

DWARF SORCERER

TYPES: *Dwarf, Living, Mage, Infantry*



SPEED: 2

MELEE	BALLISTICS	MAGIC
OFF 1	OFF 2(1)	OFF 2
DEF 2(1)	DEF 2(1)	DEF 3(1)
RNG 1	RNG 12	RNG 8

EARTHRISE: When you would be defeated, make a *Magic OFF* test. If you roll a 5+ and a natural, elevated earthen terrain feature (hill, stones, et cetera) is within 8", you are not defeated and will move directly to any point on the terrain feature.

COST: 52

ELF MAGE

TYPES: *Elf, Living, Mage, Infantry*



SPEED: 4

MELEE	BALLISTICS	MAGIC
OFF 1	OFF 0	OFF 3
DEF 1	DEF 2	DEF 2
RNG 2	RNG /	RNG 11

FOREST AWOKEN: If a plant-based terrain feature (trees, bushes, et cetera) is within 11" of you, you may make *Magic* attacks against enemy units within 2" of the feature, and the enemy unit may not retaliate against such attacks.

COST: 39

ELF RANGER

TYPES: *Elf, Living, Soldier, Infantry*



SPEED: 5

MELEE	BALLISTICS	MAGIC
OFF 2(1)	OFF 3(1)	OFF 1
DEF 2(1)	DEF 3(1)	DEF 2
RNG 1	RNG 18	RNG 1

FOREST STRIDE: If a move action takes you both adjacent to a plant-based terrain feature (trees, bushes, et cetera) and out of enemy line-of-sight, you may move directly to any similar position on the map and continue your move.

COST: 56

FIRBOLG WARRIOR

TYPES: *Firbolg, Living, Warrior, Infantry*



SPEED: 4

MELEE	BALLISTICS	MAGIC
OFF 3(3)	OFF 0	OFF 1
DEF 3(3)	DEF 3(3)	DEF 2
RNG 1	RNG /	RNG 1

HONOR DUEL: Enemy *Infantry* with the *Warrior* type that are within 6" may only choose to attack you or move toward you (if not within attack range) unless they roll at least one 4 on a *Magic DEF* test when activated.

COST: 39

HALFLING GUNNER

TYPES: *Halfling, Living, Soldier, Infantry*



SPEED: 3

MELEE	BALLISTICS	MAGIC
OFF 1	OFF 2(3)	OFF 0
DEF 1	DEF 3(1)	DEF 3(2)
RNG 1	RNG 20	RNG /

GUERRILLA: You may use advantage from cover to re-roll one of your *OFF* results if you prefer.

RELOAD: You may only make one *Ballistic* attack per activation.

COST: 47

HALF-ORC WARRIOR

TYPES: *Human, Orc, Living, Warrior, Infantry*



SPEED: 4

MELEE	BALLISTICS	MAGIC
OFF 3(3)	OFF 2(1)	OFF 0
DEF 2(1)	DEF 2(1)	DEF 1
RNG 2	RNG 7	RNG /

CHARGE: When making a *Melee* attack after a movement where you *rushed*, you may either increase your *OFF* by one die (to a max of 3), gain a bonus kicker (2), or increase an existing kicker by +2 (to a max of 6).

COST: 36

HUMAN BARBARIAN

TYPES: *Human, Living, Warrior, Infantry*



SPEED: 4

MELEE	BALLISTICS	MAGIC
OFF 3(1)	OFF 0	OFF 0
DEF 2(1)	DEF 2(1)	DEF 3
RNG 1	RNG /	RNG /

MAGE SLAYER: You may automatically get 6 from your *rush* roll when moving toward a *Mage* that is within line-of-sight. If a *Mage* within *Melee* RNG attempts to make a *Magic* attack, you make a free *Melee* attack against them first.

COST: 28

HUMAN CLERIC

TYPES: *Human, Living, Mage, Infantry*



SPEED: 2

MELEE	BALLISTICS	MAGIC
OFF 1(1)	OFF 0	OFF 2
DEF 2(3)	DEF 1(3)	DEF 3
RNG 1	RNG 6	RNG 5

BANISH: You may use 2 actions and make a *Magic OFF* test. All *Demons* and *Undead* within 5" must test *Magic DEF* against your result. *Demons* that fail this test are returned to reserves. *Undead* that fail this test are defeated.

