Gump

Treefolk, Spirit

v.1

Melee	Range	Arcane	Evade
3	**2"**	**4**	**+2**

Woodfoot: This character may jog over Wooded Patches.

Ponderous: This character cannot take Reaction Steps.

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

Bark Skin: If this character suffers Piercing or Slicing Dmg, reduce the Dmg suffered by -1.

Forest: After this character suffers Dmg, it may restore 1 Wd for each Wooded Patch within 4". *Once Per Turn.*

Call of the Woods (2) 8"

X: Move target enemy X+2" directly towards any friendly Treefolk. Then the target suffers 1 Wd for each Wooded Patch within 4" of it.

Catastrophe: This model cannot move or be moved and has its Melee Range increased to 3" until end of turn.

♥ ● ○ ○ ○ ○ ● ○ ○ ○ ○ ○ ○

Base: 40MM

Rooted

Upgrade for **Low Guard**

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

This model cannot be move of be moved and has its Melee Range increased to 3" until end of the current activation.

End Step Effect:

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

Gwendoline, Leshavult Priestess

Faerie, Cultist
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.

Scry (4)
Draw the top card of the Arcane Deck; look then place it face down besides this character card. At any point you can add the 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.

Rejuvenate (3) 8"
X: Target friendly model restores X+1 Wds, then move it X".
Catastrophe: The target suffers 2 Wds.

Ethereal Allure (3) 8"
X: Move target X+2" directly towards this character.
Catastrophe: This model suffers 2 Wds.

♥ ● ● ● ○ ● ●

Base: 30MM

Dreamglade Glamour

Upgrade for **High Guard**

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

End Step Effect:
The enemy cannot make a Melee Attack action targeting this character until end of turn.

Herbert Growbottom

Goblin, Faerie, Wizard

v.2

Melee	Range	Arcane	Evade
3	**1"**	**4**	**-1**

Evolution [Grub]: This character cannot be taken into a Troupe containing the named character or vice versa.

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

Passage of the Seasons (2) 10" – *Once per turn.*
Place this model within target Wooded Patch. This ability may only be used if this model is within a Wooded Patch.

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.

Wither (3) 6"
X: Target suffers X+1 Magical Dmg.
Catastrophe: This model suffers 3 Wds.

♥ ● ● ○ ● ○ ●

Base: 30MM

Can't Hit Me!

Upgrade for **High Guard**

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

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

Hoff

Faun, Soldier

v.1

Melee	Range	Arcane	Evade
4	**2"**	**4**	**0**

Guerilla Tactician: Other friendly Fauns within 6" gain +1 Melee Stat and [**Swift**: When making a Reaction Step while engaged by an enemy, this model may move 2" instead of the usual 1". Once per turn.].

Felling Axe: If this character deals Piercing Melee Dmg, reduce the Dmg dealt to ∅. If this character deals Impact Melee Dmg, increase the Dmg dealt by +2.

Furious Charge (1) 4"

Move this model 3" directly towards target enemy model. If this character's next action this turn is a Melee Attack against the same target then it deals +1 Dmg.

Hunting Horn (1) 8" – *Once per turn.*

This ability cannot be used while this model is engaged.

X: Move target other friendly Faun X+1".

Catastrophe: The target is moved up to 3" by the resisting player.

♥ ● ○ ● ○ ○ ● ○ ○ ○

Base: 30MM

Head Butt

Upgrade for **Falling Swing**

Damage Type:
Impact

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

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

End Step Effect:

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

Igor, the Servant

Spirit

v.1

Melee	Range	Arcane	Evade
2	**1"**	**3**	**-1**

Strength from Beyond: If at least one friendly model was slain this turn, this character gains +2 Arcane Stat until end of turn.

Summon the Forgotten King (3)

This action can only be taken if your chosen faction is Shades and there is no friendly Echo of the Forgotten King in play.

3, 3 or 3: Place a new Echo of the Forgotten King in base contact; it is considered a permanent additional character in your troupe and may activate this turn. Then this model is slain.

