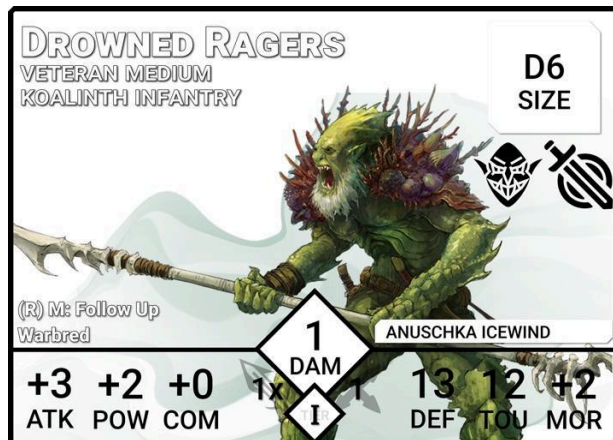


## Anuschka Icewind, Champion of Procan



All your units have:

**Divine Rally.** At the beginning of this commander's turn, a broken unit the commander controls that has not already been rallied can make a DC 13 Morale test. On a success, it gains 1d4 casualties and is returned to the battlefield according to normal deployment rules. Additionally, the unit has +2 to Defense and Toughness until the end of the battle.

**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

**Warbred.** As a reaction to succeeding on a Power test as part of an attack, this unit can make a DC 10 Command test. On a success, this unit can attack again.

## Lieutenant Commander Brandon



All your units have:

**Hidden Reserves.** Once per battle as a reaction to breaking, each infantry and artillery unit this commander controls can roll a d4. The unit does not break, and remains in its space with casualties equal to the result of the roll.

**Charge.** If this unit moves at least 1 space before it attacks, it has advantage on Attack tests for this activation as long as the target is in the direction the unit moved.

**Fade.** After a successful Attack test, this unit can move back 1 space. Opposed units cannot use the Follow Up maneuver in response.

**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

**Maneuver: "Ram Them!"** As an action, this unit targets an opposed cavalry unit and makes a DC 15 Command test. On a success, the target unit suffers 1 casualty and loses its next action.

Katlynn Dredugur



ONE of your units has:

**Wand of Grasping Roots.** As an action, the unit with this wand chooses a target unit, which must succeed on a Power test ( $DC = 11 + DS$ ) or become disoriented.

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**Disoriented.** A disoriented unit can either attack or move, but not both. Unless otherwise stated, this unit condition lasts until the end of the unit's next activation.

**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

**Stalwart.** While this unit is diminished, opposed infantry and cavalry units have disadvantage on Power tests against it.

**Stinky.** Any opposed unit adjacent to this unit has disadvantage on Attack tests.

Omavin



ONE time per battle, you may use:

**Patron's Curse.** When any unit this commander controls succeeds on a Power test as part of an attack, the opposed unit that is the target of the test is disoriented until the end of its next activation.

**Adaptable.** This unit has advantage on Morale and Command tests.

**Close Range.** This unit has advantage on Attack tests and Power tests against adjacent units.

**Disoriented.** A disoriented unit can either attack or move, but not both. Unless otherwise stated, this unit condition lasts until the end of the unit's next activation.

**Elf-shot.** When this unit succeeds on a Power test as part of an attack, the target unit must succeed on a DC 10 Power test or become weakened until the end of its next activation.

**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

**Weakened.** A unit that is weakened has disadvantage on Attack tests and Power tests.



## Captain Menkac Sulrinn



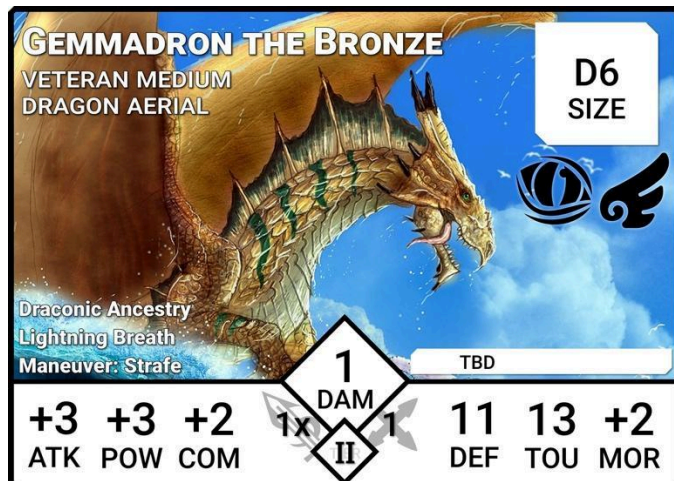
All your units have:

**Song of Battles Won.** An opposed unit has disadvantage on Attack tests against any unit this commander controls if that defending unit has fewer casualties than the attacker.

