

Baron Von Fancyhat

Human, Noble

Melee	Range'	Arcane	Evasive
5	2"	3	0

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

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

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

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

Reload [Shoot Pistol] (2)

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

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

✖ : Target suffers X+1 Impact Dmg.

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Falling Swing*.



Base:
30mm

Master Strike

Upgrade for *Falling Swing*

Damage' Type:

Slicing

Opponent plays:

Opponent plays:	deal
High Guard	0
Falling Swing	0
Thrust	1
Sweeping Cut	2
Rising Attack	3
Low Guard	2

Eric, the Squire

Human, Soldier

Melee	Range	Arcane	Evasion
3	1"	3	-1

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"

 Target *Soldier* or *Noble* restores X Wds.

Catastrophe : This model suffers 2 Wds.

Signature Move on a *Low Guard*.



Base:
30mm

You'll Regret That

Upgrade for *Low Guard*

Opponent plays:

High Guard	⊗
Falling Swing	⊗
Thrust	⊗
Sweeping Cut	⊗
Rising Attack	⊗
Low Guard	⊗

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

Flintlock v.2

Human, Soldier

Melee	Range	Arcane	Evade
3	1"	3	0

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

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.

"Look out!" (1) 6"

Target friendly character's Evade stat is reduced by -1 until end of turn.

Shoot Musket (1) 12" - Once per game, unless reloaded

 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.

Signature Move on a *High Guard*.



Base:
30mm

Tactical Retreat

Upgrade for *High Guard*

Opponent plays:

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".

Quack

Human, Wizard, Cleric

Melee	Range	Arcane	Evasion
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 1 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 the end of turn.

Catastrophe : This model loses all energy.

Signature Move on a *Low Guard*.



Base:
30mm

Gone in a puff...

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: The enemy model has -2 Melee stat for the remainder of the turn. This model may move 4".

Fritz v.3

Human, Mercenary, Soldier

Melee Range
4 2"

Arcane Evasion
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.

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 the turn.

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

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

Signature Move on a *Rising Attack*.



Base:
30mm

Corn Cutter

Upgrade for *Rising Attack*

Damage Type:

Slicing

Opponent plays:

	deal
High Guard	2
Falling Swing	1
Thrust	1
Sweeping Cut	2
Rising Attack	1
Low Guard	∅

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.

Agatha, Tavernfrau v.3

Human

Melee	Range	Arcane	Evasion
3	1"	3	0

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

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.

Enticing Offer (2) 10"

2, 2 or 2 : Move target 4" directly towards this model.
Catastrophe : This character suffers 2 Wds.

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

X : Target loses X energy.

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

X : Target's Melee stat is increased by +X until end of turn.
Catastrophe : The target loses possession of up to one Moonstone they are carrying (place it in base contact with them with a depth value of '1').

Signature Move on a *High Guard*.



Base:
30mm

Hell hath no fury...

Upgrade for *High Guard*

Opponent plays:

High Guard	⊗
Falling Swing	⊗
Thrust	⊗
Sweeping Cut	⊗
Rising Attack	⊗
Low Guard	⊗

Friar Flavious

Human, Cleric

Melee	Range'	Arcane	Evade'
4	2"	3	+1

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

Bludgeon: If this character deals *Slicing* or *Piercing* Melee Dmg, reduce the Dmg to 0. If this character deals *Impact* Melee Dmg, increase the Dmg dealt by +1.

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.

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

Healing (2) 8"

X : Target restores X+1 Wds.

Catastrophe : This model suffers 2 Wds.

Signature Move on a *Sweeping Cut*.



Base:
30mm



Spank

Upgrade for *Sweeping Cut*

Damage' Type:

Impact

Opponent plays:

	deal
High Guard	0
Falling Swing	0
Thrust	0
Sweeping Cut	0
Rising Attack	0
Low Guard	0

End Step Effect: If this character was not slain then it restores 1 Wd.

Mama Gimble v.2

Gnome

Melee	Range	Arcane	Evasion
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 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.

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.

Healing (2) 8"

X : Target restores X+1 Wds.

Catastrophe : This model suffers 2 Wds.

Signature Move on a *Low Guard*.



Base:
30mm



You'll Regret That

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

Quarrel v.2

Gnome, Soldier, Militia

Melee	Range	Arcane	Evasion
3	1"	3	0

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

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

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.

Signature Move on a *High Guard*.



Base:
30mm

Tactical Retreat

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered by -1.

End Step Effect: This model may move 2".

Billy v.2

Gnome, Militia, Animal

Melee Range
4 1"

Arcane Evade
4 -1

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

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

Ramming Speed (3) 6"

Move this model 6" directly towards target enemy model. If base contact is made with the target, flip an arcane card. The target suffers X+1 Impact Dmg then is moved X" directly away, where X is the value of the flipped card.

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

High-ho Silver (2)

X or X: Move this model 2X".

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

Signature Move on a *Falling Swing*.



Base:
30mm

Wild Swing

Upgrade for *Falling Swing*

Damage Type:

Slicing

Opponent plays:

<i>Opponent plays:</i>	<i>deal</i>
High Guard	∅
Falling Swing	2
Thrust	2
Sweeping Cut	3
Rising Attack	3
Low Guard	2

End Step Effect: Move the enemy model 1" directly away from this model.

Young Jack v.2

Gnome, Noble, Militia

Melee Range
4 1"

Arcane Evasion
2 0

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.

Ancestral Shield: Reduce all Dmg suffered 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.

Signature Move on a *Low Guard*.



Base:
30mm

Shield Bash

Upgrade for *Low Guard*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	1
Falling Swing	2
Thrust	0
Sweeping Cut	2
Rising Attack	2
Low Guard	1

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

Morris v.2

Gnome, Militia

Melee	Range	Arcane	Evasion
3	1"	3	0

Pick: If this character deals *Slicing* Melee Dmg, reduce the Dmg dealt to 0. If this character deals *Impact* Melee Dmg, increase the Dmg dealt by +2.

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.

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.

Signature Move on a *Falling Swing*.



Base:
30mm

Pick a fight

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	2

Damage from this attack cannot be reduced by passive abilities.

Gradock v.2

Gnome, Militia

Melée	Range'	Arcane	Evade'
4	1"	2	0

Quilted Armour: Reduce Slicing Dmg suffered by -1.

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.

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

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 : Targets suffers X Piercing Dmg.

Catastrophe : This character suffers 2 Wds.

Signature Move on a *High Guard*.



Base:
30mm



The Old Slip-Step

Upgrade for *High Guard*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	∅
Falling Swing	1
Thrust	1
Sweeping Cut	1
Rising Attack	1
Low Guard	∅

End Step Effect: This model may move 1".

Firespitter

Goblin, Soldier

Melée Range
2 1"

Arcane Evade
5 +1



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

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

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

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"

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. *This ability cannot be used while this model is engaged.*

Signature Move on a *Low Guard.*

Base:
40mm



Panic and Flee

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

Doug, the Flatulent v.2

Goblin, Soldier, Animal



Melee'	Range'	Arcane	Evasion'
4	3"	0	0

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

Jousting Shield: Reduce *Piercing* and *Impact* Dmg suffered 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.

Foul Gases (2) 2" Pulse

All models within the pulse suffer 2 Magical Dmg.

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.

Signature Move on a *Rising Attack*.

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	\ominus

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

Vicious Syd v.2

Goblin, Soldier



Melee	Range	Arcane	Evasion
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".

Signature Move on a *Rising Attack*.



Base:
30mm

Groin Tickler

Upgrade for *Rising Attack*

Damage Type:

Piercing

Opponent plays:

	deal
High Guard	2
Falling Swing	3
Thrust	2
Sweeping Cut	1
Rising Attack	0
Low Guard	∅

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.