Catastrophe: This model suffers 3 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.

Eternal Servitude (2) 4"

X: Target Human or Noble gains +1 energy.

X: Target Risen or Noble restores X Wds.

X: Target Elrich or Noble restores X Wds or gains +1 energy.

Catastrophe: This model suffers 3 Wds.

♥ ● ○ ● ○ ● ○ ○

Base: 30MM

Save me, my Liege!

Upgrade for **High Guard**

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

End Step Effect:

Move this model 4" directly towards the nearest friendly Noble.

Iris & Hellebore

Faerie, Noble
v.1

Melee	Range	Arcane	Evade
5	**1"**	**0**	**-1**

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

Storm of Fae Blades: If this character deals Slicing or Piercing Melee Dmg, increase the Dmg dealt by +2.

Dance in Concert: When another friendly Faerie within 6" makes a Reaction Step whilst engaged by an enemy model, this character may spend the energy instead of the Faerie performing the Reaction Step.

Perfect Form: After a friendly Faerie within 6" reveals a Melee Card, it may discard 1 energy then swap the revealed card with a Melee Card in hand. *Once Per Game.*

Perplex (3) 6"
Target loses 1 energy. Then another friendly Faerie within 6" of the target gains that much energy.

♥ ● ● ○ ● ○ ● ○

Base: 40MM

From Below & Above

Upgrade for **Rising Attack**
Damage Type:
Slicing or **Piercing**

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

After upgrading to this signature, this character may place down any Falling Swing melee cards from their melee hand treating them as Critical Hits. (Resolve those cards as exact copies of this signature.).

End Step Effect:
This model may move 1".

Jackalope

Animal
v.2

Melee	Range	Arcane	Evade
3	**2"**	**0**	**+1**

Razor Sharp Antlers: If this character deals Piercing Melee Dmg increase the Dmg dealt by +2.

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

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

Fluffy: Reduce Impact Dmg suffered by -1.

Hop (2) - *Once per turn.*
Move this model 4". You may move freely over intervening obstacles and models provided bases do not overlap at the end of the move.

♥ ● ○ ○ ● ○ ○ ○ ● ○ ○

Base:
40MM

Gore

Upgrade for **Rising Attack**

Damage Type:
Thrust

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

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

End Step Effect:
Move the enemy model 1".

Jayda

Faun, Soldier

v.1

Melee	Range	Arcane	Evade
4	**1"**	**4**	**-1**

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

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

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

Shoot Bow (3) 10"
This ability cannot be used while this model is engaged.
X: Target suffers X+1 Piercing Dmg.
Catastrophe: This ability cannot be used for the remainder of the game.

♥ ● ○ ● ● ○ ● ○

Base:
30MM

Mercy Kill

Upgrade for **Falling Swing**

Damage Type:
Thrust

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

This attack deals +2 Dmg if the enemy has 4 Wds or fewer remaining.

End Step Effect:
If the enemy is slain, this character gains 1 energy.

Jeremy, Lord of the Deep

Psychopomp, Animal, Aquatic

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.

Waterfoot: This character may Jog freely over Water Features.

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.

Behold my Splashy Fury! (1) 2" – *Once per turn.*
Target character suffers 2 Magical Dmg. (This ability may only be used if this model is within a Water Feature.).

♥ ○ ○

Base: 30MM

No Signature Move

Jerry Heir

Spirit

v.1

Melee	Range	Arcane	Evade
3	**1"**	**4**	**-1**

Stage Roll: When an enemy targets this character with an Arcane Ability you may reveal any Red card from your resist hand before any cards are played. After resolving the current action, this model may move X" where X is the value of the revealed card.

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

Summon Intermission Snacks: When this model is deployed or enters play, you may place a new friendly Food 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.).

Stage Fright (3) 8"

2, 2 or 2: Target enemy without Frightened gains [**Frightened**: At the start of the Discard Step, the player that used Stage Fright flips an Arcane Card then moves this model up to X+1".
Catastrophe: Move 0"], until this character is slain.
Catastrophe: This model suffers 2 Wds.

