

# Angel Anya

Spirit  
v.2

Melee	Range	Arcane	Evade
5	1"	0	+1

**Summoned Being:** You cannot choose this character for your Troupe.

**Supernatural Strength:** Increase all Melee Dmg dealt by +2. Melee Dmg caused by this character counts as Magical instead of the listed type.

**Vanquisher:** If an enemy is slain during a round of melee by this character, then this character gains +3 energy.

## Replace Necklace (4)

This character gains +1 energy. Then it is Removed from Play and replaced by Anya Bartol. Anya Bartol gains energy and suffers Wds equal to those already on this character along with all Moonstones it's carrying and any stat modifications or abilities it has gained. Continue Striga Anya's activation with Anya Bartol; she may not Jog if Striga Anya already did this turn.



Base:  
30MM

# Regain Control

Upgrade for **Low Guard**

Opponent Plays	Deal
<b>High Guard</b>	Ø
<b>Falling Swing</b>	Ø
<b>Thrust</b>	Ø
<b>Sweeping Cut</b>	Ø
<b>Rising Attack</b>	Ø
<b>Low Guard</b>	Ø

## End Step Effect:

If this character was not slain then it is Removed from Play and replaced with Anya Bartol. Anya Bartol gains energy and suffers Wds equal to those already on this character along with all Moonstones it's carrying and any stat modifications or abilities it has gained. If this character was the active character, continue the current activation with Anya Bartol; she may not Jog if Angel Anya already did this turn.

# Angerboda

Risen, Soldier, Giant, Norse  
v.1

Melee	Range	Arcane	Evade
3	2"	4	+2

**Ice Shard Armour:** If this character suffers Piercing or Slicing Dmg, reduce the Dmg suffered by -1.

**Frostbite:** If this character deals Impact Melee Dmg, increase the Dmg dealt by +2. If at least one friendly model was slain this turn, Melee Dmg dealt by this character cannot be reduced by passive abilities.

## Ice in the Veins (1) - Once per turn.

Flip an Arcane Card. If the card is blue, restore X+1 Wds.

## Eternal Chill (2) 6"

**X:** Target suffers X Magical Dmg and gains [**Slow:** This model's Jog actions are limited to 2"], until end of turn. **Catastrophe:** This character restores 1 Wd. The target restores 2 Wds.



Base:  
40MM

# Cleave

Upgrade for **Sweeping Cut**

Damage Type:  
**Impact**

Opponent Plays	Deal
<b>High Guard</b>	Ø
<b>Falling Swing</b>	2
<b>Thrust</b>	0
<b>Sweeping Cut</b>	0
<b>Rising Attack</b>	2
<b>Low Guard</b>	Ø

If the enemy suffered 1 or more Wds during this round of Melee, the next time the enemy would restore Wds this turn, reduce Wds restored to Ø. If the enemy has an ability which restores or otherwise regains Wds after being reduced to 0 Wds, it does not and is slain instead.



## Antonia, Noonday Witch

Spirit  
v.2

Melee	Range	Arcane	Evade
3	1"	4	0

**Link to the Past:** If a friendly Danica, Dusk Witch is in play then this character gains +1 Arcane Stat.

### Healing (2) 8"

⚡: Target restores X+1 Wds.

Catastrophe: This model suffers 2 Wds.

### Candy Apples (3) 8"

⚡: Move target 2X" directly towards this character. Then, if the target is within 2" of this character they suffer 4 Wds.

Catastrophe: All models within 4" suffer 2 Magical Dmg.

### Visions of the Present (3) 6"

3 or 6: Target suffers an amount of Wds equal to the number of Wds they have currently suffered.

Catastrophe: This character suffers an amount of Wds equal to the number of Wds they have currently suffered.



Base:  
30MM

## Deception

Upgrade for **Falling Swing**

Opponent Plays	Deal
<b>High Guard</b>	Ø
<b>Falling Swing</b>	⚡
<b>Thrust</b>	Ø
<b>Sweeping Cut</b>	Ø
<b>Rising Attack</b>	⚡
<b>Low Guard</b>	Ø

Reduce Dmg suffered by -2.

## Anya Bartol

Human, Noble  
v.2

Melee	Range	Arcane	Evade
2	1"	4	-1

**Weakling:** Reduce all Melee Dmg this character deals by -1. Harvest actions cost this model +1 energy.

**Look of Innocence:** When an enemy targets this character with an action, the active enemy model must discard 1 energy or the action is cancelled.

**Swift:** When making a Reaction Step while engaged by an enemy, this model may move 2" instead of the usual 1". *Once Per Turn.*

### Remove Necklace (4)

This character gains +4 energy. Then it is Removed from Play and replaced by Striga Anya. Striga Anya gains energy and suffers Wds equal to those already on this character along with all Moonstones this character is carrying and any stat modifications or abilities it has gained. Continue Anya Bartol's activation with Striga Anya; it may not Jog if Anya Bartol already did this turn.

### Healing (2) 8"

⚡: Target restores X+1 Wds.

Catastrophe: This model suffers 2 Wds.



Base:  
30MM

## Lose Control

Upgrade for **High Guard**

Opponent Plays	Deal
<b>High Guard</b>	Ø
<b>Falling Swing</b>	Ø
<b>Thrust</b>	Ø
<b>Sweeping Cut</b>	Ø
<b>Rising Attack</b>	Ø
<b>Low Guard</b>	Ø

### End Step Effect:

If this character was not slain then it is Removed from Play and replaced with Angel Anya. Angel Anya gains energy and suffers Wds equal to those already on this character along with all Moonstones she was carrying and any stat modifications or abilities she has gained. If this character was the active character, continue the current activation with Angel Anya; it may not Jog if Anya Bartol already did this turn.