Beaky Bobby

Goblin, Wizard



Melee	Range	Arcane	Evasion
2	1"	5	-1

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

Magic Resistance: Reduce *Magical* Dmg suffered by -1.

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

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

Foul Gases (2) 2" Pulse

All models within the pulse suffer 2 *Magical* Dmg.

Healing (2) 8"

Target restores X+1 Wds.

Catastrophe : This model suffers 2 Wds.

Signature Move on a *Thrust*.



Base:
30mm

Take your medicine

Upgrade for *Thrust*

Damage Type:

Magical

Opponent plays:

Opponent plays:	deal
High Guard	3
Falling Swing	3
Thrust	3
Sweeping Cut	∅
Rising Attack	3
Low Guard	3

Shabbaroon v.3

Goblin, Wizard



Melee	Range	Arcane	Evade'
I	I"	J	-I

Weakening: 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 [X : Gain +X energy].

X : Gain +1 energy. **Catastrophe :** Suffer 2 Wds], then shuffle the cards back into the Arcane Deck.

Goblin Luck (2) 8"

3, 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.

Transconbobulate (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.

Signature Move on a *High Guard*.



Base:
30mm

Fuddlemuddle

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.

Seasick Stu v.4

Goblin, Pirate



Melee	Range	Arcane	Evasion
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.

Rough Tides (2) 6"

X : Move other target model X" directly away.

Catastrophe : This model suffers 1 Wd and loses all energy.

Seasick (2) 6"

X : Target loses X energy.

Catastrophe : This model suffers 2 Wds and loses all energy.

Signature Move on a *Thrust*.



Base:
30mm

It's a big'un!

Upgrade for *Thrust*

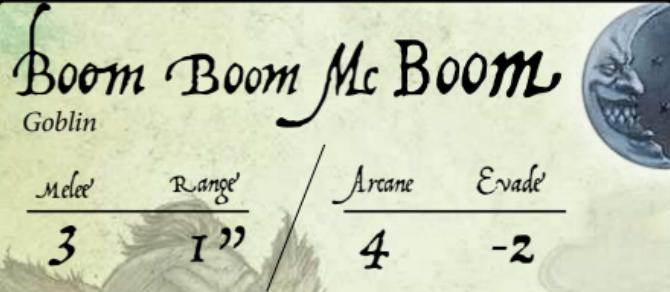
Damage Type:

Piercing

Opponent plays:

	deal
High Guard	0
Falling Swing	3
Thrust	3
Sweeping Cut	∅
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.



Reload [Blunderbuss] (2)

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

Suckerpunch (2) 8"

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

Blunderbuss (1) 4" – Once per game, unless reloaded ○

█ or █ : Target suffers X Impact Dmg.

Catastrophe : This model suffers 2 Wds.

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

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

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

Signature Move on a *Low Guard*.



Base:
30mm

Now you see me...

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: Place this model anywhere within 6".

Grub v.2

Goblin, Wizard

Melee	Range'	Arcane	Evade'
4	1"	4	-I



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

Wyrm 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.

Signature Move on a *Rising Attack*.



Base:
30mm

Insatiable Hunger

Upgrade for *Rising Attack*

Damage Type:

Magical

Opponent plays:

	deal
High Guard	2
Falling Swing	3
Thrust	3
Sweeping Cut	2
Rising Attack	1
Low Guard	∅

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

Teetoe

Faerie

Melee Range
4 1"

Arcane Evasion
5 -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.

Arcane Reflection: If an enemy player targets this model with a 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).

Vigour (1)

This character restores 1 Wd.

Misdirection (4) 6"

Move target enemy model 3".

Signature Move on a *High Guard*.



Base:
30mm



Can't Hit Me!

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

Fraya v.2

Faerie, Wizard



Melee'	Range'	Arcane	Evasive
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.*

Healing (2) 8"

X : Target restores X+1 Wds.

Catastrophe : This model suffers 2 Wds.

Fizzle-Pop (2) 6"

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

Catastrophe : This model suffers 2 Wds.

Dizzily Spell (2) 6"

X : Target loses one Active Ability of your choice until end
of turn.

Catastrophe : This model suffers 1 Wd.

Signature Move on a *High Guard*.



Base:
30mm

Can't Hit Me!

Upgrade for *High Guard*

Opponent plays:

Opponent plays:	deal
High Guard	⊗
Falling Swing	⊗
Thrust	⊗
Sweeping Cut	⊗
Rising Attack	⊗
Low Guard	⊗

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

The Fencer v.3

Faerie, Rogue

Melee	Range	Arcane	Evasion
6	1"	5	-2

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

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

Volta: Reduce Piercing Dmg suffered by -2.

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

Once per turn.

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.

Signature Move on a *Thrust*.



Base:
30mm

Needlepoint

Upgrade for *Thrust*

Damage Type:

Piercing

Opponent plays:

	deal
High Guard	1
Falling Swing	2
Thrust	2
Sweeping Cut	1
Rising Attack	2
Low Guard	2

Damage from this attack cannot be reduced by passive abilities.

Butterfingers v.2

Faerie

Melee	Range	Arcane	Evasion
3	1"	5	-2



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

Clumsy Cluts (2) 6"

Target gains Weakling until end of turn.

Fizzle-Pop (2) 6"

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

Catastrophe : This model suffers 2 Wds.

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.

Signature Move on a *High Guard*.



Base:
30mm

Faerie Dust

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered by -2.

End Step Effect: The enemy character must discard 2 energy.

Wasp v.2

Faerie, Soldier

Melee'	Range'	Arcane	Evasion'
5	2"	3	-2



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

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

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

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

Rage (3) 8"

Target Faerie loses Weakling until end of turn.

Throw Javelin (2) 6"

✖ : Target suffers X Piercing Dmg.

Catastrophe : This character suffers 1 Wd.

Signature Move on a *Falling Swing*.



Base:
30mm

Diving Attack

Upgrade for *Falling Swing*

Damage Type:

Piercing

Opponent plays:

Opponent plays:	deal
High Guard	0
Falling Swing	3
Thrust	2
Sweeping Cut	3
Rising Attack	1
Low Guard	0

Silvertongue v.2

Faerie, Rogue



Melee	Range	Arcane	Evasion
4	1"	5	-2

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.

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.

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.

Signature Move on a *Rising Attack*.



Base:
30mm

Threats & Promises

Upgrade for *Rising Attack*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.

Gotchgut v.2

Giant, Mercenary

Melee Range

3 2"

Arcane Evasion

0 +2

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

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

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

Ooga-booga! (1) 4"

Move target enemy *Goblin* 2" directly away.

Signature Move on a *Rising Attack*.

Base:

40mm



Kick to the Guts

Upgrade for *Rising Attack*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	0
Falling Swing	1
Thrust	∅
Sweeping Cut	1
Rising Attack	1
Low Guard	∅

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.

Boulder

v.4

Troll

Melee	Range	Arcane	Evasion
2	2"	3	+2

Tough Skin: Reduce all Dmg suffered by -1.

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

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

Stone Song (1) 6"

This ability is not modified by Cover.

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

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

Signature Move on a *Thrust*.



Base:
40mm



Crushing Embrace

Upgrade for *Thrust*

Damage Type:

Impact

Opponent plays:

High Guard	2
Falling Swing	2
Thrust	2
Sweeping Cut	2
Rising Attack	2
Low Guard	2

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

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

Kaufman v.2

Human, Noble

Melée Range
2 1"

Arcane Evade
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.

Signature Move on a *Thrust*.