♥ ● ○ ● ● ○ ○ ● ○

Base: 30MM

Topsy Turvy

Upgrade for **Low Guard**

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

Immediately draw 2 additional Melee Cards. Then, if you have a High Guard in hand, you may discard your current Melee Card and replace it with a High Guard. If you do, resolve the Melee as if you originally played a High Guard.

Joanna, Nordic Princess

Gnome, Noble, Norse

v.3

Melee	Range	Arcane	Evade
5	**2"**	**3**	**0**

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

Älskling: Reduce all Dmg this character would suffer by -1 for each other friendly Gnome or Animal within 4", to a maximum of -3.

Pixie-Elf Elixir (2) - *Once per turn.*
X: This character gains X+1 energy.
Catastrophe: This character suffers 3 Wds.

Revenge of the Forest Friends (2) 18"
This attack is not modified by Cover.
X: Target within 3" of a Tree or Wooded Patch terrain suffers X Magical Dmg.
Catastrophe: Target gains [**Protection**: The first time this character would suffer Dmg, reduce that Dmg to ∅], until end of turn.

♥ ● ● ○ ● ○ ○ ○

Base: 30MM

Valkyrie Cyclone

Upgrade for **Sweeping Cut**

Damage Type:
Slicing

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

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.

Jobie

Goblin, Rogue

v.1

Melee	Range	Arcane	Evade
2	**1"**	**3**	**-1**

The Bright Side of Death: Immediately after models have been deployed but before turn 1 begins, friendly characters with Reanimate gain [**Reanimate Jobie (0)**: Place a friendly slain Jobie in base contact with this model. Restore all it's health. It gains +2 energy. It may activate this turn. A friendly Jobie may only enter play via Reanimate Jobie once per turn], until end of game.

A Cunning Plan (1)

This model may place one Moonstone it is in possession of, within 2" of itself at depth value of '1'. Then it is immediately slain.

That's Mine, This is Mine (3)

This model gains possession of one Moonstone it is in base contact with, regardless of its depth value or enemy engagements.

Second Hand Pistol (2) 6"

X: Target other model and this character suffer X Impact Dmg. Catastrophe: This character is slain, then the target loses possession of one Moonstone they are carrying. Place it in base contact with the target at depth value of '1'.

♥ ● ○ ● ○ ●

Base: 30MM

Play Dead

Upgrade for **Low Guard**

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

End Step Effect:

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

Kalista, Leshavult Priestess

Human, Cultist, Cleric

v.3

Melee	Range	Arcane	Evade
3	**1"**	**5**	**0**

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

Joy of Entropy: Whenever another character within 4" is slain, this character gains +1 energy.

Conductor: Other friendly Cultists and Spirits within 4" gain +1 Arcane Stat.

Paroxysm (4) 3" Pulse – *Once per game.*
All other models within 3" suffer 4 Magical Dmg then are moved 3" directly away.

Leshavit's Caress (3) 8"
X: Target restores X+1 Wds and gains [**Protection**: The first time this character would suffer Dmg, reduce that Dmg to ∅], until end of turn.
Catastrophe: This character suffers 2 Wds. All other models within 6" suffer 1 Wd.

♥ ● ● ○ ● ○ ○ ○ ○

Base: 30MM

Slip into Shadows

Upgrade for **Low Guard**

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

End Step Effect:
Place this model within 4".

Kaufman

Human, Noble

v.2

Melee	Range	Arcane	Evade
2	**1"**	**4**	**+1**

Shower of Gold (2) 6"
Target a single point on the board within 6" and LoS of this model. All other models within 4" of the chosen spot move 2" directly towards that point. The Kaufman player chooses the order of the moves.

Money Bag (2) 6"
Place a 30mm diameter Bag of Gold token within 6" and LoS of this model. The token remains in play but is immediately removed if any model is in base contact with it. Whenever another model takes a Jog or Step action while within 6" and LoS of a Bag of Gold token, it may not end the move further from the nearest Bag of Gold token than it began.

