

## Murder Bunny

Animal  
v.2

Melee	Range	Arcane	Evade
2	1"	0	-1

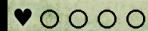
**Thrall [Boris, the Bunny Summoner]:** This character can only enter play when summoned by the named friendly character. It does not activate and can never gain energy. Instead, while the named friendly character is active, this character can take actions, including Jog, by discarding the required energy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

**Back in the Burrow:** You can have up to 3 friendly Murder Bunny in play at a time; if a fourth is summoned you must choose one friendly Murder Bunny to be Removed from Play. If Boris the Bunny Summoner 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.

**Razor Incisors:** If this character plays a Rising Attack, increase the Dmg dealt by +2.

**Hippity:** You may move freely over intervening obstacles and models during a Jog action provided bases do not overlap at the end of the move.



No Signature Move

Base:  
40MM

## Murder Bunny

Animal  
v.2

Melee	Range	Arcane	Evade
2	1"	0	-1

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

**Back in the Burrow:** You can have up to 3 friendly Murder Bunny in play at a time; if a fourth is summoned you must choose one friendly Murder Bunny to be Removed from Play. If Boris the Bunny Summoner 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.

**Razor Incisors:** If this character plays a Rising Attack, increase the Dmg dealt by +2.

**Hippity:** You may move freely over intervening obstacles and models during a Jog action provided bases do not overlap at the end of the move.



No Signature Move

## Murder Bunny

Animal  
v.2

Melee	Range	Arcane	Evade
2	1"	0	-1

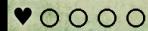
**Thrall [Boris, the Bunny Summoner]:** This character can only enter play when summoned by the named friendly character. It does not activate and can never gain energy. Instead, while the named friendly character is active, this character can take actions, including Jog, by discarding the required energy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

**Back in the Burrow:** You can have up to 3 friendly Murder Bunny in play at a time; if a fourth is summoned you must choose one friendly Murder Bunny to be Removed from Play. If Boris the Bunny Summoner 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.

**Razor Incisors:** If this character plays a Rising Attack, increase the Dmg dealt by +2.

**Hippity:** You may move freely over intervening obstacles and models during a Jog action provided bases do not overlap at the end of the move.



No Signature Move

Base:  
40MM

## Muridae

Gnome, Rogue  
v.3

Melee	Range	Arcane	Evade
4	1"	0	0

**Dagger:** If this character deals Piercing Melee Dmg, increase the Dmg dealt by +1.

**Flea Infested Pelt:** Reduce Magical and Slicing Dmg suffered by -1.

**Honour Amongst Thieves:** Friendly Rogues within 6" gain +1 Arcane Stat.

### Sneaking (1)

This character gets -2 Evade Stat until end of turn.

### Squeaking (1) 6"

Move target enemy 1". Reaction Steps cannot be declared in response to this action.

### 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.

### Sewer Rat (1) - Once per game.

You may only play this ability if Muridae is inside a building. This character is Removed From Play. At the start of the next Replenish Step, return this character to play inside any building.



## Hamstring

Upgrade for Sweeping Cut  
Damage Type: Slicing

Opponent Plays	Deal
<b>High Guard</b>	<b>1</b>
<b>Falling Swing</b>	<b>2</b>
<b>Thrust</b>	<b>1</b>
<b>Sweeping Cut</b>	<b>1</b>
<b>Rising Attack</b>	<b>2</b>
<b>Low Guard</b>	<b>0</b>

### End Step Effect:

If the enemy suffered 1 or more Wds during this round of Melee, they gain Slow and cannot take Step Actions or Reaction Steps until end of turn.

Base:  
30MM

## Nanny

Risen v.1

Melee	Range	Arcane	Evade
3	1"	4	+1

**You Protect Me Like the Babe:** Reduce all Dmg this character would suffer by -1 for each friendly Babeling within 6".

**Milkies (2) 6"**  
X: Target friendly character restores X Wds.  
X: Target friendly character gains +1 energy.  
Catastrophe: The target suffers 2 Wds.