Base:
30mm

Gut Barge

Upgrade for *Thrust*

Opponent plays:

High Guard
Falling Swing
Thrust
Sweeping Cut
Rising Attack
Low Guard

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

Natty, Slum Thief v.2

Human, Rogue

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.

Signature Move on a *Sweeping Cut*.



Base:
30mm

Cut Purse

Upgrade for *Sweeping Cut*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.



Gertrude, the Faerie Hunter

Human, Mercenary

Melée	Range	Arcane	Evasion
4	1"	5	0

Protection Charm: Reduce Magical Dmg suffered by -2.

Reload [Blunderbuss] (2)

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

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

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

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

X or X : Target suffers X Impact Dmg.

Catastrophe : This model suffers 2 Wds.

Signature Move on a Sweeping Cut.



Base:
30mm

Spin-Kick

Upgrade for Sweeping Cut

Damage Type:

Impact

Opponent plays:

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

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

Sir Guillemot Poppycock

Human, Noble

Melee Range
4 2 "

Arcane Evade
0 +1

Warhammer: If this character deals *Slicing* or *Piercing* Melee Dmg, reduce the Dmg to ⊖. 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.*

Signature Move on a *Sweeping Cut*.



Base:
30mm

Knee Smasher

Upgrade for *Sweeping Cut*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	2
Falling Swing	2
Thrust	2
Sweeping Cut	2
Rising Attack	⊖
Low Guard	⊖

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.

Old Calders

Human, Soldier

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"

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.

Signature Move on a *High Guard*.



Base:
30mm

Tactical Retreat

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered by -1.

End Step Effect: This model may move 2".

Tabby, the Librarian

Human, Cleric

Melee

Range'

Arcane

Evade'

3

3"

5

+1

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

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 ☀], 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.

Signature Move on a *Thrust*.



Base:
40mm

Shhhh!

Upgrade for *Thrust*

Damage' Type:

Impact

Opponent plays:

High Guard

deal

1

Falling Swing

1

Thrust

1

Sweeping Cut

☀

Rising Attack

1

Low Guard

1

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

Sir Hogsplash

Human, Animal, Soldier

Melee	Range	Arcane	Evasion
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.

Signature Move on a *Rising Attack*.



Base:
40mm

Gore

Upgrade for *Rising Attack*

Damage Type:

Piercing

Opponent plays:

	deal
High Guard	2
Falling Swing	2
Thrust	2
Sweeping Cut	1
Rising Attack	2
Low Guard	0

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

End Step Effect: Move the enemy model 1".

Hoff

Faun, Soldier

Melee Range

4 2"

Arcane

4 0

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

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.*

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.

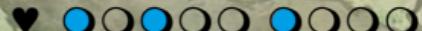
Hunting Horn (1) 8" – *Once per turn.*

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.

Signature Move on a *Falling Swing*.



Base:
30mm



Head Butt

Upgrade for *Falling Swing*

Damage Type:

Impact

Opponent plays:

High Guard

deal

0

Falling Swing

1

Thrust

1

Sweeping Cut

1

Rising Attack

1

Low Guard

1

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

End Step Effect: Move the enemy model 1" directly away from this model.

Jayda

Faun, Soldier

Melee Range

4 I"

Arcane

4 -I

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.

Signature Move on a *Falling Swing*.



Base:
30mm

Mercy Kill

Upgrade for *Falling Swing*

Damage Type:

Piercing

Opponent plays:

High Guard

deal



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.

Mr Toodles v.2

Faun, Cleric

Melee	Range	Arcane	Evasion
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.

Signature Move on a *Low Guard*.



Base:
30mm

Panic and Flee

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

Joanna, Nordic Princess v.3

Gnome, Noble, Norse

Melee	Range	Arcane	Evasion
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 0, until end of turn.

Signature Move on a *Sweeping Cut*.



Base:
30mm

Valkyrie Cyclone

Upgrade for *Sweeping Cut*

Damage Type:

Slicing

Opponent plays:

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.

Muridae v.3

Gnome, Rogue

Melee Range

4 I"

Arcane Evade

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.

Signature Move on a Sweeping Cut.



Base:
30mm

Hamstring

Upgrade for Sweeping Cut

Damage Type:

Slicing

Opponent plays:

	deal
High Guard	1
Falling Swing	2
Thrust	1
Sweeping Cut	1
Rising Attack	2
Low Guard	0

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.

Joci, Nordic Shipwright v.3

Gnome, Rogue, Norse

Melee Range

4 1"

Arcane Evade

3 0

Hammer: If this character deals *Piercing* or *Slicing* Melee Dmg, reduce the Dmg dealt to 0. 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.

Signature Move on a *Falling Swing*.



Base:
30mm

Strong Arm

Upgrade for *Falling Swing*

Damage Type:

Impact

Opponent plays:

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".

Gnomish Airship v.2

Gnome, Machine, Militia

Melee' Range'

- -

Arcane Evade'

3 +I

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

No Signature Move.

Dim & Dimmer v.2

Giant

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

Signature Move on a *Rising Attack*.



Packed Lunch

Upgrade for *Rising Attack*

Damage Type:

Impact

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



1

1

1

1

1



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.

Brunhilde v.3

Giant, Mercenary, Norse

Melée Range

4 2"

Arcane Evasion

0 +2

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

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

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

Epic Ballads of Giant Heros! (1) 6" Pulse – *Once per turn.*

Other *Giants* within the pulse gain +1 energy.

Base:

40mm

Signature Move on a *Falling Swing*.



Shattering Oathstone

Upgrade for *Falling Swing*

Damage Type:

Slicing

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal

0

0

0

3

3

2

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

Bristlenose v.2

Troll

Melee	Range	Arcane	Evasion
3	2"	3	+2

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

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

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

Vomit (2) 4"

X : Target character suffers X+1 Magical Dmg.

Catastrophe : This models suffers 3 Wds.

Signature Move on a *Rising Attack*.



Base:
40mm



Insatiable Hunger

Upgrade for *Rising Attack*

Damage Type:

Magical

Opponent plays:

Opponent plays:	deal
High Guard	2
Falling Swing	3
Thrust	3
Sweeping Cut	2
Rising Attack	1
Low Guard	∅

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

Ribald

Goblin, Troll

Melee	Range	Arcane	Evasion
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 0. If this character deals *Impact* Melee Dmg, increase the Dmg dealt by +2.

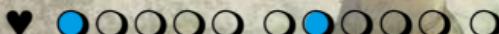
Ramshackle Armour: Reduce all non-*Magical* Dmg suffered by -1.

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.

Signature Move on a *High Guard*.



Base:
40mm

Short Fuse

Upgrade for *High Guard*

Opponent plays:

Opponent plays:	deal
High Guard	⊗
Falling Swing	⊗
Thrust	⊗
Sweeping Cut	⊗
Rising Attack	⊗
Low Guard	⊗

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

The Goblin King v.2

Goblin, Noble



Melee	Range	Arcane	Evasion
3	2"	0	0

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

Sceptre of Almighty Power: If this character deals *Slicing* Melee Dmg, reduce the Dmg dealt to 0. If this character deals *Impact* Melee Dmg, increase the Dmg dealt by +2.

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.*

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.

Gimme!! (1) 2"

Gain possession of one Moonstone carried by target friendly *Goblin*.

Signature Move on a *Falling Swing*.

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 0.

The Mortician

Goblin, Wizard

Melée	Range	Arcane	Evasion
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.

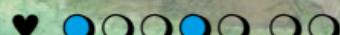
Catastrophe : This model suffers 4 Wds.

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.

Signature Move on a *Low Guard*.