A Generous Offer (1) 2" – *Once per turn.*
This attack is not modified by Evade Stat.
2 or 2: Target model loses possession of one Moonstone it is carrying and this character gains possession of that Moonstone.
Catastrophe: This model suffers 2 Wds.

♥ ● ○ ● ○ ○ ● ○ ○ ○

Base:
30MM

Gut Barge

Upgrade for **Thrust**

Damage Type:
Impact

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

End Step Effect:
Move the enemy model 2" directly away from this model.

Kavanagh, the Jongler

Gnome, Cultist, Rogue

v.3

Melee	Range	Arcane	Evade
3	**1"**	**4**	**0**

Black Comedy (0) 6" – *Once per turn.*
Target other friendly character suffers 2 Wds and gains +1 energy.

Roley-Poley (2)
Move 2" then reduce this character's Evade Stat by -2 until end of turn.

Juggling Fate (4)
Gain +2 energy. Draw the top 3 cards of the Arcane Deck, look then place them face down: one on the top of the deck, one on the bottom of the deck and one 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.

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.

♥ ● ● ● ○ ○ ○ ○ ○

Base: 30MM

Vanishing Balls Trick

Upgrade for **Rising Attack**

Damage Type:
Impact

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

End Step Effect:
The enemy discards 1 energy if able. Target friendly character within 6" gains +1 energy.

Klaus

Faun, Cultist

v.2

Melee	Range	Arcane	Evade
3	**2"**	**0**	**0**

Flail: If this character deals Slicing or Piercing Melee Dmg, reduce the Dmg dealt to ∅. If this character deals Impact Melee Dmg increase the Dmg dealt by +2. If this character plays a High Guard or Low Guard during Melee then it suffers 2 Wds during the End Step.

Egged-On: This character gains +1 Melee Stat for each other friendly Cultist within 6".

Kinship [Raegan, Leshavult Priestess]: If the friendly named character is within 6" during the Replenish Step, this character gains [**Protection**: The first time this character would suffer Dmg each turn, reduce that Dmg to ∅], until end of turn.

Tubthumping: The first time this game this character is reduced to 0 health boxes remaining, flip an Arcane Card. If the result is a Catastrophe, then this character is slain, otherwise it remains in play with X health boxes remaining, where X is the value on the flipped card.

Hold my Beer (4) 4" Pulse

All characters within the Pulse suffer 1 Catastrophe printed on their card. The Klaus player chooses the catastrophe if a character has several, the targets if required and the order in which all effects occur.

♥ ● ○ ● ○ ○ ● ○ ○

Base: 30MM

Flail Around Madly

Upgrade for **Sweeping Cut**

Damage Type:
Impact

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

End Step Effect:

This character suffers 1 Impact Dmg. This does not count as Melee Dmg.

Knoll

Troll, Wizard

v.1

Melee	Range	Arcane	Evade
2	3"	4	+2

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

Recluse: At the start of the Replenish Step this model gains +1 energy if there are no other models within 3".

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

Healing (2) 8"

X: Target restores X+1 Wds.

Catastrophe: This model suffers 2 Wds.

Trollish Remedies (3) 8" – *Once Per Turn.*

X: Target restores 3X-1 Wds.

X: Target Troll gains [**Tough as Old Boots**: At the start of the Replenish Step this model restores 2 Wds.], until end of game.

X: Target suffers X Wds, then gains +1 energy.

Catastrophe: The target suffers 2 Wds and loses 1 energy.

♥ ● ○ ○ ○ ○ ● ○ ○ ○ ○ ○ ○

Base: 40MM

Bog Off!

Upgrade for **Thrust**

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

End Step Effect:

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

Lampy Darkson

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.

Lampy's Light: Enemy models within 3" get +1 Evade Stat.

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.

A Little More Oil... (1) - *Once per turn.*

X: Increase the range of Lampy's Light by +X" until end of turn.

