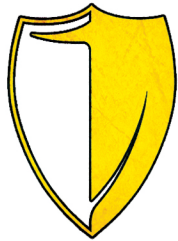




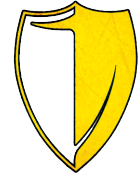
FOR WHAT REMAINS

— BLOOD ON THE RAILS —



SOL

SOLDIERS OF LIGHT



“Man looked to science for all the answers and what happened? We created monsters and made pacts with demons. Now we must set things right.”

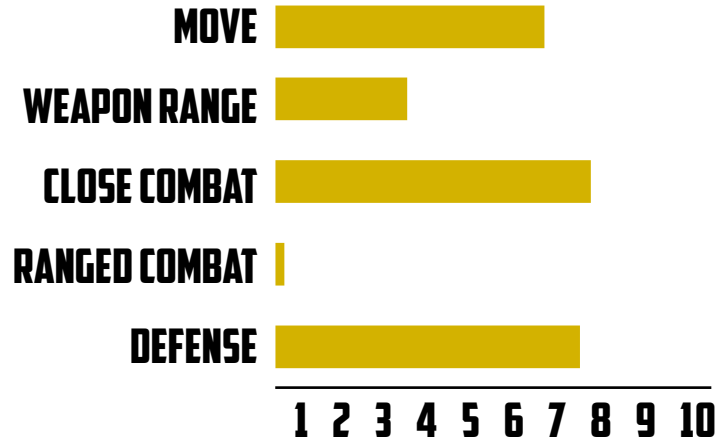
— SoL Sentinel

“Nothing is more dangerous than those who blindly follow faith.”

— Echo Pyro

The Soldiers of Light (SoL) are a faction bound together by shared religious and philosophical views. SoL believes the downfall of the human race was brought about by a dependence on technology and mankind’s attempts to create life in the form of the Erthen. Most of the members of SoL are devout followers of a single monotheistic religion built on the shared tenets and historical ties of Judaism, Christianity, and Islam. SoL believes the Last War signaled the End of Times. As such, SoL has embraced their religious beliefs and, in an attempt to atone for mankind’s sins, they have forsaken technology.

ATTRIBUTE RATINGS OVERVIEW



SoL warriors wield simple melee weapons and wear makeshift armor. They rely on this limited equipment and specialize in close combat. SoL has also mastered the domination of mutated beasts that have been tainted by the Basement and roam Earth’s wastelands. They use these beasts as mounts, beasts of burden, and as combatants.

BEASTMASTER



Classification: Human

Beastmasters are the SoL handlers for waste dragons - mutated lizard-like creatures that inhabit Earth's wastelands. Beastmasters are typically lightly armed and armored, preferring to use their waste dragon minions for both attack and defense. Beastmasters are also commonly called "whips," a nickname derived from the barbed whips they wield. They use their whips to help control the waste dragons.



Beast Handler: Special [R / V]

The Beastmaster can give an allied **Animal** character within Weapon Range and in line of sight a free, immediate Close Combat attack or Move action. The granted action cannot include the use of any ability. The Beastmaster can only use this ability on a character of the same level or lower.

Beast Master: Special [E]

The Beastmaster can give an allied **Animal** character within Weapon Range and in line of sight a free, immediate Close Combat attack or Move action. The Close Combat attack receives a bonus Close Combat die. The Move action receives a +1 Move. The granted action cannot include the use of any ability. The Beastmaster can only use this ability on a character of the same level or lower.

DRAGOON



Classification: Human / Nether

Dragoons are SoL warriors who receive specialized training in mounted combat. Oftentimes their ranks are drawn from beastmasters. They excel in wielding heavy weapons such as lances and war axes, and they also wear very heavy armor. Many dragoons outfit their waste dragon mounts with tailored barding. Waste dragons that serve as mounts for dragoons are usually very well cared for, unlike the waste dragon minions controlled by beastmasters,



Huge: Special (Passive) [R / V / E]

For a full description of the Huge ability, reference the For What Remains rulebook, p. 21.