COST: 40

HUMAN FIGHTER

TYPES: *Human, Living, Soldier, Infantry*









SPEED: 2

MELEE	BALLISTICS	MAGIC
OFF 2(1)	OFF 1(1)	OFF 0
DEF 2(2)	DEF 2(2)	DEF 2
RNG 2	RNG 6	RNG /

UNDERDOG: During an assault with a unit that rolls more total dice (including kickers), you may turn a single die result (either yours or belonging to the enemy) up or down by 1 before advantage re-rolls are taken.

COST: 29

<h3>HUMAN MAGE</h3> <p>TYPES: <i>Human, Living, Mage, Infantry</i></p>  <p>SPEED: 2</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 1(1)</td> <td>OFF 0</td> <td>OFF 2</td> </tr> <tr> <td>DEF 1</td> <td>DEF 1</td> <td>DEF 3</td> </tr> <tr> <td>RNG 2</td> <td>RNG /</td> <td>RNG 10</td> </tr> </table> <p>TELEPORTATION: In place of moving, make a <i>Magic OFF</i> test. If you roll at least one 5+, move yourself or an ally who is within 10" directly to a point in your line-of-sight.</p> <p>COST: 35</p>	MELEE	BALLISTICS	MAGIC	OFF 1(1)	OFF 0	OFF 2	DEF 1	DEF 1	DEF 3	RNG 2	RNG /	RNG 10	<h3>HUMAN PALADIN</h3> <p>TYPES: <i>Human, Living, Soldier, Infantry</i></p>  <p>SPEED: 2</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 2(1)</td> <td>OFF 0</td> <td>OFF 1</td> </tr> <tr> <td>DEF 3(3)</td> <td>DEF 2(3)</td> <td>DEF 3</td> </tr> <tr> <td>RNG 1</td> <td>RNG /</td> <td>RNG 5</td> </tr> </table> <p>MEDIC: When an allied <i>Living</i> unit within 5" and line-of-sight would be defeated, you may make a <i>Magic OFF</i> test and, if at least one 5+ was rolled, they are not defeated.</p> <p>COST: 37</p>	MELEE	BALLISTICS	MAGIC	OFF 2(1)	OFF 0	OFF 1	DEF 3(3)	DEF 2(3)	DEF 3	RNG 1	RNG /	RNG 5	<h3>HUMAN RANGER</h3> <p>TYPES: <i>Human, Living, Warrior, Infantry</i></p>  <p>SPEED: 4</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 3(2)</td> <td>OFF 0</td> <td>OFF 1</td> </tr> <tr> <td>DEF 2(1)</td> <td>DEF 2(1)</td> <td>DEF 2</td> </tr> <tr> <td>RNG 1</td> <td>RNG /</td> <td>RNG 1</td> </tr> </table> <p>TRACKLESS STEP: When you are targeted for an attack but would benefit from cover, you may make a <i>Magic OFF</i> test and, on a 4+ the attack automatically ends in a draw. Make a free move action if it puts you out of enemy line-of-sight.</p> <p>COST: 30</p>	MELEE	BALLISTICS	MAGIC	OFF 3(2)	OFF 0	OFF 1	DEF 2(1)	DEF 2(1)	DEF 2	RNG 1	RNG /	RNG 1
MELEE	BALLISTICS	MAGIC																																				
OFF 1(1)	OFF 0	OFF 2																																				
DEF 1	DEF 1	DEF 3																																				
RNG 2	RNG /	RNG 10																																				
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DEF 2(1)	DEF 2(1)	DEF 2																																				
RNG 1	RNG /	RNG 1																																				
<h3>HUMAN ROGUE</h3> <p>TYPES: <i>Human, Living, Outlaw, Infantry</i></p>  <p>SPEED: 5</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 2(1)</td> <td>OFF 2(1)</td> <td>OFF 0</td> </tr> <tr> <td>DEF 2(1)</td> <td>DEF 2(1)</td> <td>DEF 2</td> </tr> <tr> <td>RNG 1</td> <td>RNG 3</td> <td>RNG /</td> </tr> </table> <p>AMBUSH: If you make an attack against an enemy that was outside of line-of-sight at the time you were activated, you may re-roll a single enemy DEF die result once before advantage re-rolls are made.</p> <p>COST: 30</p>	MELEE	BALLISTICS	MAGIC	OFF 2(1)	OFF 2(1)	OFF 0	DEF 2(1)	DEF 2(1)	DEF 2	RNG 1	RNG 3	RNG /	<h3>HUMAN WIZARD</h3> <p>TYPES: <i>Human, Living, Mage, Infantry</i></p>  <p>SPEED: 3</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 1(1)</td> <td>OFF 0</td> <td>OFF 3</td> </tr> <tr> <td>DEF 1</td> <td>DEF 1</td> <td>DEF 2</td> </tr> <tr> <td>RNG 2</td> <td>RNG /</td> <td>RNG 10</td> </tr> </table> <p>ARCANE PRESENCE: Enemy units within 10" and line-of-sight that roll a 2 or less on any test must remove such dice from the equation for the duration of that test, even if an ability would allow them to re-roll that result.</p> <p>COST: 39</p>	MELEE	BALLISTICS	MAGIC	OFF 1(1)	OFF 0	OFF 3	DEF 1	DEF 1	DEF 2	RNG 2	RNG /	RNG 10	<h3>MOSSFOLK GLADIATOR</h3> <p>TYPES: <i>Mossfolk, Living, Warrior, Infantry</i></p>  <p>SPEED: 3</p> <table> <tr> <th>MELEE</th> <th>BALLISTICS</th> <th>MAGIC</th> </tr> <tr> <td>OFF 2(2)</td> <td>OFF 1(1)</td> <td>OFF 0</td> </tr> <tr> <td>DEF 3(2)</td> <td>DEF 3(2)</td> <td>DEF 2</td> </tr> <tr> <td>RNG 2</td> <td>RNG 6</td> <td>RNG /</td> </tr> </table> <p>DUELIST: You may use advantage to re-roll enemy dice results in place of your own if you and the enemy are the closest units to one another during an attack.</p> <p>CRYPTOBIOSIS: When rolling for injury, roll an extra time and choose which result to use.</p> <p>COST: 43</p>	MELEE	BALLISTICS	MAGIC	OFF 2(2)	OFF 1(1)	OFF 0	DEF 3(2)	DEF 3(2)	DEF 2	RNG 2	RNG 6	RNG /
MELEE	BALLISTICS	MAGIC																																				
OFF 2(1)	OFF 2(1)	OFF 0																																				
DEF 2(1)	DEF 2(1)	DEF 2																																				
RNG 1	RNG 3	RNG /																																				
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OFF 2(2)	OFF 1(1)	OFF 0																																				
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RNG 2	RNG 6	RNG /																																				