Base:
30mm

Play Dead

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.



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.

Signature Move on a *High Guard*.



Base:
30mm

Can't Hit Me!

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

EL Capitano v.2

Goblin, Pirate



Melee	Range'	Arcane	Evade'
4	1"	3	0

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.

Signature Move on a *Rising Attack*.



Base:
40mm

Jolly Roger

Upgrade for *Rising Attack*

Damage Type:

Piercing

Opponent plays:

	deal
High Guard	1
Falling Swing	2
Thrust	2
Sweeping Cut	2
Rising Attack	2
Low Guard	0

Damage from this attack cannot be reduced by passive abilities.

Swiggarty Swooty v.2

Goblin, Pirate



Melee	Range	Arcane	Evasion
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 the end of turn and this model gains that ability.

Catastrophe : The resisting player may move this model 2".

Signature Move on a *Rising Attack.*



Base:
30mm

Tentai Surprise!

Upgrade for *Rising Attack*

Damage Type:

Piercing

Opponent plays:

Opponent plays:	Deal
High Guard	2
Falling Swing	1
Thrust	2
Sweeping Cut	1
Rising Attack	2
Low Guard	2

Crusty Balboa

Animal, Goblin, Pirate



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, 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.

Signature Move on a *Rising Attack*.



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	∅

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.

Goblin Airship v.2

Goblin, Machine, Animal

Melee'	Range'	Arcane	Evade'
-	-	3	+2

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.

Diana, Queen of the fae

Faerie, Noble

Melee	Range'	Arcane	Evasion
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.

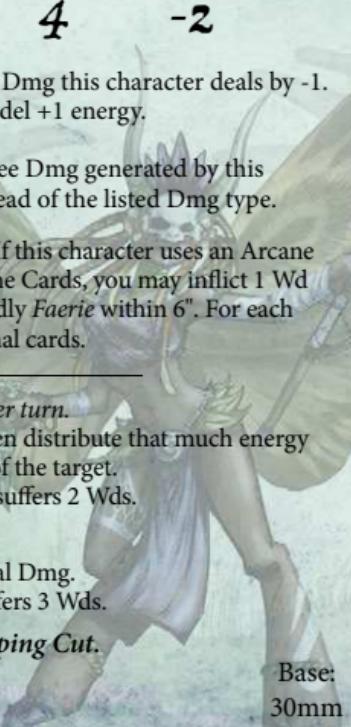
X : Target loses X energy. Then distribute that much energy amongst Faerie(s) within 6" of the target.

Catastrophe : This character suffers 2 Wds.

Horrifying Visions (2) 6"

X : Target suffers X+1 Magical Dmg.
Catastrophe : This model suffers 3 Wds.

Signature Move on a *Sweeping Cut*.



Base: 30mm

Health: 4 | Energy: 1 | Abilities: 2 | Attacks: 1

Dance with Death

Upgrade for *Sweeping Cut*

Damage Type:

Magical

Opponent plays:

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

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

Belladonna

Faerie, Rogue

Melee	Range	Arcane	Evasion
4	1"	3	-2

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

Faerie Tricks (2) 8"

Swap places with target friendly *Rogue*.

Acid Flask (3) 4"

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

Drop of Nightshade (3) 1"

X : Target enemy loses X energy.

X : Target enemy suffers X Wds.

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

Signature Move on a *High Guard*.



Base:
30mm

Drop of Delirium

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

Foxglove

Faerie, Rogue, Wizard



Melee	Range	Arcane	Evasion
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.

Signature Move on a *Low Guard*.



Base:
30mm

Mirror of Mischief

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal

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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.

Vespa

Faerie, Animal, Soldier

Melee Range

3 2"

Arcane

4 0

Evade

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.

Signature Move on a *Falling Swing*.



Base:
40mm

Strike from Above

Upgrade for *Falling Swing*

Damage Type:

Piercing

Opponent plays:

High Guard

deal

0

Falling Swing

2

Thrust

2

Sweeping Cut

2

Rising Attack

1

Low Guard

0

Brother Daniel v.2

Human, Cultist, Cleric

Melee	Range	Arcane	Evasion
2	2"	4	0

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

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

Plant the Placard (2) 6" Pulse – Once per turn.
Move all other friendly characters within the pulse up to 1". This character cannot take Jog or Step actions, or make a Reaction Step until end of turn.

Bell Ringer (2) 4" Pulse
X : All friendly characters within the pulse restore X Wds.
Catastrophe : All characters within the pulse suffer 1 Wd.

The End is Nigh (4)
X : Choose a model within 3" and LoS of this character. Then choose another model within 3X" and LoS of this character. Place the first model within 3" of the second model.
Catastrophe : This character's controller must choose either to have him suffer 4 Wds, or be Removed from Play.

Signature Move on a *Sweeping Cut*.



Base: 30mm

Heart Health: 5

Thwack!

Upgrade for *Sweeping Cut*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	∅
Falling Swing	2
Thrust	2
Sweeping Cut	1
Rising Attack	2
Low Guard	∅

End Step Effect: The opponent suffers -1 Melee Stat until end of turn.

Kavanagh, the Jongler v.3

Gnome, Cultist, Rogue

<i>Mele</i>	<i>Range</i>	<i>Arcane</i>	<i>Evade</i>
3	1"	4	0

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

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

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.

Signature Move on a *Rising Attack*.

Base: 30mm

Vanishing Balls Trick

Upgrade for *Rising Attack*

Damage Type:

Impact

Opponent plays:

	<i>deal</i>
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.

Kalista, Leshavult Priestess v.3

Human, Cultist, Cleric

Melee	Range	Arcane	Evasion
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 0, until end of turn.

Catastrophe : This character suffers 2 Wds. All other models within 6" suffer 1 Wd.

Signature Move on a *Low Guard*.



Base:
30mm

Slip into Shadows

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: Place this model within 4".

Loubard v.2

Giant, Cultist

Melee Range
3 3"

Arcane Evade
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:

Signature Move on a *Sweeping Cut*.

40mm



Entangle

Upgrade for *Sweeping Cut*

Damage Type:

Impact

Opponent plays:

High Guard

deal

∅

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.

Boris, The Bunny Summoner v.2

Faun, Wizard

Melee	Range	Arcane	Evasive
2	2"	4	0

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

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

Summon a Murder Bunny (3)
2, 2 or 2 : Place a new friendly *Murder Bunny* in base contact with this character.

Catastrophe: This character suffers 3 Wds.

Summon the Jackalope (5)
This action can only be taken if there is no friendly Jackalope in play.
3, 3 or 3 : This character suffers 3 Wds. Place a new *Jackalope* in base contact. It has no energy but is considered a permanent additional character in your troupe and may activate this turn.

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

Signature Move on a *Thrust*.

Base: 30mm

Rabbit Punch

Upgrade for *Thrust*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	0
Falling Swing	1
Thrust	1
Sweeping Cut	Ø
Rising Attack	1
Low Guard	1

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

Murder Bunny v.2

Animal

Melee	Range'	Arcane	Evade'
2	I"	0	-I

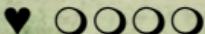
Thrall [Boris, the Bunny Summoner]: This character can only enter play when summoned by the named friendly character. It does not activate and can never gain energy. Instead, while the named friendly character is active, this character can take actions, including Jog, by discarding the required energy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



Base:
30mm

No Signature Move.

Murder Bunny v.2

Animal

Melee	Range'	Arcane	Evade'
2	I "	0	-I

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.

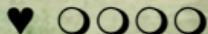
Back in the Burrow: You can have up to 3 friendly *Murder Bunny*'s in play at a time, if a fourth is summoned you must choose one friendly *Murder Bunny* to be Removed from Play. If *Boris the Bunny Summoner* is Slain or Removed from Play then this character is immediately considered to be Slain.