**Adaptable.** This unit has advantage on Morale and Command tests.

**Armored Carapace.** This unit suffers no casualties from artillery Attack tests.

**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.



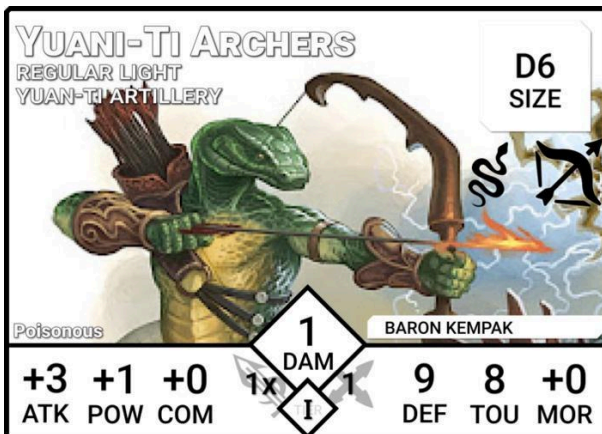
No martial advantages.

**Draconic Ancestry.** This unit cannot be disorganized or weakened, and it is immune to the Harrowing trait.

**Lightning Breath.** As an action, choose a rank on the battlefield. Each unit in that rank must succeed on a Power test (DC = 8 + this unit's size) or suffer 2 casualties. Recharge 5–6.

**Maneuver: Strafe.** As a reaction to succeeding on a Power test made as part of an attack against an opposed artillery or infantry unit, this unit makes a DC 13 Command test. On a success, two adjacent opposed units in the same rank as the target unit each suffer 1 casualty.

## Baron Kempak



All of your units have:

**Death Commandos.** When any infantry unit this commander controls succeeds on a Power test as part of an attack, that target unit must succeed on a DC 13 Morale test or suffer 1 additional casualty.

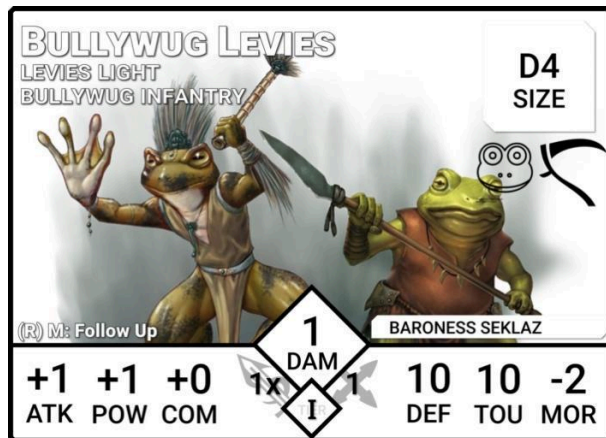
**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

**Poisonous.** When this unit succeeds on a Power test as part of an attack, the target unit is also weakened until the end of its next activation.

**Shock Troops.** Each time this unit causes another unit to be diminished, this unit gains +2 to Attack and +2 to Power until the end of the battle.

**Weakened.** A unit that is weakened has disadvantage on Attack tests and Power tests.

## Baroness Seklaz



All of your units have:

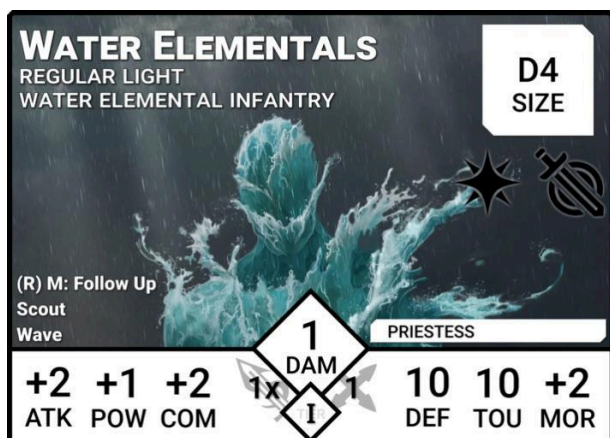
**Death Commandos.** When any infantry unit this commander controls succeeds on a Power test as part of an attack, that target unit must succeed on a DC 13 Morale test or suffer 1 additional casualty.

