

- ABILITY -



- TYPE -	- LIMIT -	- RACE -
Ability	1	Freyllarkai

REQUIREMENTS -

- DURATION -
Cool
Down

6

- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of.

The Unit or Detachment targets an unoccupied area of Open Ground within 12" and Line of Sight that is 6" wide and 1" in depth. The area is now Impassable Ground with a Defence value of 7 and an Endurance value of 2. The area may be cleared and restored to Open Ground by subjecting it to an Attack Order that causes a

Casualty.

- ABILITY -

BATTLE ORDER

- ABILITY -

- ABILITY -



- TYPE -	- LIMIT -	- RACE -
Ability	1	Freyarkai

- REQUIREMENTS -

Simple Order

Unit (Falkai or Marcus)

- DURATION -
Cool
Down
5

- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of.

The Unit or Detachment targets an area of Ground within 12" and Line of Sight that is 2" in diameter. All Units either partially or fully within this area are immediately pushed up to 4" directly away from the very centre of the area in a straight line.

in a straight line.

- ABILITY -

BATTLE ORDER

- ABILITY -

- ABILITY -



- TYPE -	- LIMIT -	- RACE -
Ability	1	FreyLarkai

- REQUIREMENTS -

Simple Order

Unit (Falkai or Marcus)

- DURATION -
Cool
Down
5

- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of.

The Unit or Detachment targets an area of Ground within 12" and Line of Sight that is 2" in diameter. All Units either partially or fully within this area are immediately pushed up to 4" directly away from the very centre of the area in a straight line.

in a straight line

- ABILITY -

BATTLE ORDER

- ABILITY -

- ABILITY -



- TYPE -	- LIMIT -	- RACE -
Ability	1	FreyLarkai

REQUIREMENTS

- DURATION -
Cool
Down
5

- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of.

The Unit or Detachment targets an Enemy Unit or Detachment within 12" and Line of Sight. The target suffers the Blind (3) Condition.

The target suffers the Blind (3) Condition

- ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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DISPLACEMENT

- REQUIREMENTS - Simple Order Unit (Rarni)	- DURATION - Cool Down 5
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets an Enemy Unit or Detachment within 12" and Line of Sight. The target suffers the Paralyse (2) Condition.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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CLOSE WOUNDS

- REQUIREMENTS - Passive Order Unit (Galadrick, Loredan or Nathaniel)	- DURATION - Cool Down 3
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- ORDER -

The Commander issues a Passive Order to the Unit. Before assigning Casualties this Turn, you may remove 1 Hit from the Unit's Wound Pool or the Wound Pool for the Detachment that it is part of.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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CLOSE WOUNDS

- REQUIREMENTS - Passive Order Unit (Galadrick, Loredan or Nathaniel)	- DURATION - Cool Down 3
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- ORDER -

The Commander issues a Passive Order to the Unit. Before assigning Casualties this Turn, you may remove 1 Hit from the Unit's Wound Pool or the Wound Pool for the Detachment that it is part of.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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CLOSE WOUNDS

- REQUIREMENTS - Passive Order Unit (Galadrick, Loredan or Nathaniel)	- DURATION - Cool Down 3
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- ORDER -

The Commander issues a Passive Order to the Unit. Before assigning Casualties this Turn, you may remove 1 Hit from the Unit's Wound Pool or the Wound Pool for the Detachment that it is part of.

ABILITY -

BATTLE ORDER

ABILITY -

BATTLE ORDER

ABILITY -

BATTLE ORDER

ABILITY -

BATTLE ORDER

ABILITY -

BATTLE ORDER

- TYPE -	- LIMIT -	- RACE -
Ability	2	Freytarkai

DOMINATE

- REQUIREMENTS -	- DURATION -
Simple Order Unit (Alicah)	Cool Down 6

ORDER

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets a Friendly Unit or Detachment within 12" and Line of Sight. The target receives an immediate Passive March Order.

ABILITY -

BATTLE ORDER

- TYPE -	- LIMIT -	- RACE -
Ability	2	Freytarkai

DOMINATE

- REQUIREMENTS -	- DURATION -
Simple Order Unit (Alicah)	Cool Down 6

ORDER

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets a Friendly Unit or Detachment within 12" and Line of Sight. The target receives an immediate Passive March Order.

