

## Snag

Treefolk, Spirit  
v.1

Melee	Range	Arcane	Evade
4	2"	3	+2

**Windfoot:** This character may Jog over Wooded Patches.

**Accursed:** When an enemy targets this character with an arcane action you may reveal any Green card from your resist hand before any cards are played. After resolving the current action, the enemy model suffers X-1 Wds where X is the value of the revealed card.

**Splintered Branches:** If this character deals Impact or Piercing Melee dmg, increase the dmg dealt by +1.

**Vengeance:** If a friendly character is slain or reduced to 0 Wds, the first time this model uses an Arcane Ability this turn it doesn't need to spend any energy.

**Deadwood Curse (3) 8"**  
X: Target gains [Deadwood Cursed]: During the Discard Step, this character and all models friendly to this character within 3" suffer 1 Wd., until this character is slain.  
**Catastrophe:** This character suffers 2 Wds. All other models within 3" suffer 2 Wds.

Base: 40MM

## Crowd Control

Upgrade for Thrust

Damage Type: Impact

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

## Sprog

Psychopomp, Babeling  
v.1

Melee	Range	Arcane	Evade
1	1"	0	-1

**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.

**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.

**He Pushed Me! (1) 2"** - Once per turn.  
Move target other model 1" directly away.

Base: 30MM

No Signature Move

## Striga 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.

**Blood Drinker:** 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
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 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 Striga Anya already did this turn.

## Swash

Human, Pirate  
v.1

Melee	Range	Arcane	Evade
5	2"	3	0

**Buckler:** Enemy characters cannot count Critical Hits against this character.

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

**Inferiority Complex:** If this character deals Melee Dmg to a Noble, increase the Dmg dealt by +1.

**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

## Flashing Blades

Upgrade for Sweeping Cut

Damage Type: Slicing

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

## Swiggarty Swooty

Goblin, Pirate  
v.2

Melee	Range	Arcane	Evade
3	2"	3	-1

**Luv'a da booty:** If a friendly Pirate makes a Melee Attack action while within 6" of this model, you may have them gain +1 energy for each Moonstone that this character is in possession of. Once Per Turn.

**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.

**Plunder (1) 2"**  
2, 2 or 2: Target loses 1 Passive Ability of your choice until end of turn and this model gains that ability.  
Catastrophe: The resisting player may move this model 2".

Base: 30MM

## Tentai Surprise!

Upgrade for **Rising Attack**  
Damage Type: **Thrust**

Opponent Plays	Deal
<b>High Guard</b>	<b>2</b>
<b>Falling Swing</b>	<b>1</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>2</b>

## Tabby, the Librarian

Human, Cleric  
v.1

Melee	Range	Arcane	Evade
3	3"	5	+1

**Poking Stick:** If this character deals Slicing Melee Dmg, reduce the Dmg dealt to Ø.

**Energy Syphon (0) 8"** - Once per turn.  
Target a friendly model. Flip an Arcane card and redistribute up to X energy from that model to any combination of models within 8", where X is the value on the card.  
Catastrophe: The target loses 2 energy and this character suffers 2 Wds.

**Caustic Contract (1) 6"**  
X: Target model suffers X-1 Wds, then it gains [Protection]: The first time this character would suffer Dmg, reduce that Dmg to Ø, until end of turn.  
Catastrophe: This model suffers 2 Wds.

**Librarian's Scorn (1) 6"**  
X: Move target X" directly away, then it suffers X-1 Wds.  
Catastrophe: This model suffers 3 Wds.

Base: 40MM

## Shhhh!

Upgrade for **Thrust**  
Damage Type: **Impact**

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

**End Step Effect:**  
If the enemy suffered 1 or more Wds during this round of Melee then it must discard 1 energy, if able.

## Teacake of Torment

Psychopomp, Food  
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.

**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.

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

**Eat Me! (1) 2"**  
Target friendly character restores 2 Wds then this model suffers 1 Wd.

**Leave to Rise until Doubled in Size (1)**  
This character restores 1 Wd. This character cannot take actions until end of turn.

