

Abra Cadaverous

Spirit
v.1

Melee	Range	Arcane	Evade
4	2"	5	+1

Claws and Stick: If this character deals Slicing or Impact Melee Dmg, increase the Dmg dealt by +2.

Fashion from Flesh: When this model causes 1 or more Wds to an enemy in a round of melee, it may summon a new friendly Psychopomp as a bonus End Step Effect. Place the new friendly Psychopomp in base contact with this model. This cannot bring a character into play if it is already in play. If the enemy is slain this character may instead reduce the energy cost of the next Arcane Ability it uses this turn to (0). Once Per Turn.

Spare Parts (2) 4"

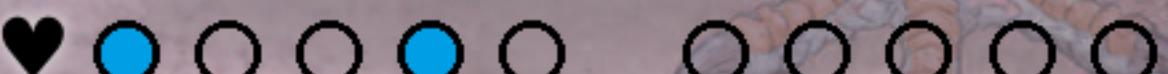
Target restores X Wds.

Catastrophe: This model suffers 3 Wds.

Reanimate (3)

or Place a friendly slain model in base contact with this model. Restore half its health rounding up. It has no energy but may activate this turn.

Catastrophe: This model suffers 4 Wds.



Base:
40MM

Frenzy

Upgrade for **Rising Attack**

Damage Type:
Slicing

Opponent Plays	Deal
High Guard	1
Falling Swing	0
Thrust	0
Sweeping Cut	1
Rising Attack	0
Low Guard	Ø

End Step Effect:

If this character is the attacker and causes 1 or more Wds during this round of Melee, reduce the energy cost of its next action this turn to (0) if it is a Melee Attack action.

Agatha, Tavernfrau

Human
v.3

Melee	Range	Arcane	Evade
3	1"	3	0



Concealed Dagger: If this character deals Piercing Melee Dmg, increase the Dmg dealt by +1. If this character plays a Rising Attack increase the Dmg dealt by +1.

Deutsche Courage: If a friendly Soldier or Mercenary makes a Melee Attack action while within 6" of this model, you may have them gain 1 energy. *Once Per Turn.*

Enticing Offer (2) 10"

2, **2** or **2**: Move target 4" directly towards this model.

Catastrophe: This character suffers 2 Wds.

Drink Your Fill (1) 2" - *Once per turn.*

X: Target loses X energy.

X: Target gains X energy and its Arcane stat is reduced by X until end of turn.

X: Target's Melee stat is increased by +X until end of turn.

Catastrophe: The target loses possession of up to one Moonstone they are carrying (place it in base contact with them with a depth value of '1').



Base:
30MM

Hell hath no fury...

Upgrade for **High Guard**

Opponent Plays	Deal
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	Ø

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"

✖: 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
High Guard	Ø
Falling Swing	2
Thrust	0
Sweeping Cut	0
Rising Attack	2
Low Guard	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"

X: Target restores X+1 Wds.

Catastrophe: This model suffers 2 Wds.

Candy Apples (3) 8"

X: 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 **3**: 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
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	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.



Lose Control

Upgrade for High Guard

Opponent Plays	Deal
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	Ø

End Step Effect:

If this character was not slain then it is Removed from Play and replaced with Striga Anya. Striga 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 Striga Anya; it may not Jog if Anya Bartol already did this turn.

Base:
30MM

Banshee

Faerie, Spirit
v.1



Melee	Range	Arcane	Evade
4	1"	4	-2

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

Exsanguinating Claws: If this character deals Slicing or Piercing Melee Dmg, increase the Dmg dealt by +1.

Leech: At the end of the Discard Step this model restores 1 Wd for each Wd lost by enemies within 6" during that Discard Step.

Weeping Miasma: Whilst this model is in play, friendly Faeries treat enemies with at least one Bleed as gaining +1 to their Evade Stat.

Ghastly Scream (4) 6"

X: Move target enemy X" directly away. If the enemy is in possession of at least one Moonstone it loses possession of one Moonstone it is carrying before moving. Place it in base contact with the enemy at depth '1'.

Catastrophe: This character suffers 2 Wds.

Ear Splitting Screech (3) 6"

X: Target suffers X-1 Wds and gains [Bleed: During the Discard Step, this character suffers 1 Wd then loses this ability.].

Catastrophe: This character suffers 2 Wds.