ABILITY -

BATTLE ORDER

- TYPE -	- LIMIT -	- RACE -
Ability	2	Narлакai

ENSNARE

- REQUIREMENTS -	- DURATION -
Simple Order Friendly Narлакai Unit or Detachment	Cool Down 6

ORDER

The Commander issues a Simple Order to a Friendly Narлакai Unit or Detachment, which targets an Enemy Unit or Detachment in Close Combat. The Target suffers the Trap (4) Condition.

ABILITY -

BATTLE ORDER

- TYPE -	- LIMIT -	- RACE -
Ability	2	Narлакai

ENSNARE

- REQUIREMENTS -	- DURATION -
Simple Order Friendly Narлакai Unit or Detachment	Cool Down 6

ORDER

The Commander issues a Simple Order to a Friendly Narлакai Unit or Detachment, which targets an Enemy Unit or Detachment in Close Combat. The Target suffers the Trap (4) Condition.

ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyjarkai
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HEAL INJURIES

- REQUIREMENTS - Simple Order Unit (Idrell, Loredan or Nathaniel)	- DURATION - Cool Down 5
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit targets a Friendly Unit within 3" and Line of Sight that is a Casualty. The target is stood upright and may receive Orders once more. The recovered Unit may choose to form part of the Unit's Detachment.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyjarkai
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FOREWARNING

- REQUIREMENTS - Simple Order Unit (Keshar)	- DURATION - Cool Down 4
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets a Friendly Unit or Detachment within 6" and Line of Sight. The target suffers the Evade (2) Condition.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyjarkai
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FORESIGHT

- REQUIREMENTS - Simple Order Unit (Darlia or Kirlika)	- DURATION - Cool Down 4
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets a Friendly Unit or Detachment within 12" and Line of Sight. The target suffers the Evade (3) Condition.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyjarkai
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FORESIGHT

- REQUIREMENTS - Simple Order Unit (Darlia or Kirlika)	- DURATION - Cool Down 4
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets a Friendly Unit or Detachment within 12" and Line of Sight. The target suffers the Evade (3) Condition.

ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER

- TYPE -	- LIMIT -	- RACE -
Ability	1	Freyarkai

HEAL INJURIES

- REQUIREMENTS -	- DURATION -
Simple Order Unit (Idrell, Lorecan or Nathaniel)	Cool Down 5

ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit targets a Friendly Unit within 3" and Line of Sight that is a Casualty. The target is stood upright and may receive Orders once more. The recovered Unit may choose to form part of the Unit's Detachment.

ABILITY -

BATTLE ORDER

- TYPE -	- LIMIT -	- RACE -
Ability	1	Freyarkai

HEAL INJURIES

- REQUIREMENTS -	- DURATION -
Simple Order Unit (Idrell, Lorecan or Nathaniel)	Cool Down 5

ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit targets a Friendly Unit within 3" and Line of Sight that is a Casualty. The target is stood upright and may receive Orders once more. The recovered Unit may choose to form part of the Unit's Detachment.

ABILITY -

BATTLE ORDER

- TYPE -	- LIMIT -	- RACE -
Ability	1	Freyarkai

IMBUE PROJECTILES

- REQUIREMENTS -	- DURATION -
Simple Order Unit (Kryshat)	Cool Down 5

ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment suffers the Light (4) Condition for Ranged attacks.

ABILITY -

BATTLE ORDER

- TYPE -	- LIMIT -	- RACE -
Ability	1	Freyarkai

IMBUE WEAPONS

- REQUIREMENTS -	- DURATION -
Simple Order Unit (Ragnar)	Cool Down 5

ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment suffers the Light (4) Condition for Close Combat attacks.

ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Ravnarkai
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JUGGERNAUT

- REQUIREMENTS - Passive Order Friendly Ravnarkin Unit or Detachment	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Passive Order to a Friendly Ravnarkin Unit or Detachment. The Unit or Detachment moves up to double its Movement value when carrying out a Charge Order this Turn.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Ravnarkai
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JUGGERNAUT

- REQUIREMENTS - Passive Order Friendly Ravnarkin Unit or Detachment	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Passive Order to a Friendly Ravnarkin Unit or Detachment. The Unit or Detachment moves up to double its Movement value when carrying out a Charge Order this Turn.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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LEGION (X)

- REQUIREMENTS - Simple Order Unit (Krashnar)	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit removes a Race (X) Casualty within 3" and Line of Sight of the Unit from the Battlefield. Deploy a new Unit with the Name (X) in its place. This new Unit may choose to form part of the Unit's Detachment.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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MIND WAR

- REQUIREMENTS - Simple Order Unit (Lileah or Lothnar)	- DURATION - Cool Down 4
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets an Enemy Unit or Detachment within 12" and Line of Sight. The target suffers the Stagger (3) Condition.

ABILITY -

BATTLE ORDER

- ABILITY -

BATTLE ORDER

- ABILITY -

BATTLE ORDER

- ABILITY -

BATTLE ORDER

- ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyllarkai
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MIND WAR

- REQUIREMENTS -
Simple Order
Unit (Aileah or Lothnat)

- DURATION -
Cool
Down

4

- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of.
The Unit or Detachment targets an Enemy Unit or Detachment within 12" and Line of Sight.
The target suffers the Stagger (3) Condition.

- ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Louperdu
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MIST

- REQUIREMENTS -
Simple Order
Friendly Louperdu
Unit or Detachment

- DURATION -
Cool
Down

6

- ORDER -

The Commander issues a Simple Order to a Friendly Louperdu Unit or Detachment.
The Unit or Detachment suffers the Ethereal (4) Condition.

- ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Louperdu
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MIST

- REQUIREMENTS -
Simple Order
Friendly Louperdu
Unit or Detachment

- DURATION -
Cool
Down

6

- ORDER -

The Commander issues a Simple Order to a Friendly Louperdu Unit or Detachment.
The Unit or Detachment suffers the Ethereal (4) Condition.

- ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyllarkai
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PREMONITION

- REQUIREMENTS -
Post Deployment
Unit (Aleska or Kirika)

- DURATION -
Discard

- ORDER -

Once each Commander has Deployed their Force, a Commander whose Force contains the Unit may Redeploy up to 2 of their Units and/or Detachments in Initiative order.

- ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Septimari
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SCUTTLE

- REQUIREMENTS - Simple Order Friendly Septim Unit or Detachment	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Simple Order to a Friendly Septim Unit or Detachment.
The Unit or Detachment suffers the Evade (2) Condition.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Louperdu
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REANIMATE (X)

- REQUIREMENTS - Simple Order Unit (Rarni or Sebastian)	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of.
Deploy a new Unit with the Name (X) within 3" of the Unit. This new Unit may choose to form part of the Unit's Detachment.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyjarkai
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REANIMATE (X)

- REQUIREMENTS - Simple Order Unit (Rarni or Sebastian)	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of.
Deploy a new Unit with the Name (X) within 3" of the Unit. This new Unit may choose to form part of the Unit's Detachment.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyjarkai
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PREMONITION

- REQUIREMENTS - Post Deployment Unit (Alaska or Kirika)	- DURATION - Discard
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- ORDER -

Once each Commander has Deployed their Force, a Commander whose Force contains the Unit may Redeploy up to 2 of their Units and/or Detachments in Initiative order.

ABILITY -

BATTLE ORDER

ABILITY -

BATTLE ORDER

ABILITY -

BATTLE ORDER

ABILITY -

BATTLE ORDER

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Septari
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SCUTTLE

- REQUIREMENTS - Simple Order Friendly Septim Unit or Detachment	- DURATION - Cool Down
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6

- ORDER -

The Commander issues a Simple Order to a Friendly Septim Unit or Detachment. The Unit or Detachment suffers the Evade (2) Condition.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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SNIPER

- REQUIREMENTS - Simple Order Unit (Natalya)	- DURATION - Cool Down
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4

- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. When carrying out a Ranged Attack Order in Line of Sight this Turn, the Unit or Detachment adds +1 to its attack rolls and denies its target the use of any Cover.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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STALACMITE

- REQUIREMENTS - Simple Order Unit (Krashnar or Mirtelle)	- DURATION - Cool Down
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6

- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets an area of Ground within 12" and Line of Sight that is 2" in diameter. The area is now Difficult Ground. All Units and/or Detachments either partially or fully within this area are immediately subject to a Passive Attack Order this Turn with an Offence value of 3.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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STALACMITE

- REQUIREMENTS - Simple Order Unit (Krashnar or Mirtelle)	- DURATION - Cool Down
--	------------------------------

6

- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets an area of Ground within 12" and Line of Sight that is 2" in diameter. The area is now Difficult Ground. All Units and/or Detachments either partially or fully within this area are immediately subject to a Passive Attack Order this Turn with an Offence value of 3.

ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER



ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Freyarkai
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WRAITH WINGS

- REQUIREMENTS - Simple Order Friendly Freylarkin Unit or Detachment	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Unit or Detachment. The Unit or Detachment suffers the Flight (2) Condition.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Freyarkai
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WRAITH WINGS

- REQUIREMENTS - Simple Order Friendly Freylarkin Unit or Detachment	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Unit or Detachment. The Unit or Detachment suffers the Flight (2) Condition.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 2	- RACE - Freyarkai
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WRAITH WINGS

- REQUIREMENTS - Simple Order Friendly Freylarkin Unit or Detachment	- DURATION - Cool Down 6
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- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Unit or Detachment. The Unit or Detachment suffers the Flight (2) Condition.

ABILITY -

BATTLE ORDER

- TYPE - Ability	- LIMIT - 1	- RACE - Freyarkai
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SUBJUGATE

- REQUIREMENTS - Simple Order Unit (Lileah)	- DURATION - Cool Down 8
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- ORDER -

The Commander issues a Simple Order to the Unit or a Detachment the Unit is part of. The Unit or Detachment targets an Enemy Unit or Detachment within 12" and Line of Sight. The target suffers the Paralyse (2) Condition.

ABILITY -

BATTLE ORDER

ABILITY



BATTLE ORDER

FORMATION



BATTLE ORDER

FORMATION



BATTLE ORDER

FORMATION



BATTLE ORDER

ABILITY

TYPE

Ability

LIMIT

2

RACE

Freyarkai

WRAITH WINGS

REQUIREMENTS

Simple Order
Friendly Freyarkai
Unit or Detachment

DURATION

Cool
Down

6

ORDER

The Commander issues a Simple Order to a Friendly Freyarkai Unit or Detachment. The Unit or Detachment suffers the Flight (2) Condition.

BATTLE ORDER

FORMATION

TYPE

Formation

LIMIT

1

RACE

Freyarkai

ADAPTABILITY

REQUIREMENTS

Passive Order
Unit (Vorlan)

DURATION

Discard

ORDER

The Unit takes a Bolster The Ranks or Break Formation Battle Order from their Commander's Discard pile and places it back into their Commander's Hand.

BATTLE ORDER

FORMATION

TYPE

Formation

LIMIT

1

RACE

Freyarkai

BOLSTER THE RANKS

REQUIREMENTS

Simple Order
Friendly Detachment
Not in Close Combat

DURATION

Discard

ORDER

The Commander issues a Simple Order to a Friendly Unit or Detachment not in Close Combat. The Unit or Detachment immediately carries out a Move Order and must Engage another Friendly Unit or Detachment in Line of Sight to form a new combined Detachment, which must adhere to normal Detachment restrictions.

BATTLE ORDER

FORMATION

TYPE

Formation

LIMIT

1

RACE

Freyarkai

BOLSTER THE RANKS

REQUIREMENTS

Simple Order
Friendly Detachment
Not in Close Combat

DURATION

Discard

ORDER

The Commander issues a Simple Order to a Friendly Unit or Detachment not in Close Combat. The Unit or Detachment immediately carries out a Move Order and must Engage another Friendly Unit or Detachment in Line of Sight to form a new combined Detachment, which must adhere to normal Detachment restrictions.

BATTLE ORDER



FORMATION -

BATTLE ORDER



FORMATION -

BATTLE ORDER



FORMATION -

BATTLE ORDER



FORMATION -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 1	- RACE - Freyjarkai
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BREAK FORMATION

- REQUIREMENTS - Complex Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -

The Commander issues a Complex Order to a Friendly Detachment not in Close Combat. One or more Units in the Detachment immediately carry out a Move Order and must break Formation. If multiple Units break Formation, some or all of these Units may form new Detachments amongst themselves, adhering to normal Detachment restrictions. Any new Detachments that form in this way immediately assume a new Formation.