Base: 30MM

No Signature Move

## Teetoe

Faerie  
v.1

Melee	Range	Arcane	Evade
4	1"	5	-2

**Arcane Reflection:** If an enemy player targets this model with an Arcane Ability, after energy is spent but before Arcane Cards are drawn, you may discard 3 energy to reverse the caster and target (i.e. you play their Arcane Ability targeting them).

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

**Enchanted Dagger:** All Melee Dmg generated by this model count as Magical instead of the listed Dmg type.

**Vigour (1)**  
This character restores 1 Wd.

**Misdirection (4) 6"**  
Move target enemy model 3".

Base: 30MM

## Can't Hit Me!

Upgrade for **High Guard**

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

Your opponent's attack deals Ø damage to you this round.

## Terrible Musician

Psychopomp, Soldier, Musician  
v.1

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

**Thrall:** This character can only enter play when summoned. It does not activate and can never gain energy. Instead, while the character is 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.

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

**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.

**Dreadful Din (1) 6" - Once per turn.**  
X: Target model suffers -1 Melee Stat until end of turn.  
X: Target model suffers -1 Arcane Stat until end of turn.  
X: Move target model X" directly away.  
**Catastrophe:** The resisting player may move this model 2".

Base: 30MM

No Signature Move

## The Beast

Human, Noble, Animal  
v.1

Melee	Range	Arcane	Evade
<b>5</b>	<b>2"</b>	<b>0</b>	<b>+1</b>

**Razor Claws:** If this character deals Slicing Melee Dmg, increase the Dmg dealt by +2. If this character deals Impact or Piercing Melee Dmg, increase the Dmg dealt by +1.

**Wake the Beast:** The first time an enemy targets this character with a Melee Attack Action or an Arcane Action in a turn, this character restores 1 Wd and gains +2 energy.

**Quite Terrifying:** Whenever a non-Giant, non-Troll enemy character ends a move engaged by this model, for the first time this turn, it must discard 1 energy, if able.

**Intimidate (1) 4"**  
Target Human or Goblin suffers -2 Arcane stat and gains [Predictable Combatant]: During a round of combat, before each player selects their combat card, you must reveal your hand to your opponent.] until end of turn.

Base: 30MM

## Bellow

Upgrade for High Guard

Opponent Plays	Deal
<b>High Guard</b>	<span style="color: red;">Ø</span>
<b>Falling Swing</b>	<span style="color: red;">Ø</span>
<b>Thrust</b>	<span style="color: red;">Ø</span>
<b>Sweeping Cut</b>	<span style="color: red;">Ø</span>
<b>Rising Attack</b>	<span style="color: red;">Ø</span>
<b>Low Guard</b>	<span style="color: red;">Ø</span>

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

## The Duchess

Human, Noble  
v.2

Melee	Range	Arcane	Evade
<b>3</b>	<b>1"</b>	<b>4</b>	<b>0</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.

**Network of Spies:** Gain +1 to your initiative roll each turn.

**Foreboding:** When an enemy targets this character with an action, the active enemy model must suffer 1 Wd or the action is cancelled. If the active enemy model is slain by this, the action is also cancelled.

**Strength from Suffering:** Whenever another character suffers Wds from a Catastrophe effect, this character restores that many Wds.

**Succubus (3) 8"**  
X: Target other character suffers X Wds. Then, for each Wd lost, choose a friendly model within 8" and LoS of this model to restore 1 Wd and gain 1 energy. The same friendly model may be chosen multiple times.  
**Catastrophe:** This model suffers 3 Wds.

Base: 30MM

## Threats & Promises

Upgrade for Rising Attack

Opponent Plays	Deal
<b>High Guard</b>	<span style="color: red;">Ø</span>
<b>Falling Swing</b>	<span style="color: red;">Ø</span>
<b>Thrust</b>	<span style="color: red;">Ø</span>
<b>Sweeping Cut</b>	<span style="color: red;">Ø</span>
<b>Rising Attack</b>	<span style="color: red;">Ø</span>
<b>Low Guard</b>	<span style="color: red;">Ø</span>

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.