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.

Base:
30mm



No Signature Move.

Murder Bunny v.2

Animal

Melee	Range'	Arcane	Evade'
2	I"	0	-I

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*'s 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.

Base:

30mm



No Signature Move.

Zorya, Dawn Witch v.2

Spirit

Melee	Range	Arcane	Evasion
4	1"	2	-1

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.

Signature Move on a *High Guard*.

Base:
30mm



Betrayal

Upgrade for *High Guard*

Damage Type:

Impact, Slicing or Piercing

Opponent plays:

	deal
High Guard	2
Falling Swing	1
Thrust	1
Sweeping Cut	2
Rising Attack	1
Low Guard	∅

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



Deception

Upgrade for *Falling Swing*

Opponent plays:

Opponent plays:	deal
High Guard	∅
Falling Swing	⊗
Thrust	∅
Sweeping Cut	∅
Rising Attack	⊗
Low Guard	∅

Reduce Dmg suffered by -2.

Danica, Dusk Witch

Spirit

Meloe

Range'

Arcane

Evade'

2

I"

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.

Signature Move on a *Thrust*.

Base:
30mm



Illusion

Upgrade for *Thrust*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered to .

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

Chubs v.2

Faun

Melee'	Range'	Arcane	Evasion'
3	1"	4	-1

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

Rouse (3) 6"

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

Misdirection (4) 6"

Move target enemy model 3".

Shoot Shortbow (3) 8"

X : Target suffers X Piercing Dmg.

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

This ability cannot be used while this model is engaged.

Healing (2) 8"

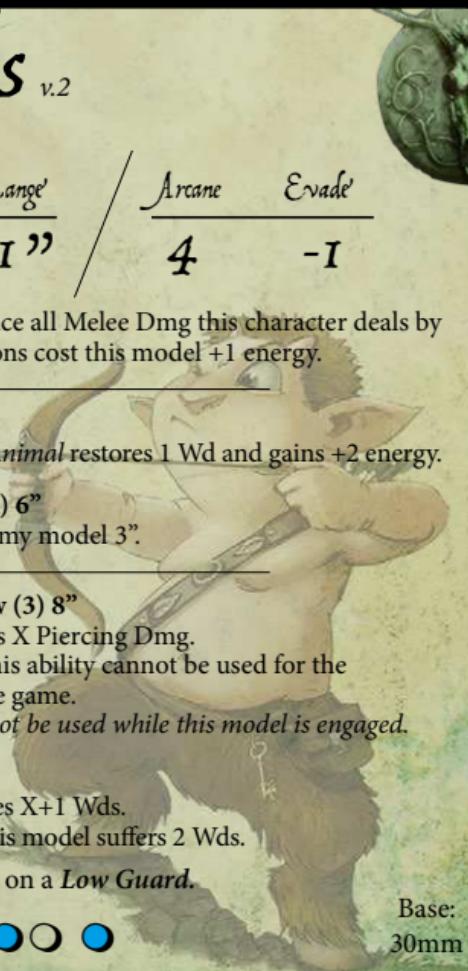
X : Target restores X+1 Wds.

Catastrophe : This model suffers 2 Wds.

Signature Move on a *Low Guard*.



Base:
30mm



Love Potion

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Melee Dmg suffered by -1.

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

Wendigo

Faun, Spirit

Melee Range

4 I"

Arcane Evade

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).

Signature Move on a *Rising Attack*.



Base:
40mm

Insatiable Hunger

Upgrade for *Rising Attack*

Damage Type:

Magical

Opponent plays:

	deal
High Guard	2
Falling Swing	3
Thrust	3
Sweeping Cut	2
Rising Attack	1
Low Guard	∅

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

Gloom v.2

Faun, Wizard

Melee Range

2 2"

Arcane Evade

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 \ominus . 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)

X: Place this model within 2X".

Catastrophe : The resisting player may place this model within 6".

Smothering Darkness (3) 6"

X: 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.

Signature Move on a *Low Guard*.



Base:
30mm

Slip into Shadows

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: Place this model within 4".

Jackalope v.2

Animal

Melee Range
3 2"

Arcane Evade
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.

Fluffy: Reduce Impact Dmg suffered by -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.

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.

Signature Move on a *Rising Attack*.



Base:
40mm

Gore

Upgrade for *Rising Attack*

Damage Type:

Piercing

Opponent plays:

	deal
High Guard	2
Falling Swing	2
Thrust	2
Sweeping Cut	1
Rising Attack	2
Low Guard	0

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

End Step Effect: Move the enemy model 1".

The Revenant v.2

Human, Noble, Spirit

Melee'	Range'	Arcane	Evasion'
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 until end of turn.

Catastrophe: This character restores 1 Wd. The target restores 2 Wds.

Signature Move on a *Thrust*.



Base:
30mm

Destiny Fulfilled

Upgrade for *Thrust*

Damage Type:

Piercing

Opponent plays:

Opponent plays:	deal
High Guard	1
Falling Swing	3
Thrust	4
Sweeping Cut	∅
Rising Attack	3
Low Guard	2

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

The Beast

Human, Noble, Animal

Melee	Range	Arcane	Evasion
5	2"	0	+1

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.

Awake 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 the turn.

Signature Move on a *High Guard*.



Base:
30mm

Bellow

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

Anya Bartol v.2

Human, Noble

Melee	Range	Arcane	Evasion
2	1"	4	-1

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

Look of Innocence: When an enemy targets this character with an action, the active enemy model must discard 1 energy or the action is cancelled.

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

Remove Necklace (4)

This character gains +4 energy. Then it is Removed from Play and replaced by *Striga Anya*. *Striga Anya* gains energy and suffers Wds equal to those already on this character along with all Moonstones this character is carrying and any stat modifications or abilities it has gained. Continue *Anya Bartol's* activation with *Striga Anya*; it may not Jog if *Anya Bartol* already did this turn.

Healing (2) 8"

X : Target restores X+1 Wds.

Catastrophe : This model suffers 2 Wds.

Signature Move on a *High Guard*.



Base:
30mm

Lose Control

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: If this character was not slain then it is Removed from Play and replaced with *Striga Anya*. *Striga Anya* gains energy and suffers Wds equal to those already on this character along with all Moonstones she was carrying and any stat modifications or abilities she has gained. If this character was the active character, continue the current activation with *Striga Anya*; it may not Jog if *Anya Bartol* already did this turn.

Striga Anya v.2

Spirit

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.

Signature Move on a *Low Guard*.



Base:

30mm

Regain Control

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.

Klaus v.2

Faun, Cultist

Melee Range
3 2"

Arcane Evade
0 0

Flail: If this character deals *Slicing* or *Piercing* Melee Dmg, reduce the Dmg dealt to 0. 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 0], 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.

Signature Move on a *Sweeping Cut*.



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.

Raegan, Leshavult Priestess v.2

Faun, Cultist, Cleric

Melée	Range	Arcane	Evasion
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.

Signature Move on a *Low Guard*.

Base:

30mm



Mistform

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered by -2.

Gwendoline, Leshavult Priestess v.2
Faerie, Cultist

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.

Signature Move on a *High Guard*.

Base: 30mm

■ ● ● ● ○ ●

Dreamglade Glamour

Upgrade for *High Guard*

Opponent plays:

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.

The Duchess v.2

Human, Noble

Melee	Range	Arcane	Evasion
3	1"	4	0

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

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

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

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.

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.

Signature Move on a *Rising Attack*.



