

## Crusty Balboa

Animal, Goblin, Pirate  
v.1

Melee	Range	Arcane	Evade
3	2"	4	+1

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

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

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

**Pinch (2) 2"**  
3 or 3: Target loses possession of one Moonstone they are carrying and this model gains possession of that Moonstone. Catastrophe: This model suffers 3 Wds.

**Punch (1) 2"**  
2 or 2: Target suffers 2 Impact Dmg. If this character has already used the Pinch ability this turn, increase this Dmg by +1. Catastrophe: This model suffers 2 Wds.

Base: 40MM

## First of the Month!

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

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

**End Step Effect:**  
If this character has already used the Pinch and Punch abilities this turn then the enemy suffers 2 Wds and cannot take a Melee Attack action targeting this model until end of turn.

## Danica, Dusk Witch

Spirit  
v.1

Melee	Range	Arcane	Evade
2	1"	5	0

**Link to the Future:** If a friendly Zorya, Dawn Witch is in play then this character restores 2 Wds at the start of the Replenish Step.

**Meddle with Fate (3) - Once per game.**  
Draw 3 cards from the Arcane Deck for each Spirit in play. You may choose up to 3 of the cards to remove from the deck and place face down besides this character card. For each card removed this character suffers 2 Wds, then shuffle the remaining cards into the deck. If this character is slain, return all removed cards to the deck and shuffle.

**Puppeteer (2) 8"**  
2 or 2: Target gains [Puppet]. When Danica, Dusk Witch is active within 8" and Line of Sight, she may spend her energy to have this character perform actions available to them, excluding Jog. They count as friendly during the action., until end of game.  
Catastrophe: This character suffers 4 Wds. The target gains +2 energy.

**Visions of the Past (2) 6"**  
3 or 3: Target restores all Wds and all energy.  
Catastrophe: All models within 4" suffer 2 Wds and gain +1 energy.

Base: 30MM

## Illusion

Upgrade for **Thrust**

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

Reduce Dmg suffered to Ø.

**End Step Effect:**  
Exchange places with a friendly Spirit within 8".

## Dentia

Faerie, Rogue  
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.

**The Bigger They Are...:** During a round of melee with an enemy that has Evade Stat +1 or higher, this character ignores Weakling, deals +X Melee Dmg and reduces all Melee Dmg suffered by -X, where X is the Evade Stat of the enemy.

**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.

**Sedatives:** Whilst this model is in play, the first time each enemy gains Weakling in a turn, they lose 1 energy.

**Sleepy Time (3) 6" - Once per turn.**  
This attack is not modified by Evade Stat.  
X: Target gains Weakling until end of turn.  
X: Target with Weakling or Feeble loses all energy and gains +X Evade Stat until end of turn.  
Catastrophe: This character suffers 2 Wds.

Base: 30MM

## Extraction

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

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

**End Step Effect:**  
Damage from this attack cannot be reduced by enemy passive abilities.

**End Step Effect:**  
If the enemy suffered 1 or more Wds during this round of melee, then this character gains +1 Melee Stat until end of game.

## Diana, Queen of the fae

Faerie, Noble  
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.

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

**For the Good of the Glade:** If this character uses an Arcane Ability, before drawing Arcane Cards, you may inflict 1 Wd on up to three different friendly Faerie within 6". For each Wd inflicted, draw 2 additional cards.

**Feed on Fear (1) 6" - Once per turn.**  
X: Target loses X energy. Then distribute that much energy amongst Faerie(s) within 6" of the target.  
Catastrophe: This character suffers 2 Wds.

**Horrifying Visions (2) 6"**  
X: Target suffers X+1 Magical Dmg.  
Catastrophe: This model suffers 3 Wds.

Base: 30MM

## Dance with Death

Upgrade for **Sweeping Cut**  
Damage Type: **Magical**

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

**End Step Effect:**  
If this character is not slain, it may move 2". If this character is slain, the enemy suffers 2 Wds.

## Dim & Dimmer

Giant v.2

Melee	Range	Arcane	Evade
2	2"	0	+2

**Constant Bickering:** When this character activates, flip an Arcane card. This character gains X energy, where X is the value on the flipped card. **Catastrophe:** This character suffers 3 Wds.