Trample: Move-Close Combat [R / V / E]

The Dragoon can Move, make a Close Combat attack, and then Move again, or the Dragoon can Move and then make a Close Combat attack. If the Dragoon moves twice in a turn, the total movement cannot exceed her Move attribute. The Dragoon cannot make a Close Combat attack and then Move. The Dragoon cannot Move and then make a Close Combat attack against a character she began her turn adjacent to. The Dragoon does not have to end her Move when she moves adjacent to an enemy character. The Dragoon can withdraw from enemy characters after Moving and making a Close Combat attack without granting enemy characters free Close Combat attacks.

FAITH BRINGER



Classification: Human

Faith Bringers are SoL's battlefield commanders, coordinating the efforts of SoL warriors. Faith Bringers are well trained warriors, and they usually lead their squads into combat. They are typically proficient in at least a few different weapons and wear makeshift armor, preferring to leave valuable heavy armor to the dragoons and sentinels. Faith Bringers are the most zealous of all SoL warriors.



Battle Cry and Forced March Markers

Battle Cry: Special [R / V / E]

Place the Battle Cry marker on the Faith Bringer. The marker stays in place until the Faith Bringer uses Forced March, swapping the Battle Cry marker for the Forced March marker. While the Battle Cry marker is on the Faith Bringer, the Faith Bringer can give a bonus Close Combat die to all allied **Human** characters that begin their turn within the Faith Bringer's Weapon Range and line of sight. The Faith Bringer must be of an equal or higher level than the affected characters for them to receive the bonus. This enhancement cannot be used in conjunction with any Close Combat ability. The effects of this ability are not cumulative.

Forced March: Special [R / V / E]

Place the Forced March marker on the Faith Bringer. The marker stays in place until the Faith Bringer uses Battle Cry, swapping the Forced March marker for the Battle Cry marker. While the Forced March marker is on the Faith Bringer, the Faith Bringer can give a +1 Move to all allied **Human** characters that begin their turn within the Faith Bringer's Weapon Range and line of sight. The Faith Bringer must be of an equal or higher level than the affected characters for them to receive the bonus. This enhancement cannot be used in conjunction with any Move ability. The effects of this ability are not cumulative.

Inner Strength: Special (Passive) [V / E]

When the Faith Bringer loses Health and is reduced to a lower level, the Faith Bringer retains the attributes and abilities of the level of which he began the skirmish.

SENTINEL



Classification: Human

Sentinels are extremely heavily armored warriors who specialize in a martial art they dub “shield combat.” Sentinels train extensively in the use of shields, developing techniques that allow them to extend their protection to nearby allies. Sentinels serve as front line troops who provide support to more vulnerable members of SoL.



First Aid: Special [R / V / E]

The Sentinel can flip an adjacent allied **Animal** or **Human** character counter or her own counter from injured to healthy.

Protect Allies: Defense (Passive) [R / V / E]

If the Sentinel is adjacent to an allied **Animal** or **Human** character when that character is injured by an attack, the Sentinel can take the injury instead.

Shield: Defense (Passive) [V / E]

If the Sentinel is injured by an attack, roll one die. If the result is 8 - 10, ignore the injury. This ability cannot be used in conjunction with Protect Allies.

TEMPEST



Classification: Human

Tempests are SoL's quick strike skirmishers. They specialize in fighting with two weapons and are usually lightly armored, preferring mobility over defense. They typically strike against enemy flanks, using their mobility to expose vulnerabilities.



Rubble Runner: Move [R / V / E]

The Tempest can Move through Difficult Terrain and Water Terrain with no increase to Move cost.

Weapon Expert: Close Combat [R / V / E]

After the Tempest makes a Close Combat attack, you can re-roll any 1's that were rolled one time each.

