




COMBATANT CARD

Leader:			
Morale Mod		Melee Mod	
Missile Mod		Defense Mod	
Maneuver Mod		Influence Range	

Spell User: PP:		Elem. Bonus:

Note:	Race:	Base:	TPC:

PROFESSION CARD

RANGER	
Bonus:	+1 Range Increment
Bonus:	-2 Resistance
Restriction:	Channeling Spells Lvl 1-3
Experience Points:	<div style="display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; padding: 5px; margin: 0 5px;">F</div> <div style="border: 1px solid black; padding: 5px; margin: 0 5px;">H</div> <div style="border: 1px solid black; padding: 5px; margin: 0 5px;">  </div> </div>

1- Handed	Missile	Stealth	Special
PASSIVE SKILL RANKS 1-4			
+2 to AR	+1 Damage	Move by combatants	+1 MR
+2 Damage	+2 to AR	Partial Cover counts as full	Woods are reduced 1 level
Ignore Armor	+2 Range	Move by units	+5 Endurance
+4 Damage	Ignore SB	Only visible in clear terrain	Woods are reduced 2 levels
ACTIVE SKILL RANKS 1-4			
+1D6 AR	+1D6 for each round of aiming (max 3 turns)	Enemy does not turn to face flank attack	+5 Defense this turn.
2 attacks against same enemy	3 attacks against 2 targets within 1" of each other	Additional 1D6 for attack from Partial Cover	+1" radius each round for trap (10 hits).
Attack 5" away (loses weapon)	Double damage for successful attack	Enemy does not turn to face rear attack	Change weather next round.
3 attacks against any enemies	4 attacks against 3 targets within 1" of each other. Hit enemies roll for disruption	Damage from flank and rear attack is doubled	Merge into 1"x1" organic material.