Base: 30MM

## The Fencer

Faerie, Rogue  
v.3

Melee	Range	Arcane	Evade
<b>6</b>	<b>1"</b>	<b>5</b>	<b>-2</b>

**Volta:** Reduce Piercing Dmg suffered by -2.

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

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

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

**Spiteful:** When this model causes 1 or more Wds to an enemy, it restores 1 Wd.

**Enfeeble (3) 4"**  
X: Reduce all Melee Dmg dealt by target by -X until the end of the turn.  
**Catastrophe:** The target gains +1 energy.

Base: 30MM

## Needlepoint

Upgrade for Thrust

Damage Type: Thrust

Opponent Plays	Deal
<b>High Guard</b>	<b>1</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>2</b>

Damage from this attack cannot be reduced by passive abilities.

## The Goblin King

Goblin, Noble  
v.2

Melee	Range	Arcane	Evade
3	2"	0	0

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

**Royal Privilege:** Whenever this character would suffer Dmg, you may have a friendly Goblin within 4" and LoS suffer all that Dmg instead. *Once Per Turn.*

**Sceptre of Almighty Power:** If this character deals Slicing Melee dmg, reduce the Dmg dealt to Ø. If this character deals Impact Melee dmg, increase the Dmg dealt by +2.

**Gimme! (2) 8"**  
Gain possession of one Moonstone carried by the target friendly Goblin.

**Rule the Roost (2) 8" - Once per turn.**  
Target Goblin suffers 2 Wds, gains 2 energy and activates immediately after this character's activation ends. If the target has already activated, then this is a bonus activation, otherwise this counts as the target's activation for the turn.

Base: 30MM

## Grovel, Peasant!

Upgrade for Falling Swing

Damage Type: Impact

Opponent Plays	Deal
High Guard	0
Falling Swing	2
Thrust	2
Sweeping Cut	2
Rising Attack	2
Low Guard	4

This attack deals +1 Dmg to Goblins. Reduce all Dmg suffered from Goblins to Ø.

## The Mortician

Goblin, Wizard  
v.1

Melee	Range	Arcane	Evade
2	1"	4	-1

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

**Spirit Link:** During the Replenish Step, this character gains +1 energy for each friendly slain character.

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

**Rigor Mortis (3) 6"**  
2, 2 or 2: Target discards all energy and suffers 1 Wd.  
Catastrophe: This model suffers 4 Wds.

**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.

Base: 30MM

## Play Dead

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:**  
Enemy characters cannot target this model with actions until this model next performs an action or the end of turn, whichever comes first.

## The Revenant

Human, Noble, Spirit  
v.2

Melee	Range	Arcane	Evade
3	1"	4	0

**Undying:** Each time this character would be slain, instead restore all Wds. Then, if this character was in possession of any Moonstones, it drops one of them as if it were slain.

**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.

**Visions of the Future (2) 8" - Once per turn.**  
Target other friendly character immediately suffers one Catastrophe printed on their card. If it requires a target, you may choose any target that meets the ability's requirements.

**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: 30MM

## Destiny Fulfilled

Upgrade for Thrust

Damage Type: Thrust

Opponent Plays	Deal
High Guard	1
Falling Swing	3
Thrust	4
Sweeping Cut	Ø
Rising Attack	3
Low Guard	2

**End Step Effect:**  
If the enemy is slain, this character is Removed from Play.

## The Tax Collector

Goblin  
v.1

Melee	Range	Arcane	Evade
3	1"	0	-1

**Inheritance Tax:** When a friendly Goblin character within 4" and LoS is slain, you may place one Moonstone the character was in possession of in base contact with this model at depth value of '1'. *Once Per Game.*

**Friskal Stimulus:** When this character is involved in a round of melee it gains +X Melee Stat and reduces all Melee Dmg suffered by -X, where X is the number of Moonstones the enemy character is in possession of.

