to react to a ranged attack confers no Skill penalty to the attacker.

Where does a target in the middle of a Blast Template get pushed?

The model is pushed away from the Blast Point to the edge of the template in the direction of the attack.

Imagine a line between the attacker and the Blast Point. The rhyfler is pushed to the edge of the template in a continuation of that line.