**Summon the Nursery (1)** - Once per turn.  
*This action cannot bring a character into play if it is already in play.*  
1: Place a new Sprog in base contact with this character.  
1: Place a new Pookie in base contact with this character.  
1: Place a new Urchin in base contact with this character.  
Catastrophe: This model and Babelings within 6" suffer 2 Wds.

**Lullaby (1) 6" - Once per turn.**  
2 or 2: Target model must discard half its energy rounding up, then it restores 2 Wds.  
Catastrophe: This model suffers 2 Wds.

Heart: 1 Blue: 1 Circle: 1 Blue: 1 Circle: 1 Blue: 1 Circle: 1 Base: 30MM

## Nap Time!

Upgrade for Falling Swing  
Damage Type: Impact

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

**End Step Effect:**  
If the enemy suffered 1 or more Wds during this round of Melee, they lose 1 energy.

## Natty, Slum Thief

Human, Rogue v.2

Melee	Range	Arcane	Evade
3	1"	4	-[#]

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

**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.

**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.

**Disappear in a Crowd:** This character's Evade Stat is -[#], where [#] is the number of other models within 3", excluding the originator of the ability.

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

**Slingshot (2) 6"**  
X: Target suffers X Impact Dmg.  
Catastrophe: This character loses the Look of Innocence and Disappear in a Crowd abilities and is Evade Stat +1 until end of turn.

Heart: 1 Blue: 1 Circle: 1 Blue: 1 Circle: 1 Blue: 1 Circle: 1 Base: 30MM

## Cut Purse

Upgrade for Sweeping Cut

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:**  
If this character was not slain then it may take possession of up to one Moonstone carried by the enemy.

## Negroli

Risen, Soldier, Noble v.1

Melee	Range	Arcane	Evade
5	2"	4	0

**Ancient Armour:** Reduce all Dmg suffered by -1.

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

**A Bone to Pick with You:** Friendly Soldiers and Risen within 6" gain +1 Arcane Stat if targeting an enemy character that is not at full health and +1 Melee Stat if involved in a round of melee with an enemy character that is not at full health.

**Summon Reinforcements (2)**  
*This action cannot bring a character into play if it is already in play.*  
1 or 1: Place a new Soldier Psychopomp in base contact with this character.  
Catastrophe: This character suffers 3 Wds or, if there is a friendly Psychopomp within 6", you may choose a friendly Psychopomp within 6" to be slain instead.

Heart: 1 Blue: 1 Circle: 1 Blue: 1 Circle: 1 Blue: 1 Circle: 1 Base: 30MM

## Fracture

Upgrade for Falling Swing  
Damage Type: Impact

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

**End Step Effect:**  
If the enemy suffered 1 or more Wds during this round of Melee, you may choose another character within 4" of the enemy model to suffer 1 Wd.

## Old Calders

Human, Soldier v.1

Melee	Range	Arcane	Evade
3	2"	4	0

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

**Quilted Armour:** Reduce Slicing Dmg suffered by -1.

**Sage Advice:** Friendly models within 4" may ignore Catastrophe effects.

**Seen It All Before:** If this character is attacker or defender in a round of melee, before each player selects their combat card, your opponent must reveal their hand.

**Look out! (1) 6"**  
X: Target friendly character's Evade stat is reduced by -1 until end of turn.

**Field Medic (1) 4"**  
X: Target Soldier or Noble restores X Wds.  
Catastrophe: This model suffers 2 Wds.

Heart: 1 Blue: 1 Circle: 1 Blue: 1 Circle: 1 Blue: 1 Circle: 1 Base: 30MM

## Tactical Retreat

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 -1.**

**End Step Effect:**  
This model may move 2".

## Olim

Gnome, Animal, Norse, Noble  
v.1

Melee	Range	Arcane	Evade
3	1"	4	0

**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.

**Valhalla!!:** When another friendly Norse or a friendly Young Jack within 6" starts a Jog action, it may move +2", provided the move ends with the character engaging an enemy. (Models with Slow are still limited to 2" as normal).