Lacerate

Upgrade for **Rising Attack**

Damage Type:

Slicing or Magical

Opponent Plays	Deal
High Guard	2
Falling Swing	1
Thrust	2
Sweeping Cut	2
Rising Attack	1
Low Guard	Ø

Reduce Dmg suffered by -2 if the enemy has at least one Bleed.

End Step Effect:

If the enemy suffered 1 or more Wds during this round of melee, the enemy model gains [Bleed: During the Discard Step, this character suffers 1 Wd then loses this ability].

Base:
30MM

Barnakelle

Troll, Spirit, Pirate

v.1

Melee	Range	Arcane	Evade
2	2"	4	+2

Rusty Anchor: If this character deals Impact Melee Dmg, increase the Dmg dealt by +2.

Bedeviled Seas: At the start of the Replenish Step this model gains +1 energy if there is a Water Feature within 4".

Rise From The Deep: When this character uses Reanimate it may place the model entering play within a Water Feature within 4" instead of base contact. When this model or another friendly model enters play via Reanimate within a Water Feature it gains +1 energy and may Jog freely over Water Features until end of turn.

Reanimate (3)

2, 2 or 2: Place a friendly slain model in base contact with this model. Restore half its health rounding up. It has no energy but may activate this turn.

Catastrophe: This model suffers 4 Wds.

Dead Troll's Finger (2) 4" - Once per turn.

X: Target Pirate or Troll gains X energy and suffers -X Arcane stat until end of turn.

Catastrophe: This character suffers 3 Wds.



Base:
40MM

Keelhaul

Upgrade for Thrust

Damage Type:
Impact

Opponent Plays	Deal
High Guard	1
Falling Swing	2
Thrust	2
Sweeping Cut	Ø
Rising Attack	2
Low Guard	1

End Step Effect:

If the enemy suffered 1 or more Wds during this round of melee, place the enemy in base contact with this model.

Baron Von Fancyhat

Human, Noble
v.1

Melee	Range	Arcane	Evade
5	2"	3	0

Plate Armour: Reduce all non-Magical Dmg suffered by -2.

Longsword: If this character deals Slicing or Piercing Melee Dmg, increase the Dmg dealt by +1.

Rallying Cry (0) 8" Pulse - Once per game.

Energy on other friendly Humans within the pulse is restored up to the number of blue dots currently remaining on their health bar.

Reload [Shoot Pistol] (2)

The named ability can be used again. (This ability cannot be used while this model is engaged.).

Shoot Pistol (1) 8" - Once per game, unless reloaded.

 Target suffers X+1 Impact Dmg.

Catastrophe: This character suffers 3 Wds.



Base:
30MM

Master Strike

Upgrade for **Falling Swing**

Damage Type:
Slicing

Opponent Plays	Deal
High Guard	Ø
Falling Swing	0
Thrust	1
Sweeping Cut	2
Rising Attack	3
Low Guard	2

Beaky Bobby

Goblin, Wizard
v.1

Melee	Range	Arcane	Evade
2	1"	5	-1

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

Magic Resistance: Reduce Magical Dmg suffered by -1.

Foul Gases (2) 2" Pulse

All models within the pulse suffer 2 Magical Dmg.

Stand Back! (1) 2" Pulse - *Once per turn.*

All other models within the pulse move 1" directly away.

Healing (2) 8"

 Target restores X+1 Wds.

Catastrophe: This model suffers 2 Wds.



Take Your Medicine

Upgrade for **Thrust**

Damage Type:
Magical

Opponent Plays	Deal
High Guard	3
Falling Swing	3
Thrust	3
Sweeping Cut	Ø
Rising Attack	3
Low Guard	3

Base:
30MM

Belladonna

Faerie, Rogue
v.1

Melee	Range	Arcane	Evade
4	1"	3	-2



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

Faerie Tricks (2) 8"

Swap places with target friendly Rogue.

Acid Flask (3) 4"

X: Target suffers X+1 Magical Dmg.
Catastrophe: This model suffers 2 Wds.

Drop of Nightshade (3) 1"

G: Target enemy loses X energy.
X: Target enemy suffers X Wds.
X: Move target enemy up to 2X". Then you may have the target take a Melee Attack action controlled by you. They count as friendly during the Melee Attack action.
Catastrophe: The target and this character are both slain.



Base:
30MM

Drop of Delirium

Upgrade for **High Guard**

Opponent Plays	Deal
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	Ø

End Step Effect:

Move the enemy model 2", then it loses 1 energy and suffers 1 Wd.