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

**Rebate (3) 8"**  
Target other character restores X+2 Wds or moves X+2" directly towards this character, where X is the number of Moonstones the target is in possession of. (For characters without Moonstones X is 0).

**Income Tax (0) 8" - Once per turn.**  
Target enemy character in possession of at least one Moonstone cannot take the Jog or Step Action or take Reaction Steps until end of turn. The enemy character may immediately spend X energy to cancel this effect, where X is the number of Moonstones they are in possession of. If they do, this character gains that much energy.

Base: 30MM

## Pay Up

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 it may take possession of up to one Moonstone carried by the enemy. The enemy character may spend 1 energy to cancel this effect. If they do, this model gains 1 energy.

## Urchin

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.

**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.

**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.*

**He Hit Me! (1) 2"** - Once per turn.  
Target character suffers 1 Wd.

Base: 30MM

No Signature Move

## Vespa

Faerie, Animal, Soldier  
v.1

Melee	Range	Arcane	Evade
3	2"	4	0

**Stinger:** If this character deals Piercing Melee Dmg, increase the Dmg dealt by +2.

**Antagonise (1) 6"**  
Target gains +1 Melee Stat and +1 Evade Stat until end of turn.

**Out of Reach (1)**  
This character cannot be targeted by a Melee Attack action and does not benefit from cover until end of turn.

**Throw Javelin (2) 6"**  
X: Target suffers X Piercing Dmg.  
Catastrophe: This character suffers 1 Wd.

Base: 40MM

## Strike from Above

Upgrade for Falling Swing

Damage Type:  
Thrust

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

## Vicious Syd

Goblin, Soldier  
v.2

Melee	Range	Arcane	Evade
5	1"	4	-1

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

**Vicious:** Each time this model causes one or more Wds to an enemy, it gains 1 energy. (Max - 3 times per turn.).

**Short 'n Stabby:** If this character deals Piercing Melee Dmg, increase the Dmg dealt by +1.

**Lard Lover:** This character gains +2 Melee stat if there is a Giant within 4".

**Giant Whisperer (1) 8"**  
Move target Giant 1".

**Where'd You Come From?! (2) 6"**  
X: Place this model anywhere in base contact with target enemy.  
Catastrophe: The resisting player places this model anywhere within 6".

Base: 30MM

## Groin Tickler

Upgrade for Rising Attack

Damage Type:  
Thrust

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

Damage from this attack cannot be reduced by passive abilities.

**End Step Effect:**  
You may place this model anywhere in base contact with the enemy model.

## Viktor Petty, Graverobber

Human, Rogue  
v.1

Melee	Range	Arcane	Evade
3	2"	4	0

**Guiding Lantern:** When a friendly model enters play via Reanimate or Reanimate Jobie it may be placed in base contact with this model instead of the originator.

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

**Gravedigger:** The first time each turn this character performs a Harvest action, you may reduce the depth value by 2, instead of 1.

**Keep 'em Fresh:** When this model or a friendly Risen model enters play via Reanimate, it may restore 2 Wds. Other friendly models entering play via Reanimate may restore 1 Wd.

**Sink Hole (2) 8"**  
X: Target suffers X Wds and gains [Slow: This model's Jog actions are limited to 2"], until end of turn.  
Catastrophe: This character suffers 2 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".

## Viscount de Faute

Risen, Animal, Noble  
v.1

Melee	Range	Arcane	Evade
3	2"	0	+1

**Intrusion:** After dice are rolled to determine who activates first, this model may spend 1 energy to reroll its die. Once Per Turn.

**Erosion:** Enemies within 4" suffer -1 Melee Stat when declaring a Melee Attack action or -2 Melee Stat if targeting this character with a Melee Attack action.

**Cavalry Mace:** If this character deals Slicing Melee Dmg, reduce the Dmg to Ø. If this character deals Impact Melee Dmg, increase the Dmg dealt by +1.