FORMATION -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 1	- RACE - Septiari
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BOLSTER THE RANKS

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -

The Commander issues a Simple Order to a Friendly Unit or Detachment not in Close Combat. The Unit or Detachment immediately carries out a Move Order and must Engage another Friendly Unit or Detachment in Line of Sight to form a new combined Detachment, which must adhere to normal Detachment restrictions.

FORMATION -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 1	- RACE - Ravnarkai
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BOLSTER THE RANKS

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -

The Commander issues a Simple Order to a Friendly Unit or Detachment not in Close Combat. The Unit or Detachment immediately carries out a Move Order and must Engage another Friendly Unit or Detachment in Line of Sight to form a new combined Detachment, which must adhere to normal Detachment restrictions.

FORMATION -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 1	- RACE - Narlakai
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BOLSTER THE RANKS

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -

The Commander issues a Simple Order to a Friendly Unit or Detachment not in Close Combat. The Unit or Detachment immediately carries out a Move Order and must Engage another Friendly Unit or Detachment in Line of Sight to form a new combined Detachment, which must adhere to normal Detachment restrictions.

FORMATION -

BATTLE ORDER

FORMATION -



BATTLE ORDER

FORMATION -



BATTLE ORDER

FORMATION -



BATTLE ORDER

FORMATION -



BATTLE ORDER

FORMATION -

- TYPE - Formation	- LIMIT - 1	- RACE - Freylarkai
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BREAK FORMATION

REQUIREMENTS -
Complex Order
Friendly Detachment
Not in Close Combat

DURATION -
Discard

ORDER -
Friendly Detachment not in
Close Combat. One or more Units in the
Detachment immediately carry out a Move Order
and must break Formation. If multiple Units
break Formation, some or all of these Units may
form new Detachments amongst themselves,
adhering to normal Detachment restrictions.
Any new Detachments that form in this way
immediately assume a new Formation.

BATTLE ORDER

FORMATION -

- TYPE - Formation	- LIMIT - 1	- RACE - Natlakai
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BREAK FORMATION

REQUIREMENTS -
Complex Order
Friendly Detachment
Not in Close Combat

DURATION -
Discard

ORDER -
Friendly Detachment not in
Close Combat. One or more Units in the
Detachment immediately carry out a Move Order
and must break Formation. If multiple Units
break Formation, some or all of these Units may
form new Detachments amongst themselves,
adhering to normal Detachment restrictions.
Any new Detachments that form in this way
immediately assume a new Formation.

BATTLE ORDER

FORMATION -

- TYPE - Formation	- LIMIT - 1	- RACE - Raymarkai
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BREAK FORMATION

REQUIREMENTS -
Complex Order
Friendly Detachment
Not in Close Combat

DURATION -
Discard

ORDER -
Friendly Detachment not in
Close Combat. One or more Units in the
Detachment immediately carry out a Move Order
and must break Formation. If multiple Units
break Formation, some or all of these Units may
form new Detachments amongst themselves,
adhering to normal Detachment restrictions.
Any new Detachments that form in this way
immediately assume a new Formation.

BATTLE ORDER

FORMATION -

- TYPE - Formation	- LIMIT - 1	- RACE - Seplari
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BREAK FORMATION

REQUIREMENTS -
Complex Order
Friendly Detachment
Not in Close Combat

DURATION -
Discard

ORDER -
Friendly Detachment not in
Close Combat. One or more Units in the
Detachment immediately carry out a Move Order
and must break Formation. If multiple Units
break Formation, some or all of these Units may
form new Detachments amongst themselves,
adhering to normal Detachment restrictions.
Any new Detachments that form in this way
immediately assume a new Formation.