**Cleaver & Club:** If this character deals Impact or Slicing Melee Dmg, increase the Dmg dealt by +2.

**Natural Padding:** Reduce Impact Dmg suffered by -2.

**Two Heads are Better than One:** During a round of Melee, after cards are drawn but before they are revealed, you may discard 1 energy to play 2 different cards. If you do, after cards are revealed you may choose which card is used. The other card is discarded.

Base: 40MM

## Packed Lunch

Upgrade for Rising Attack

Damage Type: Impact

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

**End Step Effect:**  
If the enemy suffered 1 or more Wds during this round of Melee and has an Evade Stat of -1 or lower, then it is Removed From Play.

## Doug, the Flatulent

Goblin, Soldier, Animal v.2

Melee	Range	Arcane	Evade
4	3"	0	0

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

**Digger:** When this model takes a Harvest action, flip an Arcane Card and reduce the Depth Value by X, where X is the value of the card. **Catastrophe:** All models within a 3" pulse suffer 2 Magical Dmg.

**Jousting Shield:** Reduce Piercing and Impact Dmg suffered by -1.

**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.

**Foul Gases (2) 2" Pulse**  
All models within the pulse suffer 2 Magical Dmg.

Base: 40MM

## Ankle Biter

Upgrade for Rising Attack

Damage Type: Impact

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

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

## Dranyer

Spirit v.1

Melee	Range	Arcane	Evade
3	1"	4	-1

**Trickster:** When this model successfully bluffs, after resolving the effect you may reveal the bluff and gain +3 energy. **Once Per Turn.**

**Shifter:** This character may Jog over Water Features and Wooded Patches.

**Mimic (0) - Once per turn.**  
X: Choose another model within 8", this model gains one of its keywords until end of turn.  
X: This character, or a model within 4" which shares a keyword with this character, gains +1 energy. **Catastrophe:** This character suffers 2 Wds.

**Cunning (3) 8"**  
X: Target restores X+1 Wds, then if the target shares a keyword with this character move it X-1".  
X: Target suffers X+1 Magical Dmg, then if the target shares a keyword with this character move it X". **Catastrophe:** This character suffers 3 Wds.

Base: 30MM

## Duplicity

Upgrade for Low Guard

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

If there is a model within 4" that did not participate in this round of melee and shares a keyword with this character, swap positions with a model within 4" that did not participate in this round of melee and shares a keyword with this character.

**End Step Effect:**  
Swap positions with a model within 4" that did not participate in this round of melee and shares a keyword with this character.

## Echo of the Forgotten King

Spirit, Elrich, Noble v.1

Melee	Range	Arcane	Evade
4	2"	4	+2

**Unholy Toughness:** Reduce all Dmg suffered by -1.

**A Busy Tyrant:** This character may not enter play via Reanimate.

**Unholy Strength:** Increase all Melee Dmg dealt by +3. Melee Dmg caused by this character counts as Magical instead of the listed Dmg type.

**Fleeting Presence (0)**  
This action may only be used whilst this model is active and may not be removed from this card by any abilities. This model suffers 2 Wds. Then, if this character wasn't slain, it may immediately take an action available to it costing (1) or (2) energy without spending energy.

**Terrorblast (2) 8" - Once per turn.**  
X: Target suffers X+1 Magical Dmg or X+2 Magical Dmg if the target is not at full health. **Catastrophe:** This character suffers an amount of Wds equal to the number of Wds it has currently suffered.

Base: 40MM

## Torrent of Power

Upgrade for Sweeping Cut

Damage Type: Magical

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

**End Step Effect:**  
Deal 2 Magical Dmg to all models within 2" that did not participate in this round of melee. This does not count as Melee Dmg. Then all models within 2" are moved 2" directly away.

## El Capitano

Goblin, Pirate  
v.2

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

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

**Ye Scurvy Dogs:** Other friendly Goblin Pirates within 4" during the Replenish Step gain +1 energy.

**Hit (1) - Once per turn.**  
This character's next Melee Attack this turn deals +2 Dmg.

**Run (2) 8"**  
Move target friendly engaged model 3".

**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: 40MM

## Jolly Roger

Upgrade for **Rising Attack**

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>2</b>
<b>Rising Attack</b>	<b>2</b>
<b>Low Guard</b>	<b>0</b>

Damage from this attack cannot be reduced by passive abilities.

