

# Lasambrian Brief



*“Fierce raiders of the western plains*

- **A meagre people** - they are not rich, their lands are poor, they must fight for what they need
- **Raiders by nature** - fight for what you can take, don't lose what you cannot carry
- **Defiant spirits** - they have been beaten and endured much, now is their time to rise

*“Cunning, yet determined; newcome adherents to the Way”*

- **Seeking their ancestors** - eager to find hear more of their ancestors in battle
- **Followers of the Way** - recent adherents to The Way
- **Roused to patriotism** - a people discovering their origins, eager to reclaim what they lost

NO HONOUR DUELS, NO LOOTING,  
NO EXECUTING, NO RANSOMS

# Hessar's Seekers

## Swift warriors, wise tacticians

- Fleet-footed skirmishers
- Seek to disrupt lines
- Aim to thwart enemy advances
- Hear the Call of Hessar

*“Do you hear her voice?; Hessar speaks!; Follow her lead!”*

## Hessar's Wrath

- Mage armour
- Rod and buckler
- 10 personal mana
- Repel
- Entangle

## Hessar's Anger

- Light or Medium armour
- Bows
- Marksman
- 4 hits
- 3 hero points
- Stay with Me

## Hessar's Defiance

- Light or Medium armour
- Spear
- Weapon Master
- 4 hits
- 3 hero points
- Cleaving Strike
- Get it Together

## Hessar's Rage

- Light or Medium armour
- Axe and sword
- Ambidextrous
- 4 hits
- 3 hero points
- Relentless
- Cleaving Strike

# Hessar's Voice

## Shamanic guide, Way priest

- Among the first to hear Hessar
- Heroic leader of the Seekers
- Shares Hessar's words
- Inspires warriors to victory

1 Voice per unit

*"She slew a tyrant. She defended our hearthlands. Her Courage be your own!"*

## Voice

- Light or Medium armour
- Axe and banner
- 4 hits
- 5 hero points
- Get it Together
- Stay with Me
- Unstoppable

## A Voice may carry some of the following items:

- Sunfire Pennant
- Vorpal Sword
- Splint Mail
  
- Philtre of Strength or Skop's Mead