




























 <p>1 - EPIC DUEL</p> <p>This is called at the Beginning of the Fight Phase. When rolling to win the fight, you may roll two sets of dice for each friendly model in the same fight and keep the highest set. (if you have two attacks, roll two sets of two dice when rolling to win the fight and pick which to use).</p>	 <p>1 - EPIC DISMAY</p> <p>This is called at the beginning of any Phase. All enemy Models within 6" may not respond to Heroic Actions called by another Enemy Hero (With Me!)</p>	 <p>1 - EPIC SHOT</p> <p>This is called at the beginning of the Shoot Phase. You may fire D3 extra shots this turn.</p>
 <p>2 - EPIC CHARGE</p> <p>This is called at the beginning of the Move phase. When this model charges an enemy model, it knocks all infantry models to the ground in the Fight phase exactly as if he were Cavalry.</p>	 <p>2 - EPIC RUINATION</p> <p>This is called at the beginning of the Move Phase. A target model within 12" must take a Courage test. That model takes a Strength 3 hit for each point they fail by. This Strength hit is resolved against that models Courage rather than their strength.</p>	 <p>2 - EPIC PATIENCE</p> <p>This is called at the beginning of the Move Phase. This model may no longer move in the Move phase. If an enemy model moves more than half it's movement within your LoS, you may immediately shoot at that enemy model at any point in the remainder of the enemy model's movement. If you do this, your Hero may not shoot in the Shoot Phase.</p>
 <p>3 - EPIC CHALLENGE</p> <p>This is called at the beginning of the Move Phase. Nominate an enemy model within 12". That model must move straight toward this model and attempt to charge this model during its movement if possible.</p>	 <p>3 - EPIC INTIMIDATION</p> <p>This is called at the beginning of the Move Phase. Enemy Models within 6" move 3" slower.</p>	 <p>3 - EPIC AGILITY</p> <p>This is called at the beginning of the Move Phase. This model is automatically considered to have rolled a 6 on all Jump, Climb, and Leap Tests. In addition, he moves through all difficult terrain as if it was clear.</p>
 <p>4 - EPIC RAGE</p> <p>This is called at the Beginning of the Fight Phase. All Friendly models in the Fight gain +3 Strength and -3 Defense after other modifiers.</p>	 <p>4 - EPIC DISSUASION</p> <p>This is called at the beginning of Fight Phase. Enemy Models in a fight with this model receive -D6 to their Fight Value.</p>	 <p>4 - EPIC SPEED</p> <p>This is called at the beginning of the Fight Phase. After Heroic Combats are resolved, this model may fire a single shot in the shoot phase even if it is engaged in combat. If firing into your own combat, you only roll an In The Way if other combatants besides this hero are involved</p>
 <p>5 - EPIC RAMPAGE</p> <p>This is called at the beginning of the Fight Phase. When rolling to wound, roll 1 dice at at time regardless of how many attacks this model has. You may continue to keep rolling to wound until you fail to successfully cause a Wound (Fate doesn't stop you from rolling again).</p>	 <p>5 - EPIC COWARDICE</p> <p>This is called at the beginning of the Fight Phase. This model immediately switches places with another model within 6"</p>	 <p>5 - EPIC LUCK</p> <p>This is called at the beginning of the Shoot Phase. This model automatically causes a wound for each To Hit roll of a 6 that it makes.</p>
 <p>6 - EPIC STRENGTH</p> <p>This is called at the Beginning of the Fight Phase. This model gains +1 Strength and has Monster Brutal Power Attacks until the end of the Fight Phase.</p>	 <p>6 - EPIC DRAIN</p> <p>This is called at the beginning of the Move Phase. All Channelled Spells cast within 12" are no longer considered Channelled; and all spells require a +1 More to the Required Dice roll to successfully cast. Additionally, models within 6" may not automatically pass Courage Tests.</p>	 <p>6 - EPIC DISARM</p> <p>This is called at the beginning of the Move Phase. This model may take a single shot at an enemy model. If it hits the intended target, that model is immediately considered unarmed for the remainder of the turn</p>