**Fortunate (1) - Once Per Turn.**  
Look at the top 3 cards of the Arcane Deck. Put any number on the top of the deck in any order and put the remainder on the bottom of the deck in any order.

**Buttermilk Elixir (2) 6"**  
X: Target restores X+1 Wds.  
X: Target Norse or Gnome gains +1 energy.  
Catastrophe: This character suffers 3 Wds.

Base: 40MM

## Fetch!

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:**  
Choose a friendly Norse or friendly Young Jack within 4" of the enemy model. Move the chosen friendly character 3" directly towards the enemy. If the chosen friendly character is now engaging the enemy then this model may move 3" directly away from the enemy model.

## Peggy

Human, Pirate  
v.1

Melee	Range	Arcane	Evade
3	2"	4	0

**Slow:** This model's Jog actions are limited to 2".

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

**Treasure Map:** Immediately after models have been deployed but before turn 1 begins, you may have a friendly Pirate take a free bonus Jog action.

**X Marks The Spot (2) 8"**  
Target Moonstone or enemy in possession of a Moonstone. All friendly Pirates within 4" of the target move 1" directly towards 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

## Run 'em Through

Upgrade for Thrust  
Damage Type: Thrust

Opponent Plays	Deal
<b>High Guard</b>	1
<b>Falling Swing</b>	3
<b>Thrust</b>	4
<b>Sweeping Cut</b>	Ø
<b>Rising Attack</b>	3
<b>Low Guard</b>	1

**End Step Effect:**  
Move 2" directly towards the enemy model.

## Pookie

Psychopomp, Babeling  
v.1

Melee	Range	Arcane	Evade
1	1"	0	-1

**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.

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

**I Want My Nanny!!:** When an enemy character declares this model as a target of an action, you may interrupt the action to move this model 2" directly towards a friendly Nanny. If you do, the enemy must complete the action if possible and may not choose a new target. Once Per Turn.

**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.

**He Called me Names! (1) 2" - Once per turn.**  
Target character suffers -1 Arcane Stat or -1 Melee Stat until end of turn.

Base: 30MM

## No Signature Move

## Portly Pete

Goblin, Soldier  
v.1

Melee	Range	Arcane	Evade
3	2"	0	0

**Asleep on the Job:** This model may not be chosen to be the player's first activation unless it is the only model which can activate. When this character activates it gets +1 Melee Stat and reduces its Evade Stat by -1 until end of turn.

**Halberd:** If this character deals Piercing or Impact Melee Dmg, increase the Dmg dealt by +1.

**Ramshackle Armour:** Reduce all non-Magical Dmg suffered by -1.

**Secret Stash:** This character cannot lose possession of a Moonstone due to an enemy model unless slain.

**Goblin City Guard:** If a Goblin in possession of a Moonstone within 4" and LoS suffers Dmg, you may have this character suffer all that Dmg instead. Once Per Turn.

**Stand to Attention! (2) 4" - Once per turn.**  
Target other friendly Goblin gains +1 energy. If the target is a Soldier it may also move 2".

Base: 30MM

## Crowd Control

Upgrade for Thrust  
Damage Type: Impact

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

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

**End Step Effect:**  
If the enemy is within 1", it is moved 1" directly away from this model.

## Powder Monkey

Animal, Pirate  
v.1

Melee	Range	Arcane	Evade
3	1"	4	-1

**Pirate Mascot:** When another friendly Pirate within 8" makes a Melee Attack they may gain +2 Melee Stat for the action, or if they are targeted by an Arcane Ability, they may gain -1 Evade Stat for the action. *Once Per Turn.*

**Agility:** This character may move freely over Obstacles and Wooded Patches during Jog actions. Traverse actions cost this character 1 less energy.