BATTLE ORDER

- TYPE - Formation	- LIMIT - 2	- RACE - Freyarlakai
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FORMATION

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -
The Commander issues a Simple Order to a Friendly Freyarlakai Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

- FORMATION -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 2	- RACE - Freyarlakai
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FORMATION

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -
The Commander issues a Simple Order to a Friendly Freyarlakai Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

- FORMATION -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 2	- RACE - Freyarlakai
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FORMATION

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -
The Commander issues a Simple Order to a Friendly Freyarlakai Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

- FORMATION -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 2	- RACE - Freyarlakai
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FORMATION

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -
The Commander issues a Simple Order to a Friendly Freyarlakai Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

- FORMATION -



BATTLE ORDER

- TYPE -

Formation

- LIMIT -

2

- RACE -

Natlakai

FORM UP

- REQUIREMENTS -

Simple Order
Friendly Detachment
Not in Close Combat

- DURATION -

Discard

- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

FORMATION

BATTLE ORDER

- TYPE -

Formation

- LIMIT -

2

- RACE -

Natlakai

FORM UP

- REQUIREMENTS -

Simple Order
Friendly Detachment
Not in Close Combat

- DURATION -

Discard

- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

FORMATION

BATTLE ORDER

- TYPE -

Formation

- LIMIT -

2

- RACE -

Ravarkai

FORM UP

- REQUIREMENTS -

Simple Order
Friendly Detachment
Not in Close Combat

- DURATION -

Discard

- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

FORMATION

BATTLE ORDER

- TYPE -

Formation

- LIMIT -

2

- RACE -

Ravarkai

FORM UP

- REQUIREMENTS -

Simple Order
Friendly Detachment
Not in Close Combat

- DURATION -

Discard

- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

FORMATION

BATTLE ORDER



- FORMATION -

BATTLE ORDER



- FORMATION -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 2	- RACE - Septlari
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FORMATION

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

- FORMATION -

BATTLE ORDER

- TYPE - Formation	- LIMIT - 2	- RACE - Septlari
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FORMATION

- REQUIREMENTS - Simple Order Friendly Detachment Not in Close Combat	- DURATION - Discard
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- ORDER -

The Commander issues a Simple Order to a Friendly Freylarkin Detachment not in Close Combat. The Detachment immediately assumes a new Formation. It may not Engage an Enemy Unit or Detachment whilst carrying out this Order.

- FORMATION -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Freylarkai
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COMMANDING AUTHORITY

- REQUIREMENTS - Own Turn Unit (Heldran or Septlim Overseer)	- DURATION - Discard
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- ORDER -

The Commander takes an additional Turn, immediately after their turn ends, with the same Unit or Detachment.

- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Septlari
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COMMANDING AUTHORITY

- REQUIREMENTS - Own Turn Unit (Heldran or Septlim Overseer)	- DURATION - Discard
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- ORDER -

The Commander takes an additional Turn, immediately after their turn ends, with the same Unit or Detachment.

- STRATEGY -

BATTLE ORDER



STRATEGY -

BATTLE ORDER



STRATEGY -

BATTLE ORDER



STRATEGY -

BATTLE ORDER



STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Freyarkai
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KEEN INTUITION

- REQUIREMENTS - Opponent's Turn Unit (Gedrick, Marcus or Nathanar)	- DURATION - Discard
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ORDER -

The Commander interrupts an Enemy Commander's Turn, after they have completed a Simple Order, to perform a Turn of their own. Once the Commander's Turn is complete, play returns to the Enemy Commander.

STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Freyarkai
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KEEN INTUITION

- REQUIREMENTS - Opponent's Turn Unit (Gedrick, Marcus or Nathanar)	- DURATION - Discard
--	-------------------------

ORDER -

The Commander interrupts an Enemy Commander's Turn, after they have completed a Simple Order, to perform a Turn of their own. Once the Commander's Turn is complete, play returns to the Enemy Commander.

STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Freyarkai
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KEEN INTUITION

- REQUIREMENTS - Opponent's Turn Unit (Gedrick, Marcus or Nathanar)	- DURATION - Discard
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ORDER -

The Commander interrupts an Enemy Commander's Turn, after they have completed a Simple Order, to perform a Turn of their own. Once the Commander's Turn is complete, play returns to the Enemy Commander.

STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Dire Wolves
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PINGER MOVEMENT

- REQUIREMENTS - Own Turn	- DURATION - Cool Down 4
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ORDER -

The Commander takes an additional Turn, immediately after their Turn ends, with a different Unit or Detachment.