 <p>1 - EPIC DEFENSE</p> <p><i>This is called at the beginning of the Fight Phase. All friendly models within 6" gain +2 Defense. This does not Stack.</i></p>	 <p>1 - EPIC JOURNEY</p> <p><i>This is called at the beginning of the Move Phase. This Hero and all other Friendly models within 6" are moved from the field and re-deploy together using the Maelstrom of Battle Chart (See Scenario Rules).</i></p>	<p>1 - EPIC PROTECTOR</p> <p>This is called at the beginning of the Fight Phase. Both Brothers may spend Might, Will, and Fate for each other if they are in Base Contact.</p>
 <p>2 - EPIC SACRIFICE</p> <p><i>This is called at the beginning of the Fight Phase. Any Friendly model in the same fight as this model may pass any wounds they receive to this model for the remainder of the Fight.</i></p>	 <p>2 - EPIC RESTORATION</p> <p>This is called at the beginning of the Move Phase. This Hero restores a point of Will to another Hero in base contact.</p>	<p>2 - EPIC TEAMWORK</p> <p>This is called at the beginning of the Fight Phase. If the brothers are in Base Contact, they may take the highest of each other's Fight, Strength, Courage, and Attacks.</p>
 <p>3 - EPIC FORESIGHT</p> <p><i>This is called at the beginning of the Move Phase. All Friendly models within 6" of this model now move Last, regardless of Priority.</i></p>	 <p>3 - EPIC TRANQUILITY</p> <p><i>This is called at the beginning of the Move Phase. This Hero may not be Charged. (Remember that Heroic Moves that resolve before this allow you to be charged)</i></p>	<p>3 - EPIC SYNERGY</p> <p>This is called at the beginning of ANY Phase. If they are within 6" of each other, the Brothers swap places at the start of the phase before any Heroic Actions are resolved. This does not count as moving</p>
 <p>4 - EPIC VISIONS</p> <p><i>This is called at the beginning of the Move Phase. All enemy models within 6" re-roll successful To Wound Rolls for the remainder of the turn.</i></p>	 <p>4 - EPIC RENEWAL</p> <p>This is called at the beginning of the Move Phase. A friendly Hero in Base contact with this hero gains a Free Point of Fate till the end of the game. You may not do this on the same model more than once a game.</p>	<p>4 - EPIC DUTY</p> <p><i>This is called at the beginning of the Fight Phase. The brother who called this action may now be removed from his combat (separate him from his combat by minimum distance) and joins his brothers combat if they are within 3" of each other. The model is not moved but is still considered in the combat.</i></p>
 <p>5 - EPIC DECLARATION</p> <p><i>This is called at the beginning of the move phase. Roll a 2D6 and add your courage value to the result. Other models must do the same and beat your result in order to Move within 6" of your Hero. If one enemy model passes however, then this effect ends.</i></p>	 <p>5 - EPIC AFFINITY</p> <p><i>This is called in the beginning of the Move Phase. This model now ignores terrain and moves through it. He can also charge enemy models he didn't see at the beginning of his move.</i></p>	<p>5 OR 6 - EPIC RIVALRY</p> <p><i>This is called at the beginning of the Move Phase. The brother who called this action may copy all Heroic Actions his Brother does for the rest of the Turn</i></p>
 <p>6 - EPIC MASTERY</p> <p><i>This ability is used at the beginning of any phase. The next Epic Action that takes effect this turn by an opposing model is now lost and the Will is wasted. (Remember that when two players call an Epic Action, it works like Heroic Actions. The player with Priority rolls a D6 to determine which takes effect first)</i></p>	 <p>6 - EPIC ALLIANCE</p> <p><i>This is called at the beginning of the Fight Phase. Roll a D3+1. You may add that amount of dice to Win the Fight this model is involved in. These extra dice can't be altered by Might</i></p>	