**Swig o' Rum (2) 2"**  
X: Target restores X+1 Wds and suffers -2 Arcane Stat until end of turn.  
 Catastrophe: This model suffers 2 Wds and -2 Arcane Stat until end of turn.

**Black Powder Bomb (3) 4"**  
 This attack is not modified by Evade Stat.  
X: Target suffers X+1 Magical Dmg. Other models within 2" of the target suffer X Magical Dmg.  
 Catastrophe: All models within 2" suffer 2 Wds.



Base: 30MM

## Drunken Monkey Stance

Upgrade for Low Guard

Damage Type: Thrust

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

**End Step Effect:**  
 Move this character 1".

## Quack

Human, Wizard, Cleric  
v.1

Melee	Range	Arcane	Evade
2	1"	5	0

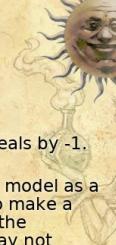
**Weakling:** Reduce all Melee Dmg this character deals by -1. Harvest actions cost this model +1 energy.

**Premonition:** If an enemy character declares this model as a target of an action, you may interrupt the action to make a reaction step by discarding one energy. If you do, the enemy must complete the action if possible and may not choose a new target.

**Foresight (1) 10" - Once per turn.**  
 Target Human gains +2 Arcane stat until end of turn.

**Healing (2) 8"**  
X: Target restores X+1 Wds.  
 Catastrophe: This model suffers 2 Wds.

**Blinding Powder (1) 4"**  
X: Reduce target's Melee and Arcane stats by 2X until end of turn.  
 Catastrophe: This model loses all energy.



Base: 30MM

## Gone in a puff...

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:**  
 The enemy model has -2 Melee stay for the remainder of the turn. This model may move 4".

## Quarrel

Gnome, Soldier, Militia  
v.2

Melee	Range	Arcane	Evade
3	1"	3	0

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

**Slow:** This model's Jog actions are limited to 2".

**Reload [Shoot Crossbow] (2)**  
 The named ability can be used again. (This ability cannot be used while this model is engaged.).

**Brothers in Arms (1) 4"**  
 Target other friendly Militia gains +1 Arcane stat and +1 Melee stat until end of turn. Then, the target may discard 1 energy to give this character +1 Arcane stat and +1 Melee stat until end of turn.

**Shoot Crossbow (1) 14" - Once per game, unless reloaded.**  
X: Target suffers 2X Piercing Dmg then is moved 1" directly away.  
 Catastrophe: The Reload ability cannot be used for the remainder of the game.



Base: 30MM

## Tactical Retreat

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 -1.

**End Step Effect:**  
 This model may move 2".

## Raegan, Leshavult Priestess

Faun, Cultist, Cleric  
v.2

Melee	Range	Arcane	Evade
2	1"	5	0

**Expel:** Whenever any character suffers a Catastrophe, after resolving the action, draw an Arcane card for each Catastrophe suffered. Look, then place it face down besides this character card. At any point you can add the removed card to your Arcane or Arcane Resist Hand. If you do then at the end of the action, or if this character is slain, shuffle the card back into the Arcane Deck. This character can hold a maximum number of cards at any time equal to the current turn number; if an additional card is drawn, choose a card to shuffle back into the Arcane Deck.

**Verdant Growth (2)**  
X: Place a 50mm Diameter Wooded Patch within 3X" and LoS on open ground. This remains in place until end of game. A maximum of 3 Wooded Patches may be placed by this troupe; if a fourth is placed you must choose and remove a Wooded Patch you created earlier this game.  
 Catastrophe: This model suffers 2 Wds.

**Malachite Ritual (3) 8"**  
*Whilst resolving, ignore passive abilities of other characters.*  
X: Target within 2" of a Tree or Wooded Patch gains X energy.  
X: Target non-Spirit heals X+1 Wds.  
X: Target suffers X Wds. Spirits suffer an additional 1 Wd.  
 Catastrophe: This model and Spirits within 6" suffer 2 Wds.



Base: 30MM

## Mistform

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 -2.