## Eric, the Enlightened

Human, Animal, Cultist  
v.1

Melee	Range	Arcane	Evade
<b>4</b>	<b>2"</b>	<b>3</b>	<b>+1</b>

**Enchanted Javelin:** If this character deals Piercing Melee Dmg, increase the Dmg dealt by +2. Whenever this character deals any Piercing Dmg it may deal the same amount of Magical Dmg instead.

**Leshavit's Shield:** If this character would suffer Dmg, you may reduce that Dmg to Ø. Once Per Game.

**Woodland Animal:** This character may Jog over Wooded Patches and gains +1 energy during the Replenish Step if any part of its base is within a Wooded Patch.

**Enchanted Bladestorm (2) 6"**  
*This attack is not modified by Evade Stat or Cover and may only be used if this model has the Enchanted Javelin ability.*

X: Target suffers X+1 Piercing Dmg. After resolving this action, this model loses Enchanted Javelin until end of turn.

X: This character may discard 2 energy. If it does, all other models within 4" suffer X+1 Piercing Dmg then are moved X" directly away. Then, after resolving this action, this model loses Enchanted Javelin until end of game.

Catastrophe: If this character has the Enchanted Javelin ability, the target gains it and this model loses it, both until end of turn.

Base: 40MM

## Swinging Antlers

Upgrade for **Sweeping Cut**

Damage Type: **Impact**

Opponent Plays	Deal
<b>High Guard</b>	<b>0</b>
<b>Falling Swing</b>	<b>3</b>
<b>Thrust</b>	<b>0</b>
<b>Sweeping Cut</b>	<b>1</b>
<b>Rising Attack</b>	<b>2</b>
<b>Low Guard</b>	<b>1</b>

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

## Eric, the Squire

Human, Soldier  
v.1

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

**Squire:** Other friendly Soldiers within 4" get +1 Melee stat. Friendly Nobles within 4" get +2 Melee stat.

**Leather Jerkin:** Reduce Slicing and Piercing Dmg suffered by -1.

**My Hero (2) 4"**  
Target Soldier gains 1 energy or, target Noble gains 2 energy.

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

Base: 30MM

## You'll Regret That

Upgrade for **Low 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>

**End Step Effect:**  
If this model is not slain, swap the positions of this model and a friendly model within 4".

## Firespitter

Goblin, Soldier  
v.1

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

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

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

**Predictable Combatant:** During a round of combat, before each player selects their combat card, you must reveal your hand to your opponent.

**Two Goblins Walk into a Tavern (2) 8"**  
Two other target Goblins each gain +1 energy and +2 Evade stat until end of turn. You must choose two different targets.

**Fireblast (2) 8"**  
*This ability cannot be used while this model is engaged.*

X: Target character suffers 2X Magical Dmg.  
Catastrophe: This ability cannot be used for the remainder of the game. All models within a 3" pulse suffer 4 Magical Dmg.

Base: 30MM

## Panic and Flee

Upgrade for **Low 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>

**End Step Effect:**  
Move this model 3" directly away from the enemy. Discard all energy on this character.

## Flay, Bearer of Knowledge

Psychopomp, Familiar  
v.1

Melee	Range	Arcane	Evade
1	1"	4	-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.

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

**Forbidden Tome:** The character that summoned this model gains +1 Arcane Stat while within 2" of this model.

**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.

**Share the Knowledge (2) 2"** - Once per turn.  
X: Target model gains +1 Arcane Stat until end of turn.  
Catastrophe: The target's Arcane Stat is reduced by -2 until end of turn.

  
Base: 30MM

**No Signature Move**

## Flintlock

Human, Soldier  
v.2

Melee	Range	Arcane	Evade
3	1"	3	0

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

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

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

**Take Aim (1)** - Once per turn.  
Increase this character's Arcane stat by +1 until end of turn.

**Shoot Musket (1) 12"** - Once per game, unless reloaded.  
X: Target suffers X+2 Impact Dmg.  
Catastrophe: This model suffers 2 Wds and 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".

## Foxglove

Faerie, Rogue, Wizard  
v.1

Melee	Range	Arcane	Evade
3	1"	3	-2

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

**Trickster:** When this model successfully bluffs, after resolving the effect you may reveal the bluff and gain +3 energy. Once Per Turn.