Counterstrike: Close Combat-Defense (Passive) [V / E]

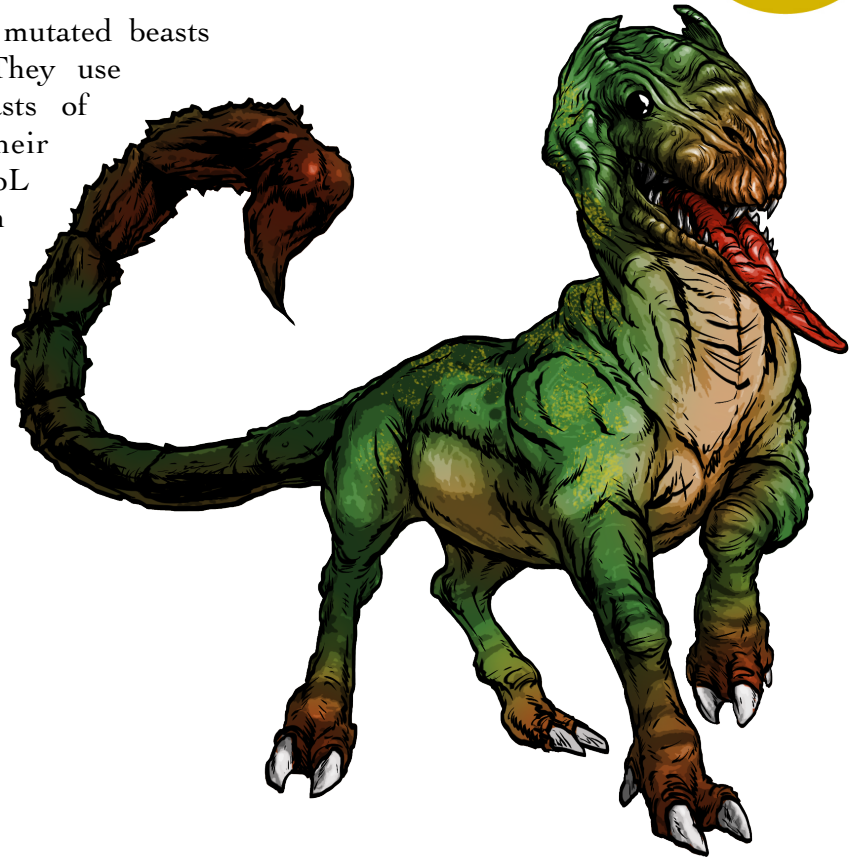
If the Tempest is injured from an attack by an adjacent character, roll one die. If the result is 8 - 10, the Tempest can make a free, immediate Close Combat attack against the adjacent character.

WASTE DRAGON



Classification: Nether / Animal

SoL makes extensive use of the mutated beasts that roam Earth's wastelands. They use these creatures as mounts, beasts of burden, and combatants in their battles against other factions. SoL primarily makes use of mammoth lizard-like beasts commonly known as "waste dragons." Waste dragons have thick hides, razor-sharp teeth, and claws. However, to be effective in combat, waste dragons must be controlled by Beastmasters.



Huge: Special (Passive) [R / V / E]

For a full description of the Huge ability, reference the For What Remains rulebook, p. 21.

Wild: Special (Passive) [R / V]

The Waste Dragon may take an action as normal if it begins its turn within Weapon Range and in line of sight of a Beastmaster of equal or higher level than the Waste Dragon. If there is no Beastmaster of equal or higher level within the Waste Dragon's Weapon Range and in line of sight, roll one ten-sided die. If the result is 1, your opponent controls the Waste Dragon for this action. If the result is 2 - 4, the Waste Dragon takes no action. If the result is 5 - 10, you control the Waste Dragon for this action.

Charge: Move-Close Combat [V / E]

The Waste Dragon can Move and then make a Close Combat attack. The Waste Dragon cannot Move and make a Close Combat attack against a character it started its turn adjacent to.