Billy

Gnome, Militia, Animal
v.2

Melee	Range	Arcane	Evade
4	1"	4	-1

Arming Sword: If this character deals Slicing Melee Dmg, increase the Dmg dealt by +1.

Quilted Armour: Reduce Slicing Dmg suffered by -1.

Ramming Speed (3) 6"

Move this model 6" directly towards target enemy model. If base contact is made with the target, flip an arcane card.

The target suffers X+1 Impact Dmg then is moved X" directly away, where X is the value of the flipped card.

Catastrophe: The target model suffers no damage and may move up to 3".

High-ho Silver (2)

Green X or Red X: Move this model 2X".

Catastrophe: This model cannot move or be moved until end of turn.



Base:
30MM



Wild Swing

Upgrade for **Falling Swing**

Damage Type:
Slicing

Opponent Plays	Deal
High Guard	\emptyset
Falling Swing	2
Thrust	2
Sweeping Cut	3
Rising Attack	3
Low Guard	2

End Step Effect:

Move the enemy model 1" directly away from this model.

Bjørn

Norse, Gnome, Mercenary

v.1

Melee	Range	Arcane	Evade
4	1"	2	0

Bearskin: Reduce non-Piercing Dmg suffered by -1.

Skål: When this character activates, you may flip an Arcane Card. This model suffers X Wds where X is the value of the card. Catastrophe: This character restores all Wds and loses Berserk Fury until end of turn.

Berserk Fury: Increase all Melee Dmg dealt by half the number of Wds, rounded up, this character has currently suffered. Ignore any Wds suffered during the current action for this Dmg increase.

Bear Charge (1) 4"

Move this model 3" directly towards target enemy model. The target cannot play Signature Moves until end of this character's activation.

Throwing Axe (2) 4"

 Target suffers 2X Impact Dmg.
Catastrophe: This character suffers 3 Wds.



Thrash

Upgrade for **Falling Swing**

Damage Type:

Impact or Slicing

Opponent Plays	Deal
High Guard	0
Falling Swing	0
Thrust	0
Sweeping Cut	0
Rising Attack	0
Low Guard	0

End Step Effect:

Move this model 2" directly towards the enemy.

Base:
30MM

Boom Boom Mc Boom

Goblin
v.1

Melee	Range	Arcane	Evade
3	1"	4	-2

Suckerpunch (2) 8"

Target Goblin's next Melee Attack this turn deals +2 Dmg.

Reload [Blunderbuss] (2)

The named ability can be used again. (This ability cannot be used while this model is engaged.).

Blunderbuss (1) 4" - Once per game, unless reloaded.

✖ or ✖: Target suffers X Impact Dmg.

Catastrophe: This model suffers 2 Wds.

You'll never get this! Nah-na-na-na! (2) 10"

✖: Move target enemy model 2X" directly towards this model.

Catastrophe: Target model is moved by your opponent 4".



Base:
30MM

Now you see me...

Upgrade for **Low Guard**

Opponent Plays	Deal
High Guard	∅
Falling Swing	∅
Thrust	∅
Sweeping Cut	∅
Rising Attack	∅
Low Guard	∅

End Step Effect:

Place this model anywhere within 6".

Boris, The Bunny Summoner

Faun, Wizard
v.2

Melee	Range	Arcane	Evade
2	2"	4	0

Herd Master: This character gains +1 energy during the Replenish Step for each friendly Murder Bunny in play.

Shepherd's Crook: If this character deals Slicing or Piercing Melee Dmg, reduce the Dmg dealt to Ø. If this character deals Impact Melee Dmg, increase the Dmg dealt by +1.

Summon a Murder Bunny (3)

2, **2** or **2**: Place a new friendly Murder Bunny in base contact with this character.

Catastrophe: This character suffers 3 Wds.

Summon the Jackalope (5)

This action can only be taken if there is no friendly Jackalope in play.

3, **3** or **3**: This character suffers 3 Wds. Place a new Jackalope in base contact. It has no energy but is considered a permanent additional character in your troupe and may activate this turn.

Catastrophe: This character suffers 3 Wds. Place a new friendly Murder Bunny in base contact.