**Shelter of the Shadowglade (3) 6"**  
X: Target 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.

**Atrophy (3) 6"**  
X: Target suffers 2X Magical Dmg.  
Catastrophe: This model suffers 2 Wds.

  
Base: 30MM

X O O O O O O O O O O O

## Mirror of Mischief

Upgrade for Low Guard

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

**End Step Effect:**  
When played, choose a Faerie or Rogue within 6". This becomes a copy of that character's Signature Move. It is still considered a Low Guard when calculating your opponent's Dmg dealt to you. If there is no Faerie or Rogue characters within 6" then this card deals Ø Dmg.

## Fraya

Faerie, Wizard  
v.2

Melee	Range	Arcane	Evade
2	1"	5	-2

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

**Trickster:** When this model successfully bluffs, after resolving the effect you may reveal the bluff and gain +3 energy. Once Per Turn.

**Dizzily Spell (2) 6"**  
X: Target loses one Active Ability of your choice until end of turn.  
Catastrophe: This model suffers 1 Wd.

**Fizzle-Pop (2) 6"**  
X: Target suffers X Magical Dmg then is moved 1" directly away.  
Catastrophe: This model suffers 2 Wds.

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

  
Base: 30MM

## Can't Hit Me!

Upgrade for High Guard

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

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

## Friar Flavious

Human, Cleric  
v.1

Melee	Range	Arcane	Evade
4	2"	3	+1

**Bludgeon:** 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 +1.

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

**Natural Padding:** Reduce Impact Dmg suffered by -2.

**Divine Intervention:** When an enemy targets this character with an Arcane Ability, or uses an Arcane Ability within 4" of this model, if your resist hand includes two or more Catastrophe cards, you may reveal them to cancel the ability and inflict the catastrophe result on the active character.

**Healing (2) 8"**

✗: Target restores X+1 Wds.

Catastrophe: This model suffers 2 Wds.



## Spank

Upgrade for **Sweeping Cut**

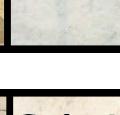
Damage Type:

Impact

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

**End Step Effect:**

If this character was not slain then it restores 1 Wd.



## Fritz

Human, Mercenary, Soldier  
v.3

Melee	Range	Arcane	Evade
4	2"	0	+1

**Great Sword:** If this character deals Slicing Melee Dmg, Increase the Dmg dealt by +3. If this character deals Impact or Piercing Melee Dmg, increase the Dmg dealt by +1.

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

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

**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.



## Corn Cutter

Upgrade for **Rising Attack**

Damage Type:

Slicing

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

**End Step Effect:**

Deal 2 Slicing Dmg to all models within 2" that did not participate in this round of melee. This does not count as Melee Dmg.

## Gertrude, the Faerie Hunter

Human, Mercenary  
v.1

Melee	Range	Arcane	Evade
4	1"	5	0

**Protection Charm:** Reduce Magical DMG suffered by -2.

**Natural Order (1) 4" Pulse - Once per turn.**

All models within the pulse suffer 1 Wd for each energy token they have over 3.

**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.



## Spin-Kick

Upgrade for **Sweeping Cut**

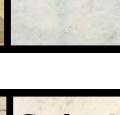
Damage Type:

Impact

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

**End Step Effect:**

Move the enemy model 1". You may immediately play the Reload ability even if engaged, and without spending energy.



## Gloom

Faun, Wizard  
v.2

Melee	Range	Arcane	Evade
2	2"	4	0

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

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

**Gnarled Staff:** 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.

**Whisper to the Wild Things (2) 8"**

Move target Animal 3".

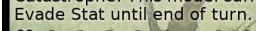
**Shadow Walk (2)**

✗: Place this model within 2X". Catastrophe: The resisting player may place this model within 6".

**Smothering Darkness (3) 6"**

✗: Target suffers X+1 Magical Dmg and gets -1 Evade Stat until end of turn.

Catastrophe: This model suffers 1 Wd and the target gets -2 Evade Stat until end of turn.



## Slip into Shadows

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:**

Place this model within 4".



## Gnomish Airship

Gnome, Machine, Militia  
v.2

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

**Up, Up & Away:** This character may move freely over all terrain and other models during Jog and Step actions, provided it does not end the move with the base overlapping another model or barrier terrain. It cannot take the Harvest action or the Melee Attack action, cannot be targeted by Melee Attack actions and does not engage enemy models or become engaged by enemy models. It does not block LoS, provide Cover, or suffer from Falling. When targeted by Arcane actions, this character does not benefit from Cover.

