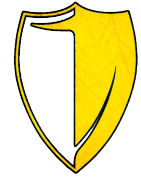
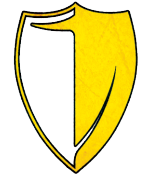


SOLDIERS OF LIGHT: ABILITIES REFERENCE



Ability Name	Ability Type	Description
Battle Cry	Special	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.
Beast Handler	Special	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	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.
Charge	Move - Close Combat	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.
Counterstrike	Close Combat - Defense (Passive)	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.
First Aid	Special	The Sentinel can flip an adjacent allied Animal or Human character counter or her own counter from injured to healthy.
Forced March	Special	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.

SOLDIERS OF LIGHT: ABILITIES REFERENCE



Ability Name	Ability Type	Description
Huge	Special (Passive)	For a full description of the Huge ability, reference the For What Remains rulebook, p. 21.
Inner Strength	Special (Passive)	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.
Protect Allies	Defense (Passive)	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.
Rubble Runner	Move	The Tempest can Move through Difficult Terrain and Water Terrain with no increase to Move cost.
Shield	Defense (Passive)	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.
Trample	Move - Close Combat	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.
Weapon Expert	Close Combat	After the Tempest makes a Close Combat attack, you can re-roll any 1's that were rolled one time each.
Wild	Special (Passive)	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.