Base:
30MM

Rabbit Punch

Upgrade for **Thrust**

Damage Type:
Impact

Opponent Plays	Deal
High Guard	0
Falling Swing	1
Thrust	1
Sweeping Cut	Ø
Rising Attack	1
Low Guard	1

This attack deals +1 Dmg for each Animal within 4".

Boulder

Troll
v.4

Melee	Range	Arcane	Evade
2	2"	3	+2

Granite Fists: If this character deals Impact Melee Dmg, increase the Dmg dealt by +2.

Tough Skin: Reduce all Dmg suffered by -1.

Calcify: Models engaged by this character during the Replenish Step generate -1 energy.

Stone Song (1) 6"

This ability is not modified by Cover.

✖: Decrease target Moonstone's depth value by X, to a minimum of 1.

Catastrophe: The resisting player sets the depth value of the target Moonstone to a number of their choice.



Base:
40MM



Crushing Embrace

Upgrade for **Thrust**

Damage Type:
Impact

Opponent Plays	Deal
High Guard	2
Falling Swing	2
Thrust	2
Sweeping Cut	2
Rising Attack	2
Low Guard	2

This attack deals Ø damage against models which are further than 1" away.

End Step Effect:

If the enemy suffered 1 or more Wds during this round of Melee, they must discard half their energy, rounding up.

Brave Sir Pidge

Psychopomp, Animal, Soldier

v.1

Melee	Range	Arcane	Evade
2	1"	0	-1



Thrall: This character can only enter play when summoned. It does not activate and can never gain energy. Instead, while the character that summoned it is active, this character can take actions, including Jog, by discarding the required energy on the character that summoned it. Reaction Steps and Go For It's can be taken in the same way.

Summoner's Delight: If the character that summoned this model is Slain or Removed from Play then this character is immediately considered to be Slain.

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

Plate Armour: Reduce all non-Magical Dmg suffered by -2.

A Noble Challenge (1) 1" - Once per turn.

This character makes a Melee Attack action with +3 Melee Stat against target enemy character. If the target of this action is a Noble reduce Dmg suffered by this character to Ø for the duration of the action.



Base:
30MM

No Signature Move

Brigid

Faerie, Pirate
v.1

Melee	Range	Arcane	Evade
3	1"	4	-2

Feeble: Reduce all Melee Dmg this character deals by -2.
Harvest actions cost this model +1 energy.

Spirits of the Fallen: Once per turn this model may use an Arcane Ability printed on a friendly slain model, ignoring any Once Per Game restrictions, paying its cost as normal.

Reload [Faerie Fire Pistol] (2)

The named ability can be used again. (This ability cannot be used while this model is engaged.).

Faerie Fire Pistol (1) 8" - Once per game, unless reloaded.

Target suffers X Magical Dmg.

Catastrophe: This character suffers 2 Wds.

Poor Unfortunate Souls (3) 6" - Once per turn.

Target character restores X Wds then loses X Energy.

Target other Pirate gains X Energy then suffers X Wds.

Catastrophe: This character suffers 3 Wds.



Base:
30MM

Sink to the Deep

Upgrade for **Low Guard**

Opponent Plays	Deal
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	Ø

Reduce Dmg suffered by -1. If there is at least one friendly slain non-Thrall character, instead reduce Dmg suffered to Ø.

Bristlenose

Troll
v.2

Melee	Range	Arcane	Evade
3	2"	3	+2

Amphibious: This character may Jog freely over Water Feature terrain and gains +2 energy during the Replenish Step if any part of its base is within a Water Feature.

Razor Claws: If this character deals Impact or Piercing Melee Dmg, increase the Dmg dealt by +1. If this character deals Slicing Melee Dmg, increase the Dmg dealt by +3.

Scaly Skin: Reduce non-Impact Dmg suffered by -1.

Vomit (2) 4"

 Target character suffers X+1 Magical Dmg.

Catastrophe: This model suffers 3 Wds.



Base:
40MM



Insatiable Hunger

Upgrade for **Rising Attack**

Damage Type:

Magical

Opponent Plays	Deal
High Guard	2
Falling Swing	3
Thrust	3
Sweeping Cut	2
Rising Attack	1
Low Guard	Ø

End Step Effect:

If the enemy is slain, and this character is not slain, then this character recovers all Wds and all energy.