STRATEGY -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Freyjarkai
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PINCER MOVEMENT

- REQUIREMENTS - Own Turn	- DURATION - Cool Down 4
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- ORDER -
The Commander takes an additional Turn, immediately after their Turn ends, with a different Unit or Detachment.

- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Freyjarkai
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PINCER MOVEMENT

- REQUIREMENTS - Own Turn	- DURATION - Cool Down 4
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- ORDER -
The Commander takes an additional Turn, immediately after their Turn ends, with a different Unit or Detachment.

- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Loupardu
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PINCER MOVEMENT

- REQUIREMENTS - Own Turn	- DURATION - Cool Down 4
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- ORDER -
The Commander takes an additional Turn, immediately after their Turn ends, with a different Unit or Detachment.

- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 1	- RACE - Ravnarkai
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PINCER MOVEMENT

- REQUIREMENTS - Own Turn	- DURATION - Cool Down 4
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- ORDER -
The Commander takes an additional Turn, immediately after their Turn ends, with a different Unit or Detachment.

- STRATEGY -

BATTLE ORDER



STRATEGY

BATTLE ORDER



STRATEGY

BATTLE ORDER



STRATEGY

BATTLE ORDER



STRATEGY

BATTLE ORDER

TYPE - Strategy	LIMIT - 1	RACE - Sephari
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SEIZE INITIATIVE

REQUIREMENTS - Own Turn	DURATION - Cool Down 4
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ORDER -

The Commander takes an additional Turn, immediately after their Turn ends, with a different Unit or Detachment.

STRATEGY

BATTLE ORDER

TYPE - Strategy	LIMIT - 2	RACE - Dire Wolves
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SEIZE INITIATIVE

REQUIREMENTS - Own Turn	DURATION - Discard
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ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

STRATEGY

BATTLE ORDER

TYPE - Strategy	LIMIT - 2	RACE - Dire Wolves
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SEIZE INITIATIVE

REQUIREMENTS - Own Turn	DURATION - Discard
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ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

STRATEGY

BATTLE ORDER

TYPE - Strategy	LIMIT - 2	RACE - Freylarkai
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SEIZE INITIATIVE

REQUIREMENTS - Own Turn	DURATION - Discard
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ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

STRATEGY

BATTLE ORDER



- STRATEGY -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER



- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 2	- RACE - Louperdu
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SEIZE INITIATIVE

- REQUIREMENTS - Own Turn	- DURATION - Discard
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- ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 2	- RACE - Freyjarkai
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SEIZE INITIATIVE

- REQUIREMENTS - Own Turn	- DURATION - Discard
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- ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 2	- RACE - Freyjarkai
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SEIZE INITIATIVE

- REQUIREMENTS - Own Turn	- DURATION - Discard
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- ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

- STRATEGY -

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 2	- RACE - Freyjarkai
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SEIZE INITIATIVE

- REQUIREMENTS - Own Turn	- DURATION - Discard
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- ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

- STRATEGY -

BATTLE ORDER



STRATEGY

BATTLE ORDER



STRATEGY

BATTLE ORDER



STRATEGY

BATTLE ORDER



STRATEGY

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 2	- RACE - Louperdu
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SEIZE INITIATIVE

- REQUIREMENTS -
Own Turn

- DURATION -
Discard

- ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

STRATEGY

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 2	- RACE - Ravmarkai
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SEIZE INITIATIVE

- REQUIREMENTS -
Own Turn

- DURATION -
Discard

- ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

STRATEGY

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 2	- RACE - Ravmarkai
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SEIZE INITIATIVE

- REQUIREMENTS -
Own Turn

- DURATION -
Discard

- ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

STRATEGY

BATTLE ORDER

- TYPE - Strategy	- LIMIT - 2	- RACE - Sephari
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SEIZE INITIATIVE

- REQUIREMENTS -
Own Turn

- DURATION -
Discard

- ORDER -

The Commander issues an additional Simple Order, which must be different, to the Unit or Detachment that they are currently issuing Orders to. This additional Simple Order can only be carried out in the Commander's own Turn and may not be issued when interrupting another Commander's Turn.

STRATEGY