## Ribald

Goblin, Troll  
v.1

Melee	Range	Arcane	Evade
2	2"	3	+2

**Slow:** This model's Jog actions are limited to 2"

**Ironclad Knuckles:** If this character deals Piercing or Slicing Melee Dmg, reduce the Dmg dealt to Ø. If this character deals Impact Melee Dmg, increase the Dmg dealt by +2.

**Ramshackle Armour:** Reduce all non-Magical Dmg suffered by -1.

**Fire Cannon! (2) 8"**  
X: Target character suffers 3X-1 Impact Dmg then is moved X" directly away.  
Catastrophe: This model suffers 3 Wds. All other models within 2" suffer 3 Magical Dmg then are moved 1" directly away.

Base: 40MM

Heart: 1 Blue: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1

## Short Fuse

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:**  
This model suffers 3 Wds. All other models within 2" suffer 3 Magical Dmg then are moved 1" directly away.

## Roary

Spirit  
v.1

Melee	Range	Arcane	Evade
3	1"	0	0

**Summon the Choir:** When this model is deployed or enters play, you may place a new friendly Musician Psychopomp in base contact. If deployed, this must be in the deployment zone as normal. This cannot bring a character into play if it is already in play.

**Conductor (1) 6"**  
Target friendly Psychopomp immediately takes any action available to them irrespective of energy cost, excluding Jog. Increase the Psychopomp's Melee & Arcane Stat by +1 for each friendly Psychopomp in play for the duration of the action.

**Summon an Encore! (1) Once per turn:**  
This action cannot bring a character into play if it is already in play. Place a new friendly Psychopomp, which was slain earlier this turn, in base contact with this model.

**Psychopomp Parade (1) 6" Pulse - Once per turn:**  
Flip an Arcane Card then move all friendly Psychopomps within the pulse up to X", where X is the value of the card.  
Catastrophe: The player to the left may move this model 2".

Base: 30MM

Heart: 1 Blue: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1

## Deafening Blare

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 2" directly away. This effect takes place even if the enemy is outside your Melee Range.

## Ruwt

Spirit, Treefolk  
v.1

Melee	Range	Arcane	Evade
2	1"	4	0

**Woodspirit:** This character may jog over Wooded Patches. Friendly Treefolk within 12" ignore Wooded Patches and other friendly Treefolk for determining cover when using Arcane Abilities.

**We are Ruwt:** Each time this character would be slain, it may instead drop any Moonstones as if it were slain and restore half its health rounding up if it can be placed within a Wooded Patch created earlier this game within 12". Then remove the Wooded Patch.

**New Growth:** When this character uses an Arcane Ability it may suffer 3 Wds instead of paying the energy cost. If this reduces it to 0 Wds the Arcane Ability is cancelled. Once Per Turn.

**Verdant Growth (2)**  
X: Place a 50mm Diameter Wooded Patch within 3X" and LoS on open ground. This remains in place until end of game. A maximum of 3 Wooded Patches may be placed by this troupe, if a fourth is placed you must choose and remove a Wooded Patch you created earlier this game.  
Catastrophe: This model suffers 2 Wds.

Base: 30MM

Heart: 1 Blue: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1

## Encroaching Roots

Upgrade for Rising Attack

Damage Type:  
**Impact or Piercing**

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

**End Step Effect:**  
If the enemy suffered 1 or more Wds during this round of Melee then it cannot take a Jog action until the end of turn.

## Seasick Stu

Goblin, Pirate  
v.4

Melee	Range	Arcane	Evade
2	3"	4	-1

**Harpoon:** If this character deals Impact or Slicing Melee Dmg, reduce the Dmg dealt by -1. If this character deals Piercing Melee Dmg, increase the Dmg dealt by +1.

**Bawdy Jokes (2) 4" Pulse - Once per turn:**  
All Goblins within the pulse are moved 1" directly towards this model. Then, all other Goblins within 1" gain +1 energy.