Brother Daniel

Human, Cultist, Cleric
v.2

Melee	Range	Arcane	Evade
2	2"	4	0

Slightly Maddening: You may make one opponent re-roll their die when determining who activates first. *Once Per Game.*

Look at the Shiny Thing: If this character is in possession of one or more Moonstones during the Replenish Step, you may have another friendly character within 4" and LoS gain +1 energy.

Plant the Placard (2) 6" Pulse - Once per turn.

Move all other friendly characters within the pulse up to 1". This character cannot take Jog or Step actions, or make a Reaction Step until end of turn.

Bell Ringer (2) 4" Pulse

X: All friendly characters within the pulse restore X Wds.

Catastrophe: All characters within the pulse suffer 1 Wd.

The End is Nigh (4)

X: Choose a model within 3" and LoS of this character. Then choose another model within 3X" and LoS of this character. Place the first model within 3" of the second model.

Catastrophe: This character's controller must choose either to have him suffer 4 Wds, or be Removed from Play.



Base:
30MM



Thwack!

Upgrade for **Sweeping Cut**

Damage Type:
Impact

Opponent Plays	Deal
High Guard	Ø
Falling Swing	2
Thrust	2
Sweeping Cut	1
Rising Attack	2
Low Guard	Ø

End Step Effect:

The opponent suffers -1 Melee Stat until end of turn.

Brunhilde

Giant, Mercenary, Norse

v.3

Melee	Range	Arcane	Evade
4	2"	0	+2

Giant-Forged Blades: If this character deals Piercing or Slicing Dmg, increase the Dmg dealt by +2.

Bodyguard: If a friendly Noble within 4" and LoS suffers Dmg, you may have this character suffer all that Dmg instead. *Once Per Turn.*

Loyalty: If this character takes a Reaction Step it may move 3" directly towards the nearest friendly Noble instead of the normal 1" move.

Epic Ballads of Giant Heros! (1) 6" Pulse - *Once per turn.*
Other Giants within the pulse gain +1 energy.



Base:
40MM

Shattering Oathstone

Upgrade for **Falling Swing**

Damage Type:
Slicing

Opponent Plays	Deal
High Guard	Ø
Falling Swing	0
Thrust	0
Sweeping Cut	3
Rising Attack	3
Low Guard	2

End Step Effect:

If this character was slain, all other models within 8", excluding friendly Giants and friendly Nobles, suffer 1 Wd. Other friendly Giants and friendly Nobles within 8" restore all Wds instead.

Butterfingers

Faerie
v.2

Melee	Range	Arcane	Evade
3	1"	5	-2

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

Clumsy Cluts (2) 6"

Target gains Weakling until end of turn.

Butterfingers (2) 6"

3, **3** or **3**: Target loses possession of 1 Moonstone they are carrying. Place it in base contact with the target with a depth value of '1'.

Catastrophe: This model discards all energy.

Fizzle-Pop (2) 6"

X: Target suffers X Magical Dmg then is moved 1" directly away.

Catastrophe: This model suffers 2 Wds.



Faerie Dust

Upgrade for **High Guard**

Opponent Plays	Deal
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	Ø

Reduce Dmg suffered by -2.

End Step Effect:

The enemy character must discard 2 energy.

Base:
30MM

Chezapeaky

Spirit, Animal, Pirate
v.1

Melee	Range	Arcane	Evade
2	2"	3	+1

Barnacle Encrusted Shell: Reduce all non-Magical Dmg suffered by -1.

Stocked to the Gills (1) 4" - Once per turn.

Target Pirate with the Reload [...] ability may immediately use the Reload [...] ability without spending energy.

Junk Toss (1) 4" - Once per turn.

Target suffers X Piercing Dmg.

Target suffers 1 Wd then is moved X" directly away.

Target cannot take the Jog action until end of turn.

Catastrophe: This model suffers 4 Wds.

Gone Fishin' (2) 4"

Resolve this action with +2 Arcane Stat if there is a Water Feature within 4" of this model.

Target restores X Wds.

Catastrophe: This model suffers 3 Wds.



Base:
40MM

Crushing Pressure

Upgrade for Thrust

Damage Type:
Impact

Opponent Plays	Deal
High Guard	1
Falling Swing	1
Thrust	1
Sweeping Cut	1
Rising Attack	1
Low Guard	1

This action deals Ø damage against models which are further than 1" away.

End Step Effect:

If the enemy suffered 1 or more Wds during this round of melee, they must discard 1 energy.

