

# ORDER: ABILITIES REFERENCE



Ability Name	Ability Type	Description
Absorb Life	Close Combat - Special	When the Fallen injures an <b>Animal</b> , <b>Human</b> , or <b>Nether</b> target with a Close Combat attack, it can flip its own counter from injured to healthy.
Bloodthirst	Close Combat	The Carnage can injure an adjacent <b>Nether</b> ally and then make two Close Combat attacks. The attacks can be against the same or different targets. Resolve the effects of the first attack before making the second.
Charge	Move - Close Combat	The Fallen can Move and then make a Close Combat attack. The Fallen cannot Move and make a Close Combat attack against a character it started its turn adjacent to.
Cannibalize	Special (Passive)	If the Abomination injures an adjacent <b>Nether</b> ally, the Abomination can flip its own counter from injured to healthy.
Horde Assault	Close Combat	The Carnage can make a Close Combat attack and add one die for each ally adjacent to the target of the attack.
Horrid Maw	Close Combat	The Abomination must use the Horrid Maw ability when making a Close Combat attack. The Abomination cannot make a normal Close Combat attack. The Abomination makes a separate Close Combat attack against each adjacent character, including allies. Resolve the effects of each attack before moving to the next.
Huge	Special (Passive)	For a full description of the Huge ability, reference the For What Remains rulebook, p. 21.
Incorporeal	Defense (Passive)	If the Wraith is injured by an attack, roll one die. If the result is 8 - 10, ignore the injury.
Mindless	Special (Passive)	The Thrall is immune to Domination, Psi-Blade, and Psychic Blast abilities. The Thrall cannot carry objects such as scavenge tokens.
Mist	Move	The Wraith can withdraw from enemy characters without granting free Close Combat attacks. The Wraith can Move through Blocking, Difficult, Elevated, and Water Terrain with no increase to Move cost, but the Wraith cannot end its turn on a Blocking Terrain space.
Nethergate	Special	The Nethermancer can place a Thrall with a designator that matches the Nethermancer within Weapon Range and line of sight, but the Nethermancer takes an injury. The Thrall that is placed is the same level as the Nethermancer, prior to any adjustment to the Nethermancer's level for being injured. On future turns, whenever the Nethermancer's action token is drawn, the Thrall may first take an action if it begins its action within Weapon Range and line of sight of the Nethermancer. The Thrall can still take actions before the Nethermancer, even if the Nethermancer becomes a Recruit. If a Thrall is defeated, the Nethermancer can place it back on the battleground by using this ability again.

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Sacrifice	Close Combat	The Thrall can add one die to a Close Combat attack by taking an injury. The Close Combat attack is made before the effects of the injury take place.
Shadowmeld	Defense (Passive)	The Fallen receives a +2 Defense against Ranged Combat attacks when in Difficult Terrain instead of the typical +1. The Fallen also receives a +1 Defense against Close Combat attacks when in Difficult Terrain.
Terrify	Ranged Combat	The Wraith must use the Terrify ability when making a Ranged Combat attack. The Wraith cannot make a normal Ranged Combat attack. The target of this attack does not receive character or terrain Defense bonuses and cannot use any Defense abilities. This attack does not injure the target; however, if the attack is successful, place a Terrify marker on the target. A character with a Terrify marker must spend their next action to remove the Terrify marker and can take no other action. A character can only have one Terrify marker on it at a time.
Thrall	Special (Passive)	The Thrall cannot be chosen at the beginning of a skirmish or added to a force roster during a campaign. The Thrall can only be placed by the Nethergate ability. The Thrall does not have action tokens and does not count toward the number of action tokens that can be used in a round. The Thrall does not contribute Victory Points if it is defeated. If a Thrall is removed from the board, do not award Order with their faction action token. If the Nethermancer that controls a Thrall is defeated and removed from the board, the Thrall is also removed. Thralls do not have an injured state at Veteran and Elite.
Transfer Life	Ranged Combat - Special	The Nethermancer must use the Transfer Life ability when making a Ranged Combat attack. The Nethermancer cannot make a normal Ranged Combat attack. This ability can be used by the Nethermancer to target its allies, but a Ranged Combat attack roll is still required. If the attack is successful, the target is injured and the Nethermancer flips the counter of any <b>Nether</b> character within Weapon Range and line of sight from injured to healthy. If there was no injured Nether character within Weapon Range and line of sight, the Nethermancer cannot use this ability. The Nethermancer cannot use this ability to flip the counter of a Nethermancer (to include itself). This ability has no effect against <b>Mechanical</b> characters.