Catastrophe: This character loses the Lampy's Light ability until end of turn.

♥ ○ ○

Base: 30MM

No Signature Move

Liv

Gnome, Norse, Cleric

v.1

Melee	Range	Arcane	Evade
2	**1"**	**4**	**0**

Manipulate the Runes: After resolving an Arcane action this model initiated but before shuffling the Arcane Deck, you may set aside any cards from your hand that weren't played. After shuffling the Arcane Deck, put any number of the set aside cards on the top of the deck in any order and put the remainder on the bottom of the deck in any order. *Once Per Turn.*

Reading the Runes: When this character activates, you may guess a card (colour and number, or Catastrophe) then flip an Arcane Card. If you guessed correctly, apply the following effect:

X: Choose a friendly Norse model within 8" to gain [**Protection**: The first time this character would suffer Dmg, reduce that Dmg to ∅], until end of turn.

X: Choose a model within 8" to restore X+1 Wds.

X: Choose a model within 8" to suffer X Magical Dmg.

Runes of Power (1) 8"

X: Target restores X Wds.

X: Target suffers X-1 Magical Dmg.

Catastrophe: This character suffers 2 Wds.

♥ ● ● ● ○ ○ ○ ○ ○

Base: 30MM

Rune Shield

Upgrade for **Low Guard**

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

Reduce Dmg suffered by -2.

Loci, Nordic Shipwright

Gnome, Rogue, Norse

v.3

Melee	Range	Arcane	Evade
4	**1"**	**3**	**0**

Hammer: If this character deals Piercing or Slicing Melee Dmg, reduce the Dmg dealt to ∅. If this character deals Impact Melee Dmg, increase the Dmg dealt by +1.

Favour of the Old Gods: When this character suffers Dmg you may flip the top card of the Arcane Deck and reduce the Dmg suffered by -X where X is the value on the flipped card. Catastrophe reduces the Dmg suffered by 0.*Once Per Turn.*

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

One with the Wind (2) 8"

X: Move target model X+1".

Catastrophe: This model suffers 2 Wds.

♥ ● ● ● ○ ○ ○ ○ ○

Base: 30MM

Strong Arm

Upgrade for **Falling Swing**

Damage Type:
Impact

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

Damage from this attack cannot be reduced by passive abilities.

End Step Effect:

You may move the enemy model 1".

Loubard

Giant, Cultist

v.2

Melee	Range	Arcane	Evade
3	**3"**	**3**	**+2**

Blind Faith: This character may not take Harvest or Jog actions unless there is a friendly model within 4".

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

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

Righteous Fury (3) - *Once per turn.*
This character gains +3 energy, +1 Melee Stat, +1 Arcane Stat and +1 to Melee Dmg until end of turn.

Haul in (1) 3"
2, 2 or 2: Move target 2" directly towards this model.
Catastrophe: This character suffers 3 Wds. Then if this character is not slain all other models within 3" are moved 2" directly towards this model.

♥ ● ○ ○ ○ ○ ● ○ ○ ○ ○ ○ ○ ○ ○

Base: 40MM

Entangle

Upgrade for **Sweeping Cut**

Damage Type:
Impact

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

If the enemy is within 1" then it cannot play End Step Effects.

End Step Effect:
If the enemy is within 1" it suffers 1 Wd, loses 1 energy and suffers -2 Melee Stat until end of turn.

Mama Gimble

Gnome
v.2

Melee	Range	Arcane	Evade
2	**1"**	**6**	**0**

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

My Boys: Reduce all Dmg this character would suffer by -1 for each other friendly Gnome within 4", to a maximum of -3.

Luck Charms: Other friendly Gnomes within 4" gain +1 Melee stat, +1 Arcane stat and reduce Magical Dmg suffered by -1.

Mother's Wrath (1) 3" Pulse – *Once per game.*
Other friendly Gnomes within the pulse gain 1 energy. Enemy models within the pulse suffer 2 Wds.