**Seasick (2) 6"**  
X: Target loses X energy.  
Catastrophe: This model suffers 2 Wds and loses all energy.

**Rough Tides (2) 6"**  
X: Move other target model X" directly away.  
Catastrophe: This model suffers 1 Wd and loses all energy.

Base: 30MM

Heart: 1 Blue: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1 Circle: 1

## It's a big'un!

Upgrade for Thrust

Damage Type:  
**Thrust**

Opponent Plays	Deal
High Guard	0
Falling Swing	3
Thrust	3
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, it cannot take a Jog action until end of turn.

## Sen'Ara

Spirit, Merfolk  
v.1

Melee	Range	Arcane	Evade
<b>3</b>	<b>1"</b>	<b>4</b>	<b>-1</b>

**Summon from the Depths:** When this model is deployed or enters play, you may place a new friendly Aquatic Psychopomp in base contact. (If deployed, this must be in the deployment zone as normal. This cannot bring a character into play if it is already in play.)

**Oceanic:** This model's Jog actions are limited to 2" but may be made freely over Water Features.

**Merfolk Magic (2) 10"** - Once per turn.  
Place this model within target Water Feature. (This ability may only be used if this model is within a Water Feature.)

**Torrential Surge (2)**  
X: Place a 50mm Diameter Water Feature within 3" and LoS on open ground. This remains in place until end of game. A maximum of 3 Water Features may be placed by this troupe; if a fourth is placed you must choose and remove a Water Feature you created earlier this game.  
Catastrophe: This model suffers 2 Wds.

**Siren Song (3) 12"**  
X: Move target X+2" directly towards this model. Then, if the target is within 4" of a Water Feature it suffers 4 Magical Dmg.  
Catastrophe: The resisting player may move this model 2".



Base: 40MM

Heart Circle Circle Circle Circle Circle Circle

## Vicious Claws

Upgrade for Sweeping Cut

Damage Type: Slicing

Opponent Plays	Deal
<b>High Guard</b>	Ø
<b>Falling Swing</b>	<b>3</b>
<b>Thrust</b>	<b>2</b>
<b>Sweeping Cut</b>	<b>2</b>
<b>Rising Attack</b>	<b>3</b>
<b>Low Guard</b>	Ø

## Serif

Risen, Soldier  
v.1

Melee	Range	Arcane	Evade
<b>2</b>	<b>1"</b>	<b>3</b>	<b>0</b>

**Pavise:** Reduce all non-Melee Dmg suffered by -2.

**A Skele-tonne of Bolts:** When a friendly model is slain, this character may immediately use Ancient Crossbow without spending energy after the current action is resolved. This is done before models may take reaction steps. Once Per Turn.

**Slow:** This model's Jog actions are limited to 2".

**Ancient Crossbow (2) 12"**  
This ability cannot be used while this model is engaged.

X: Target suffers X+1 Piercing Dmg.  
Catastrophe: This model suffers 2 Wds and loses the A Skele-tonne of Bolts ability until end of turn.



Base: 40MM

Heart Circle Circle Circle Circle Circle Circle

## Shield Slam

Upgrade for Low Guard

Damage Type: Impact

Opponent Plays	Deal
<b>High Guard</b>	<b>1</b>
<b>Falling Swing</b>	<b>2</b>
<b>Thrust</b>	<b>1</b>
<b>Sweeping Cut</b>	<b>1</b>
<b>Rising Attack</b>	<b>2</b>
<b>Low Guard</b>	<b>0</b>

**End Step Effect:**  
Move the enemy 2" directly away.

## ShabbaroOn

Goblin, Wizard  
v.3

Melee	Range	Arcane	Evade
<b>1</b>	<b>1"</b>	<b>7</b>	<b>-1</b>

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

**Goblin Mischief (2) 6" Pulse** - Once per turn.  
Deal an Arcane Card to each Goblin within the Pulse. They receive the following effects (Shuffle them back in after):  
X: Gain +X energy.  
X: Gain +1 energy.  
Catastrophe: Suffer 2 Wds

**Transcombobulate (3) 8"**  
3 or 3: Restore all wounds and energy of target Goblin, then place it within 8" of this model.  
Catastrophe: This character suffers 4 Wds.