**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

**Shock Troops.** Each time this unit causes another unit to be diminished, this unit gains +2 to Attack and +2 to Power until the end of the battle.



## Priestess



All your units have (1x per battle each):

**Sorcerous Training.** Each unit this commander controls has advantage on Power tests to resist battle magic and the traits of special units.

**Fearless.** This unit automatically succeeds on Morale tests.

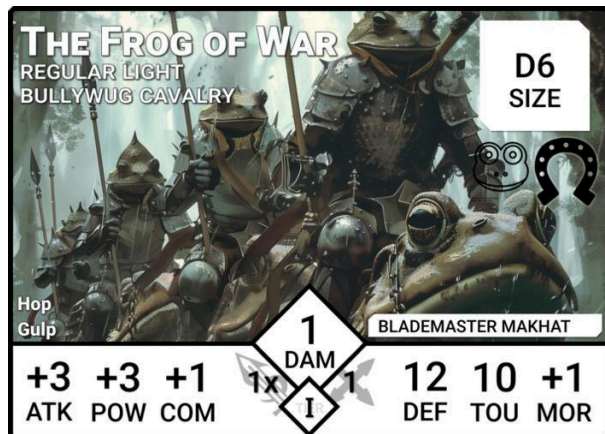
**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

**Harrowing.** Any opposed infantry, cavalry, or aerial unit must first succeed on a Morale test (DC = 10 + this unit's tier) when it attacks this unit. On a success, the attacking unit is not affected by any unit's Harrowing trait for the rest of the battle. On a failure, the attacking unit's activation ends.

**Scouts.** This unit can deploy into the rear rank of an opposed army.

**Wave.** When this unit succeeds on a Power test as part of an attack against an opposed unit, the opposed unit is pushed back 1 space if there is an empty space behind it. If there is no empty space, the opposed unit and the unit behind it each suffer 1 casualty.

## Blademaster Makhat



All of your units have:

**Martial Rally.** At the beginning of this commander's turn, a broken unit the commander controls that has not already been rallied can make a DC 13 Morale test. On a success, it gains 1d4 casualties and is returned to the battlefield according to normal deployment rules. Additionally, the unit immediately activates.

**Follow Up.** As a reaction to an opposed unit adjacent to this unit breaking or moving out of its space, this unit makes a DC 8 Command test. On a success, this unit moves into the opposed unit's former space.

**Gulp.** As an action, this unit forces an opposed infantry or artillery unit (but not a siege engine) to make a DC 15 Power test. On a failure, the target unit is diminished (or is broken if it was already diminished). Recharge 5–6

**Hop.** For its movement, this unit can move to any empty space on the battlefield.

**Regenerate.** Each time this unit activates, increment its casualty die by 1.

Tatsuru



No martial advantages.

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**Dead.** This unit always succeeds on Morale tests, and cannot be diminished.

**Harrowing.** Any opposed infantry, cavalry, or aerial unit must first succeed on a Morale test (DC = 10 + this unit's tier) when it attacks this unit. On a success, the attacking unit is not affected by any unit's Harrowing trait for the rest of the battle. On a failure, the attacking unit's activation ends.

## Initiative

23	Captain Menkac Sulrinn
21	Anuschka Icewind
20	Katlynn Dredugur
18	Tatsuru (DM fiat he goes first)
18	Lieutenant Commander Brandon
15	Blademaster Makhat
7	Baroness Seklaz
4	Baron Kempak
2	Sahuagin Priestess (DM fiat she goes first)
2	Omavin

## Final Results

Sahuagin Defeated.

Trolls, Yuan-Ti, Skeletal Archers, Bullywug Levies survive. Trolls unsuccessfully retreat, they take one casualty; the others made their command test. Water Elementals, Bullywug Cavalry, both units of Sahuagin Infantry, and the Skum were broken. Only the Bullywug Cavalry successfully rallied after the battle.

Remaining units: Trolls, Yuan-Ti, Skeletal Archers, Bullywug Levies, Bullywug Cavalry. They rebel against and destroy the Sahuagin.

Saltmarsh Infantry and Locathah Infantry were broken. Locathah successfully rallied after the battle. Saltmarsh Infantry did not.