**Concealed Armour:** If this character suffers Piercing Dmg, reduce the Dmg suffered by -1.

**Fear (2) 4"** - Once per turn.  
Target other character loses 1 energy then a friendly model within 4" of this character gains that much energy.

Base: 40MM

## Impale

Upgrade for Thrust  
Damage Type: Thrust

Opponent Plays	Deal
<b>High Guard</b>	<b>1</b>
<b>Falling Swing</b>	<b>3</b>
<b>Thrust</b>	<b>4</b>
<b>Sweeping Cut</b>	Ø
<b>Rising Attack</b>	<b>3</b>
<b>Low Guard</b>	<b>2</b>

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

## Wasp

Faerie, Soldier  
v.2

Melee	Range	Arcane	Evade
5	2"	3	-2

**Buckler:** Enemy characters cannot count Critical Hits against this character.

**Javelin:** If this character deals Piercing Melee Dmg, increase the Dmg dealt by +2.

**Spiteful:** When this model causes 1 or more Wds to an enemy, it restores 1 Wd.

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

**Rage (3) 8"**  
Target Faerie loses Weakling until end of turn.

**Throw Javelin (2) 6"**  
X: Target suffers X Piercing Dmg.  
Catastrophe: This character suffers 1 Wd.

Base: 30MM

## Diving Attack

Upgrade for Falling Swing  
Damage Type: Thrust

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>3</b>
<b>Rising Attack</b>	<b>1</b>
<b>Low Guard</b>	<b>0</b>

## Wendigo

Faun, Spirit  
v.1

Melee	Range	Arcane	Evade
4	1"	0	0

**Rending Claws:** If this character deals Melee Dmg, increase the Dmg dealt by +1. Melee Dmg from this character counts as Magical instead of the listed type.

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

**Quite Terrifying:** Whenever a non-Giant, non-Troll enemy character ends a move engaged by this model, for the first time this turn, it must discard 1 energy, if able.

**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).

Base: 40MM

## Insatiable Hunger

Upgrade for Rising Attack  
Damage Type: Magical

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

**End Step Effect:**  
If the enemy is slain, and this character is not slain, then this character recovers all Wds and all energy.

## Young Jack

Gnome, Noble, Militia  
v.2

Melee	Range	Arcane	Evade
4	1"	2	0

**Ancestral Shield:** Reduce all Dmg suffered by -1.

**Ancestral Sword:** If this character deals Slicing Melee Dmg, increase the Dmg dealt by +2. If this character deals Piercing Melee Dmg, increase the Dmg dealt by +1.

**Lucky (1) - Once per turn.**  
Look at the top 5 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.

**Magic Brew (1) - Once per turn.**  
X: This model restores X Wds.  
X: This model gains X energy.  
Catastrophe: This model suffers 3 Wds.

Base: 30MM

## Shield Bash

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>	0
<b>Sweeping Cut</b>	<b>2</b>
<b>Rising Attack</b>	<b>2</b>
<b>Low Guard</b>	<b>1</b>

**End Step Effect:**  
Move this model 1" directly towards the enemy, then if base contact is made, move the enemy 1" directly away.

**Zorya, Dawn Witch**

Spirit  
v.2

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

**Link to the Present:** If a friendly Antonia, Noonday Witch is in play then this character gains +1 energy during the Replenish Step.

**Mesmerising:** Enemy models engaged by this character must discard 1 energy before they can declare a Jog, Step or Reaction Step.

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

**Visions of the Future (2) 8"** - Once per turn.  
Target other friendly character immediately suffers one Catastrophe printed on their card. If it requires a target, you may choose any target that meets the ability's requirements.

**Violent Impulse (1)**  
**X:** This character's Melee Attacks deal +X Dmg until end of turn.  
Catastrophe: All characters within 4" deal +1 Melee Dmg until end of turn.

Base: 30MM

**Betrayal**

Upgrade for **High Guard**  
Damage Type:  
**Impact, Slicing or Piercing**

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

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