OPENTACTICS

DARING DELVERS: PART 1

This supplemental module includes OpenTactics rules for miniatures included in the *Daring Delvers: Support Free Heroes* set. The following special abilities supplement those included in the core rules, and may be used in your own custom builds: Ambush (cost +2), Arcane Presence (cost +5), Banish (cost +2), Cryptobiosis (cost +1), Earthrise (cost +3), Forest Awoken (cost +2), Forest Stride (cost +4), Honor Duel (cost +1), Mage Slayer (cost +2), Reload (cost -1), Trackless Step (cost +3), Underdog (cost +1)

New ancestries are included in this expansion:

	MELEE_____			BALLISTICS_____			MAGIC_____			TECH_____				
ANCESTRY	OFF	DEF	RNG	OFF	DEF	RNG	OFF	DEF	RNG	OFF	DEF	RNG	SPD	SUGGESTED ABILITIES
Firbolg	+2K	+2K	+1	-	+2K	-	-	-	+1	-1K	-1K	-	+4	Maul, Resilient
Halfling	-1K	-1K	+1	-	+1K	-	-	+2K	+1	-	-	-	+4	Stealth
Half-Orc	+1K	+1K	+1	-	-	-	-	-	-	-1K	-	-	+4	Charge, (has <i>Human</i> and <i>Orc</i> types)
Mossfolk	-	-	+1	-	-	-	-	-	-	-	-	-	+3	Amphibious, Cryptobiosis, (2 extra hands for weapons)

OPENTACTICS

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