Base:
30mm



Threats & Promises

Upgrade for *Rising Attack*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.

Creep

Human, Rogue

Melee Range
2 1"

Arcane Evade
3 -1



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

Victimise (2) 8"

Target gets +2 Evade Stat until end of turn.

Vitality Draw (2) 8" – Once per turn.

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

Catastrophe : This model suffers 3 Wds.

Incubus (2) 8"

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

Catastrophe : This model suffers 3 Wds.

Signature Move on a *Low Guard*.



Base:
30mm

Slip into Shadows

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: Place this model within 4".

Claudia Curvel

Human, Rogue

Mele'	Range'	Arcane	Evade'
4	1"	3	-1

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

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

Robbery (2) 1" – Once per turn.

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

Reload [Shoot Pistol] (2)

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

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

X : Target suffers X+1 Impact Dmg.

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Sweeping Cut*.



Base:
30mm



Stand & Deliver

Upgrade for *Sweeping Cut*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

Peggy

Human, Pirate

Melee Range

3 2"

Arcane Evasion

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.

Signature Move on a *Thrust*.



Base:
30mm



Run 'em Through

Upgrade for *Thrust*

Damage Type:

Piercing

Opponent plays:

	deal
High Guard	1
Falling Swing	3
Thrust	4
Sweeping Cut	∅
Rising Attack	3
Low Guard	1

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

Swash

Human, Pirate

Melee'	Range'	Arcane	Evasive
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 ○

█ : Target suffers X+1 Impact Dmg.

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Sweeping Cut*.



Base:
30mm

Flashing Blades

Upgrade for *Sweeping Cut*

Damage' Type:

Slicing

Opponent plays:

High Guard

deal



Falling Swing

2

Thrust

0

Sweeping Cut

0

Rising Attack

2

Low Guard



Powder Monkey

Animal, Pirate



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.

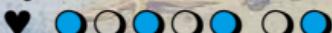
Black Powder Bomb (3) 4"

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.

Signature Move on a Low Guard.



Base:
30mm

Drunken Monkey Stance

Upgrade for *Low Guard*

Damage Type:

Piercing

Opponent plays:

High Guard

deal

∅

Falling Swing

1

Thrust

2

Sweeping Cut

∅

Rising Attack

2

Low Guard

∅

End Step Effect: Move this character 1".

Knoll

Troll, Wizard

Melee

Range

2 3"

Arcane

Evasive

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.

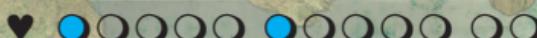
X : Target restores 3X-1 Wds.

X : Target *Troll* gains [Tough as Old Boots]: At the start of the Replenish Step this model recovers 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.

Signature Move on a *Thrust*.



Base:
40mm

Bog Off!

Upgrade for *Thrust*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: Move the enemy model 1" directly away from this model.

Bjørn

Gnome, Norse, Mercenary

Melee	Range	Arcane	Evasion
4	1"	2	0

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

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

Skål: When this character activates, you may flip an Arcane Card. This model suffers X Wds where X is the value of the card.

Catastrophe: This character restores all Wds and loses *Berserk Fury* until end of turn.

Bear Charge (1) 4"

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

Throwing Axe (2) 4"

X : Target suffers 2X Impact Dmg.

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Falling Swing*.



Base:
30mm

Thrash

Upgrade for *Falling Swing*

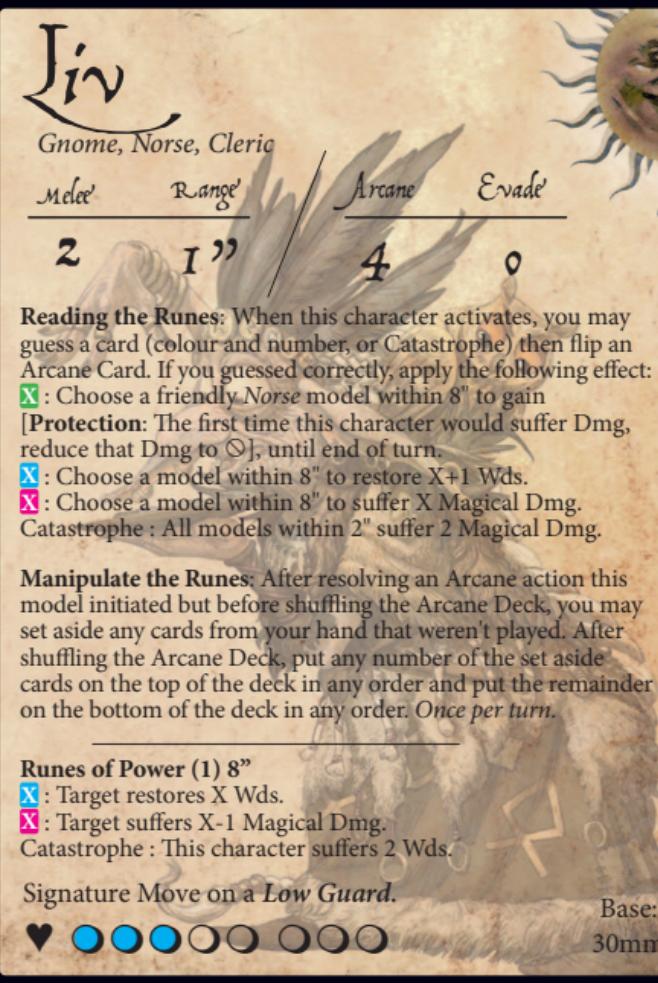
Damage Type:

Impact or Slicing

Opponent plays:

Opponent plays:	deal
High Guard	0
Falling Swing	0
Thrust	0
Sweeping Cut	0
Rising Attack	0
Low Guard	0

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



Jin

Gnome, Norse, Cleric

Melec

Range'

Arcane

Evade'

2 I"

4 0

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 0, 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.

Catastrophe : All models within 2" suffer 2 Magical Dmg.

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.*

Runes of Power (1) 8"

X : Target restores X Wds.

X : Target suffers X-1 Magical Dmg.

Catastrophe : This character suffers 2 Wds.

Signature Move on a *Low Guard*.



Base:

30mm

Rune Shield

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered by -2.

Olim

Gnome, Animal, Norse, Noble

Melée	Range	Arcane	Evasion
3	1"	4	0

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*).

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.

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"

Target restores X+1 Wds.

Target *Norse* or *Gnome* gains +1 energy.

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Low Guard*.



Base:
40mm

Fetch!

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.

Eric, the Enlightened

Human, Animal, Cultist

Melee	Range	Arcane	Evasion
4	2"	3	+1

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.

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.

Leshavit's Shield: If this character would suffer Dmg, you may reduce that Dmg to 0. Once per game.

Enchanted Bladestorm (2) 6"

This attack is not modified by Evasion 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.

Signature Move on a *Sweeping Cut*.



Base:
40mm

Swinging Antlers

Upgrade for *Sweeping Cut*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	0
Falling Swing	3
Thrust	0
Sweeping Cut	1
Rising Attack	2
Low Guard	1

End Step Effect: Move the enemy model 1".

Dranyer

Spirit

Melee	Range	Arcane	Evasion
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 *Magical* Dmg, then if the target shares a keyword with this character move it X".

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Low Guard*.



Base:
30mm

Duplicity

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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

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.

Ruwt

Treefolk, Spirit

Melee Range'

2 I"

Arcane Evade'

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 character suffers 2 Wds.

Signature Move on a *Rising Attack.*



Base:
30mm

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	∅

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.

Snag

Treefolk, Spirit

Melee Range

4 2"

Arcane Evasion

3 +2

Woodfoot: This character may Jog over Wooded Patches.

