

## Khârn fighting Armour



- Ignores the CF.
- If the armour initially worn already offers these characteristics, then the success threshold drops to 5.



*Linked to the Khârn*



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## Royal Mission Order

- The fighter starts the game with one additional field within an empty spot of a mastery die.



- He can carry as many mission orders as his level by paying the relevant cost.



*Linked to the Khârn*



## Key the Machiavellian

- Key's spearhead can always choose its table edge.
- As long as there is a more expensive miniature in the opponent's Spearhead, he can decide to start the turn first, even if he is outnumbered, if he activates first.
- Double his damage on miniatures suffering from poison.



*Linked to  
Key the Seneschal.*



## Intrepid devotion


- Although fierce and independent, Syrga accepts without hesitation the missions given to her by her Prince (Baudry) or Engueran.
- If one of them is in her Spearhead, she gains "Ambush" and "Heroic Objective".



*Linked to Syrga.*



## Fairness

Bastard sword (1/2 ).

- +3 ATT.
- +3 DEF.
- The number of AP in defence is announced before Engueran decides how to attack (the choice of characteristics is made normally).



*Linked to Engueran.*



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