Mother's Love (1) 10" – *Once per turn.*
Move 2" directly towards target Gnome, then the target moves 2" directly towards this model and restores 2 Wds.

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

♥ ● ● ● ○ ○ ○

Base:
30MM

You'll Regret That

Upgrade for **Low Guard**

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

End Step Effect:
If this model is still alive, swap the positions of this model and a friendly model within 4".

Marley

Spirit

v.1

Melee	Range	Arcane	Evade
2	**1"**	**3**	**-1**

Resonance: Friendly Spirits within 8" have a resist hand of +2 cards when targeted by an enemy Arcane Ability.

Incorporeal Form: When this character activates it may discard 1 energy. If it does, this character reduces all non-Magical Dmg suffered to ∅ and may ignore other models and terrain during Jog actions but cannot take Harvest actions, until end of turn.

Slip through the Deadlands: Friendly Spirits within 8" gain [**Blink**: When making a Step action, this model may be placed within 1" of itself instead of moving 1". Once per turn].

Horror (3) 8"

If at least one friendly model was slain this turn resolve this attack with +2 Arcane Stat.

2, 2 or 2: Target gains [**Horrified**: During the Discard Step, this character suffers 2 Wds.], until this character is slain.

Catastrophe: This model suffers 2 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

Boooo!

Upgrade for **High Guard**

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

End Step Effect:

Move the enemy 2" directly away. If the enemy is in possession of at least one Moonstone, it loses possession of one Moonstone before moving. Place it in base contact with the enemy at depth '1'.

Morag

Faun, Spirit

v.1

Melee	Range	Arcane	Evade
3	**1"**	**4**	**-1**

Eclipse: When an enemy targets this character with an Arcane Ability you may reveal a Green 2 or Red 2 from your resist hand before any cards are played. If you do, this character reduces all Dmg suffered to ∅ whilst resolving the current action.

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

Reclaim Life (0) 4" – *Once per turn.*
Target friendly character suffers 2 Wds or, if at least one friendly model was slain or reduced to 0 Wds this turn, it may restore 2 Wds instead.

Shadow Stride (2)
X or X: Place this model within X+1".
Catastrophe: This character suffers 3 Wds.

Hunting Ritual (3) 8"
This attack is not modified by Evade Stat.
3, 3 or 3: Target suffers an amount of Wds equal to half the number of Wds they currently have remaining, rounded up.
Catastrophe: The target may be moved 4" by the resisting player.

♥ ● ● ○ ● ○ ○ ●

Base: 30MM

Shadow Form

Upgrade for **High Guard**

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

Reduce Dmg suffered by -1. If the enemy has **4 Wds or fewer remaining, instead reduce Dmg suffered to ∅.**

Morris

Gnome, Militia

v.2

Melee	Range	Arcane	Evade
3	**1"**	**3**	**0**

Miner: When this model makes a Harvest action, gain possession of the Moonstone regardless of its depth value. This model ignores the Slow Carry rule whilst in possession of exactly one moonstone.

Pick: If this character deals Slicing Melee Dmg, reduce the Dmg dealt to ∅. If this character deals Impact Melee Dmg, increase the Dmg dealt by +2.

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

Shove (0) 1" – *Once per turn.*
Move target other model 2" directly away.

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

Pick a fight

Upgrade for **Falling Swing**

Damage Type:
Impact

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

Damage from this attack cannot be reduced by passive abilities.

Mr Toodles

Faun, Cleric
v.2

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.

Goblin Jazz Funk Solo (1) 2" Pulse – *Once per turn.*
All other models within the pulse move 1" directly away.

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

Blighted Elixir (1) 2" – *Once per turn.*
X: Target is moved X" directly away.
X: Target gains X+1 energy.
X: Target suffers X Wds.
Catastrophe: This model suffers 2 Wds.

♥ ○ ○ ○ ○ ○ ○ ○

Base:
30MM

Panic and Flee

Upgrade for **Low Guard**

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

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