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

Accursed: When an enemy targets this character with an arcane action you may reveal a **X** 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.

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.

Signature Move on a *Rising Attack*.

Base:
40mm



Hex

Upgrade for *Rising Attack*.

Damage Type:

Magical

Opponent plays:

High Guard

deal

0

Falling Swing

0

Thrust

0

Sweeping Cut

1

Rising Attack

1

Low Guard

1

End Step Effect: If the enemy suffered no Wds during this round of melee, the enemy model 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.

Gump

Treefolk, Spirit

Melee Range

3 2"

Arcane

4 +2

Eyade'

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.

Signature Move on a Low Guard.



Base:

40mm

Rooted

Upgrade for Low Guard

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



This model cannot move or 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.

Jobie

Goblin, Rogue

Melee Range
2 1"

Arcane Evade
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 its 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'.

Signature Move on a *Low Guard*.



Base:
30mm

Play Dead

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.

The Tax Collector

Goblin

Melee	Range	Arcane	Evasion
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". Once per turn.

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.

Signature Move on a *High Guard*.



Base:

30mm



Pay Up!

Upgrade for *High Guard*

Opponent plays:

- High Guard
- Falling Swing
- Thrust
- Sweeping Cut
- Rising Attack
- Low Guard

deal



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.

Portly Pete

Goblin, Soldier

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.

Halbird: 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".

Signature Move on a *Thrust*.



Base:
30mm



Crowd Control

Upgrade for *Thrust*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	∅
Falling Swing	1
Thrust	0
Sweeping Cut	0
Rising Attack	1
Low Guard	∅

This attack deals ∅ 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.

Brave Sir Pidge

Psychopomp, Animal, Soldier

Melee'	Range'	Arcane	Evade'
2	I"	0	-I

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

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

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

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

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

This character makes a Melee Attack action with +3 Melee Stat against target enemy character. If the target of this action is a *Noble* reduce Dmg suffered by this character to 0 for the duration of the action.



Base:
30mm

No Signature Move.

Terrible Musician

Psychopomp, Soldier, Musician

Melee'	Range'	Arcane	Evade'
I	I"	3	-I

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.

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

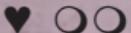
Dreadful Din (1) 6" – Once per turn.

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.

Flay, Bearer of Knowledge

Psychopomp, Familiar

Melee'	Range'	Arcane	Evade'
I	I"	4	-I

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.

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.

Share the Knowledge (2) 2" – Once per turn.

X : Target model gains +1 Arcane Stat until the end of turn.

Catastrophe : The target's Arcane Stat is reduced by -2 until end of turn.



Base:
30mm

No Signature Move.

Lampy Darkson

Psychopomp, Familiar

Melee'	Range'	Arcane	Evade'
I	I"	4	-I

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.

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.

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.

Jeremy, Lord of the Deep

Psychopomp, Animal, Aquatic

Melee	Range'	Arcane	Evade'
I	I"	o	-I

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.

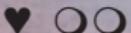
Feeble: Reduce all Melee Dmg this character deals by -2. Harvest actions cost this model +1 energy.

Waterfoot: This character may Jog freely over Water Features.

Behold my Splashy Fury! (1) 2" – Once per turn.

This ability may only be used if this model is within a Water Feature.

Target character suffers 2 Magical Dmg.



Base:
30mm

No Signature Move.

Teacake of Torment

Psychopomp, Food

Melee	Range'	Arcane	Evasive
I	I"	o	-I

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.

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.

Echo of the Forgotten King

Spirit, Elrich, Noble

Melee Range

4 2"

Arcane Evade

4 +2

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

Unholy Toughness: Reduce all Dmg suffered by -1.

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

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.

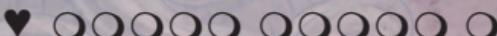
This model suffers 2 Wds. Then, if this character wasn't slain, it may immediately take an action available to it costing (1) or (2) energy without spending energy.

Terrorblast (2) 8" – Once per turn.

X : Target suffers X+1 Magical Dmg or X+2 Magical damage 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.

Signature Move on a **Sweeping Cut**.



Base:

40mm

Torrent of Power

Upgrade for *Sweeping Cut*

Damage Type:

Magical

Opponent plays:

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.

Serif

Risen, Soldier

Melee

Range

Arcane

Evasive

2 1"

3 0

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

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.*

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.

Signature Move on a Low Guard.



Base:
40mm

Shield Slam

Upgrade for *Low Guard*

Damage Type:

Impact

Opponent plays:

High Guard

deal

1

Falling Swing

2

Thrust

1

Sweeping Cut

1

Rising Attack

2

Low Guard

0

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

Greymair

Risen, Cleric, Soldier

Melee

Range

Arcane

Evasion

3 2"

3

0

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.

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.

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.

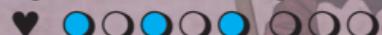
Summon a Helping Hand (2)

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.

Signature Move on a *High Guard*.



Base:
30mm

Raise the Banner!

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered by -1.

End Step Effect: Choose another friendly *Soldier* within 4" and move it 2".

Negroli

Risen, Soldier, Noble

Melee

Range

5 2"

Arcane

Evasion

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.

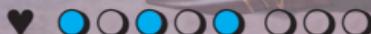
Summon Reinforcements (2)

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.

Signature Move on a *Falling Swing*.



Base:
30mm

Fracture

Upgrade for *Falling Swing*

Damage Type:

Impact

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal

0

1

1

3

3

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.

Angerboda

Risen, Soldier, Giant, Norse

Melee

Range

Arcane

Evasion

3 2"

4 +2

Frostbite: If this character deals *Impact* Melee Dmg, increase the Dmg dealt by +2. If at least one friendly model was slain this turn, Melee Dmg dealt by this character cannot be reduced by passive abilities.

Ice Shard Armour: If this character suffers *Piercing* or *Slicing* Dmg, reduce the Dmg suffered by -1.

Ice in the Veins (1) – Once per turn.

Flip an Arcane Card. If the card is X, restore X+1 Wds.

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.

Signature Move on a *Sweeping Cut*.



Base:
40mm

Cleave

Upgrade for *Sweeping Cut*

Damage Type:

Impact

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal

0

2

0

0

2

0

If the enemy suffered 1 or more Wds during this round of Melee, the next time the enemy would restore Wds this turn, reduce Wds restored to 0. If the enemy has an ability which restores or otherwise regains Wds after being reduced to 0 Wds, it does not and is slain instead.

Igor, the Servant

Spirit

Melee Range

2 1"

Arcane

3 -I



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

Eternal Servitude (2) 4"

Green: Target Human or Noble gains +1 energy.

Blue: Target Risen or Noble restores X Wds.

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

Catastrophe : This model suffers 3 Wds.

Summon the Forgotten King (3)

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

Green, Blue or Red: 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)

Green, Blue or Red: 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.

Signature Move on a *High Guard*.



Base:

30mm

Save me, my Liege!

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: Move this model 4" directly towards the nearest friendly Noble.

Viktor Petty, Graverobber

Human, Rogue

Melee	Range	Arcane	Evasion
3	2"	4	0

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.

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.

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.

Signature Move on a *Low Guard*.

Base: 30mm

Health: 10 | Action Points: 10

Slip into Shadows

Upgrade for *Low Guard*

Opponent plays:

Opponent plays:	deal
High Guard	∅
Falling Swing	∅
Thrust	∅
Sweeping Cut	∅
Rising Attack	∅
Low Guard	∅

End Step Effect: Place this model within 4".