Chubs

Faun
v.2

Melee	Range	Arcane	Evade
3	1"	4	-1

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

Rouse (3) 6"

Target Faun or Animal restores 1 Wd and gains +2 energy.

Misdirection (4) 6"

Move target enemy model 3".

Shoot Shortbow (3) 8"

This ability cannot be used while this model is engaged.

Target suffers X Piercing Dmg.

Catastrophe: This ability cannot be used for the remainder of the game.

Healing (2) 8"

Target restores X+1 Wds.

Catastrophe: This model suffers 2 Wds.



Love Potion

Upgrade for **Low Guard**

Opponent Plays	Deal
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	Ø

Reduce Melee Dmg suffered by -1.

End Step Effect:

Choose a character you control. Move the enemy 3" directly towards that character. The enemy cannot target that character with an action until end of turn.

Base:
30MM

Claudia Duvel

Human, Rogue
v.1

Melee	Range	Arcane	Evade
4	1"	3	-1

Brace of Pistols: This character may use the [Reload] ability without paying the energy cost. *Once Per Game.*

Sure Footed: This character may Jog over Water Features and Wooded Patches and pays 1 less energy for Traverse actions.

Robbery (2) 1" - *Once per turn.*

Target model with less Wds remaining than this character, loses possession of one Moonstone and this character gains possession of that Moonstone.

Reload [Shoot Pistol] (2)

The named ability can be used again. (This ability cannot be used while this model is engaged.).

Shoot Pistol (1) 8" - *Once per game, unless reloaded.*

✖: Target suffers X+1 Impact Dmg.

Catastrophe: This character suffers 3 Wds.



Base:
30MM



Stand & Deliver

Upgrade for **Sweeping Cut**

Opponent Plays	Deal
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	Ø

End Step Effect:

If this character was not slain, and the enemy is in possession of a Moonstone, then they must choose: Suffer 3 Wds or, lose possession of one Moonstone and this character gains possession of that Moonstone.

Commodore Delahaye

Spirit, Pirate
v.1

Melee	Range	Arcane	Evade
3	2"	3	-1

Worlds Old & New: If your faction is Shades, when this model is deployed, place a 50mm Water Feature within 6" and LoS on open ground. If your faction is Dominion, when a friendly Pirate within 6" Jogs it may ignore the effects of Slow (and Slow Carry). Once per turn.

Cutlass: If this model deals Slicing Melee Dmg, increase the Dmg dealt by +1.

Old Pirate Curse (1) 8" - Once per turn.

Target without The Black Spot gains **[The Black Spot]**: Enemy Pirates gain +1 Arcane Stat when targeting this character with an action. This character suffers 1 Wd during the Discard Step], until end of game. Then other enemies with The Black Spot lose it.

Reload [Shoot Pistol] (2)

The named ability can be used again. (This ability cannot be used while this model is engaged.).

Shoot Pistol (1) 8" - Once per game, unless reloaded.

 X: Target suffers X+1 Impact Dmg.

Catastrophe: This character suffers 3 Wds.



Base:
30MM

21 Ghoul Salute

Upgrade for **Thrust**

Damage Type:
Impact

Opponent Plays	Deal
High Guard	0
Falling Swing	1
Thrust	1
Sweeping Cut	0
Rising Attack	1
Low Guard	0

This attack can damage models outside this character's Melee Range and deals +1 Dmg for each other friendly Pirate with the Reload [...] ability within 4".

Creep

Human, Rogue
v.1

Melee	Range	Arcane	Evade
2	1"	3	-1

Concealed Dagger: If this character deals Piercing Melee Dmg, increase the Dmg dealt by +1. If this character plays a Rising Attack increase the Dmg dealt by +1.

Victimise (2) 8"

Target gets +2 Evade Stat until end of turn.

Vitality Draw (2) 8" - Once per turn.

X: Target loses X energy. A friendly model within 8" and LoS of this model gains that much energy.

Catastrophe: This model suffers 3 Wds.

Incubus (2) 8"

X: Target enemy suffers X Wds. A friendly model within 8" and LoS of this model restores that many Wds.

Catastrophe: This model suffers 3 Wds.



Base:
30MM

Slip into Shadows

Upgrade for **Low Guard**

Opponent Plays	Deal
High Guard	Ø
Falling Swing	Ø
Thrust	Ø
Sweeping Cut	Ø
Rising Attack	Ø
Low Guard	Ø

End Step Effect:

Place this model within 4".