**Goblin Luck (2) 8"**  
3 or 3: Target enemy or Goblin immediately suffers one Catastrophe printed on their card. If it requires a target, you may choose any target that meets the ability's requirements.  
Catastrophe: This character suffers 3 Wds.



Base: 30MM

Heart Circle Circle Circle Circle Circle Circle

## Fuddlemuddle

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 model was the defender and was not slain, restore all wounds and energy and place it within 8" of its current location.

## Silvertongue

Faerie, Rogue  
v.2

Melee	Range	Arcane	Evade
<b>4</b>	<b>1"</b>	<b>5</b>	<b>-2</b>

**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.

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

**Faerie Mischief:** Whenever a friendly Faerie within 6" bluffs successfully, you may reveal the card and this character gains 2 energy and restores all Wds.

**Mind Control (3) 6"**  
Target model immediately takes any action available to them that would normally have an energy cost of (1). This action is controlled by you even if the target is an enemy (they count as a friendly model for the duration of the action).

**Whispered Secrets (2) 6"** - Once per turn.  
X: Target friendly Faerie gains X energy and restores 1 Wd.  
Catastrophe: This character suffers 2 Wds.



Base: 30MM

Heart Circle Circle Circle Circle Circle Circle

## Threats & Promises

Upgrade for Rising Attack

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

Reduce Dmg suffered by -3.

**End Step Effect:**  
The enemy character gains 3 energy and may not target this model with an action for the remainder of the turn. This effect takes place even if the enemy is outside this character's Melee Range.

## Sir Guillemot Poppycock

Human, Noble  
v.1

Melee	Range	Arcane	Evade
4	2"	0	+1

**Warhammer:** If this character deals Slicing or Piercing Melee Dmg, reduce the Dmg to Ø. If this character deals Impact Melee Dmg, increase the Dmg dealt by +2.

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

**Ornithophobia:** Whenever a Goblin character ends a move engaged by this model, for the first time this turn, it must discard 1 energy, if able.

**The Governor:** Friendly Soldiers within 6" gain +1 Melee stat.

### Yell Out Commands (1) 6"

Move target friendly non-Noble 1". If the target is a friendly Soldier move it 2" instead. (You may only target each character once per turn.).



Base:  
30MM

## Knee Smasher

Upgrade for **Sweeping Cut**

Damage Type:

**Impact**

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

### End Step Effect:

If the enemy suffered 1 or more Wds during this round of Melee then it cannot take a jog action until end of turn.

## Sir Hogswash

Human, Animal, Soldier  
v.1

Melee	Range	Arcane	Evade
4	2"	0	+1

**Hunting Spear:** If this character deals Piercing or Slicing Melee Dmg, increase the Dmg dealt by +1. If this character deals Melee Dmg against an Animal, increase the Dmg by +1.

**Sun Shield:** If this character suffers Impact or Magical Dmg, reduce the Dmg suffered by -1.

### Utter Swine (1) 6" - Once per turn.

You may have another friendly model within 6" suffer 2 Wds. If they do then target enemy loses one Arcane Ability of your choice until end of turn.

### Chaaarge!! (2) 6"

Move this model 4" directly towards target enemy model. If this character's next action this turn is a Melee Attack against the same target it deals +2 Dmg.



## Gore

Upgrade for **Rising Attack**

Damage Type:

**Thrust**

Opponent Plays	Deal
<b>High Guard</b>	<b>2</b>
<b>Falling Swing</b>	<b>2</b>
<b>Thrust</b>	<b>2</b>
<b>Sweeping Cut</b>	<b>1</b>
<b>Rising Attack</b>	<b>2</b>
<b>Low Guard</b>	<b>0</b>

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

**End Step Effect:**  
Move the enemy model 1".



Base:  
40MM