**Reload [Bolt Thrower] (2)**  
The named ability can be used again.

**Bolt Thrower (1) 10"** Once per game, unless reloaded.  
*This attack is not modified by Cover.*

**X:** Target suffers X+2 Piercing Dmg then is moved 1" directly away.  
**Catastrophe:** This model suffers 2 Wds and this action cannot be used for the remainder of the game.

**Dropping Bombs (2) 2" Pulse**  
**X:** All other models within the pulse suffer X+1 Magical Dmg then are moved X" directly away.  
**Catastrophe:** This model suffers 4 Wds.

Base: 40MM



## Goblin Airship

Goblin, Machine, Animal  
v.2

Melee	Range	Arcane	Evade
-	-	<b>3</b>	<b>+2</b>

**Up, Up & Away:** This character may move freely over all terrain and other models during Jog and Step actions, provided it does not end the move with the base overlapping another model or barrier terrain. It cannot take the Harvest action or the Melee Attack action, cannot be targeted by Melee Attack actions and does not engage enemy models or become engaged by enemy models. It does not block LoS, provide Cover, or suffer from Falling. When targeted by Arcane Actions, this character does not benefit from Cover.

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

**Sticky Tongue (2) 4"**  
Target with Evade Stat -1 or lower, suffers 1 Impact Dmg and is moved 4" directly towards this model.

**Peashooter (1) 8"**  
*This attack is not modified by Cover.*  
**X:** Target suffers X Impact Dmg.  
**Catastrophe:** This model suffers 2 Wds.

Base: 40MM

No Signature Move

## Gotchgut

Giant, Mercenary  
v.2

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

**Brute Strength:** Increase all Melee Dmg dealt by +2.

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

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

**Ooga-booga! (1) 4"**  
Move target enemy Goblin 2" directly away.

Base: 40MM

### Kick to the Guts

Upgrade for **Rising Attack**

Damage Type: **Impact**

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

**End Step Effect:**  
If the enemy suffered 1 or more Wds during this round of Melee, then it loses 1 energy and is moved 1" directly away from this model.

## Gradock

Gnome, Militia  
v.2

Melee	Range	Arcane	Evade
<b>4</b>	<b>1"</b>	<b>2</b>	<b>0</b>

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

**Tough as Old Boots:** At the start of the Replenish Step this model recovers 2 Wds.

**Smell a Lie:** Enemy models targeting this model, or a model within 2", must reveal the arcane card as it is played.

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

**Forgetfulness (1) 8"**  
Remove one Arcane or Active Ability from target character until the end of the turn.

**Snare Traps (2) 14"**  
*This attack is not modified by Evade Stat or Cover.*  
**X:** Target suffers X Piercing Dmg.  
**Catastrophe:** This character suffers 2 Wds.

Base: 30MM

### The Old Slip-Step

## Greymair

Risen, Cleric, Soldier  
v.1

Melee	Range	Arcane	Evade
3	2"	3	0

**Necrotic Salve (1) 4"** - Once per turn.  
Target friendly character restores 1 Wd. If at least one friendly model was slain this turn, the target also gains +1 energy.

**Drain Life (2) 4"** - Once per turn.  
Target other friendly character is slain. If the target wasn't a Psychopomp then the next time this character uses Reanimate this turn, reduce its energy cost to (0) and gain +2 Arcane Stat for the duration of the action.

**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.

**Summon a Helping Hand (2)**  
This action cannot bring a character into play if it is already in play.  
**1 1 or 1** Place a new Familiar Psychopomp in base contact with this character.  
Catastrophe: This model suffers 3 Wds.

Base: 30MM

## Raise the Banner!

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

Reduce Dmg suffered by -1.  
**End Step Effect:**  
Choose another friendly Soldier within 4" and move it 2".

## Grub

Goblin, Wizard  
v.2

Melee	Range	Arcane	Evade
4	1"	4	-1

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

**Wurm Hole (2)**  
This model must be in base contact with an item of Obstacle terrain to use this ability. Lose possession of any Moonstones this character is in possession of (place them in base contact with a depth value of 1), then place this model in base contact with any item of Obstacle terrain on the board.

**Bug Spray (2) 2"**  
This attack is not modified by Evade Stat or Cover.  
**X:** Target suffers X Magical Dmg.  
Catastrophe: This model suffers 2 Wds.

Base: 30MM

## 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.