Viscount de Faulte

Risen, Animal, Noble

Melee

Range

Arcane

Evasion

3 2"

0 +1

Cavalry Mace: If this character deals *Slicing* Melee Dmg, reduce the Dmg to 0. 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.

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.

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

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.

Signature Move on a *Thrust*.



Base:
40mm

Impale

Upgrade for *Thrust*

Damage Type:

Piercing

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

Deal

1

3

4

0

3

2

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



Boooo!

Upgrade for *High Guard*

Opponent plays:

High Guard
Falling Swing
Thrust
Sweeping Cut
Rising Attack
Low Guard

deal

∅
∅
∅
∅
∅
∅

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'.

Sen'Ara

Spirit, Merfolk

Melee Range

3 I"

Arcane Evade

4 -I



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

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.*

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 3X" 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".

Signature Move on a *Sweeping Cut.*



Base:

40mm

Vicious Claws

Upgrade for *Sweeping Cut*

Damage Type:

Slicing

Opponent plays:

High Guard

deal



Falling Swing

3

Thrust

2

Sweeping Cut

2

Rising Attack

3

Low Guard



Morag

Faun, Spirit

Melee

Range

3 1"

Arcane

Evasion

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

Eclipse: When an enemy targets this character with an Arcane Ability you may reveal a 2 or 2 from your resist hand before any cards are played. If you do, this character reduces all Dmg suffered to 0 whilst resolving the current action.

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 Evasion 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.

Signature Move on a *High Guard*.

Base:
30mm



Shadow Form

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered by -1.

If the enemy has 4 Wds or fewer remaining, instead reduce Dmg suffered to 0.

Abra Cadaverous

Spirit

Melee

Range

Arcane

Evasion

4 2"

5 +1

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

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

Spare Parts (2) 4"

X : Target restores X Wds.

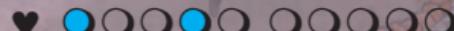
Catastrophe : This model suffers 3 Wds.

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.

Signature Move on a *Rising Attack*.



Base:
40mm

Frenzy

Upgrade for *Rising Attack*

Damage Type:

Slicing

Opponent plays:

	deal
High Guard	1
Falling Swing	0
Thrust	0
Sweeping Cut	1
Rising Attack	0
Low Guard	∅

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

Jerry Heir

Spirit

Melee	Range	Arcane	Evasion
3	1"	4	-1

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 Roll: When an enemy targets this character with an Arcane Ability you may reveal a **X** 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.

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.

Signature Move on a *Low Guard*.

Base: 30mm

Topsy Turvy

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



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.

Roary

Spirit

Melee'

Range'

3 1"

Arcane

Evasive



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".

Signature Move on a *High Guard*.



Base:
30mm

Deafening Blare

Upgrade for *High Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



End Step Effect: Move the enemy 2" directly away. This effect takes place even if the enemy is outside your Melee Range.

Nanny

Risen

Melee

Range'

3 I"

Arcane

4 +I

Evade'

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.

Signature Move on a *Falling Swing*.



Base:
30mm

Nap Time!

Upgrade for *Falling Swing*

Damage Type:

Impact

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal

0

2

2

2

2

2

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

Urchin

Psychopomp, Babeling

Melee'	Range'	Arcane	Evade'
I	I"	o	-I

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.

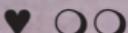
Summoner's Delight: If the character that summoned this model is Slain or Removed from Play then this character is immediately considered to be Slain.

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

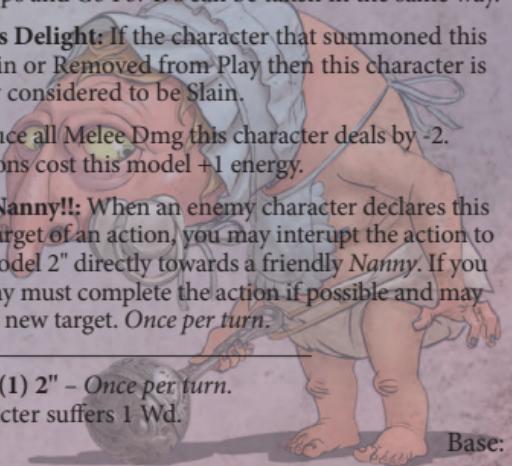
I Want My Nanny!!: When an enemy character declares this model as a target of an action, you may interrupt the action to move this model 2" directly towards a friendly *Nanny*. If you do, the enemy must complete the action if possible and may not choose a new target. *Once per turn.*

He Hit Me! (1) 2" – Once per turn.

Target character suffers 1 Wd.



Base:
30mm



No Signature Move.

Sprog

Psychopomp, Babeling

Melee'	Range'	Arcane	Evade'
I	I"	o	-I

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.

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.*

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



Base:
30mm

No Signature Move.

Pookie

Psychopomp, Babeling

Melee'	Range'	Arcane	Evade'
I	I"	o	-I

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.

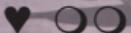
Feeble: Reduce all Melee Dmg this character deals by -2. Harvest actions cost this model +1 energy.

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.*

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.

Barnakelle

Troll, Spirit, Pirate

Melee

Range

Arcane

Evasion

2 2"

4 +2

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

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

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

Reanimate (3)

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

Catastrophe : This model suffers 4 Wds.

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

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

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Thrust*.



Base:

40mm

Keelhaul

Upgrade for *Thrust*

Damage Type:

Impact

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal

1

2

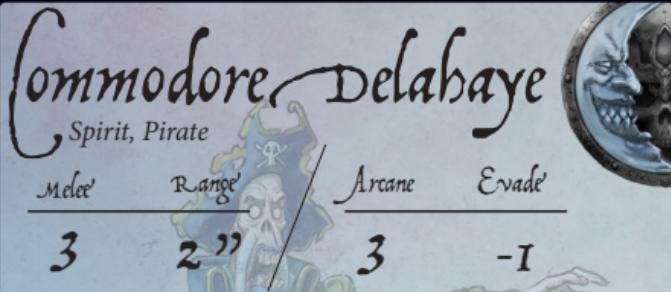
2

0

2

1

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



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

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

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

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

Reload [Shoot Pistol] (2)

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

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

X : Target suffers X+1 Impact Dmg.

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Thrust*.

Base:
30mm



21 Ghoul Salute

Upgrade for *Thrust*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	0
Falling Swing	1
Thrust	1
Sweeping Cut	0
Rising Attack	1
Low Guard	0

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

Chezapeaky

Spirit, Animal, Pirate

Melee'

Range'

Arcane

Evade'

2

2"

3

+I

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

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

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

Junk Toss (1) 4" – Once per turn.

X : Target suffers X Piercing Dmg.

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

X : Target cannot take the Jog action until end of turn.

Catastrophe : This model suffers 4 Wds.

Gone Fishin' (2) 4"

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

X : Target restores X Wds.

Catastrophe : This model suffers 3 Wds.

Signature Move on a *Thrust*.



Base:
40mm

Crushing Pressure

Upgrade for *Thrust*

Damage Type:

Impact

Opponent plays:

High Guard

deal

1

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

Brigid

Faerie, Pirate

Melee Range

3 1"

Arcane Evasion

4 -2

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

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

Reload [Faerie Fire Pistol] (2)

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

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

✖ : Target suffers X Magical Dmg.

Catastrophe : This character suffers 2 Wds.

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

✖ : Target character restores X Wds then loses X Energy.

✖ : Target other Pirate gains X Energy then suffers X Wds.

Catastrophe : This character suffers 3 Wds.

Signature Move on a *Low Guard*.



Base:
30mm

Sink to the Deep

Upgrade for *Low Guard*

Opponent plays:

High Guard

Falling Swing

Thrust

Sweeping Cut

Rising Attack

Low Guard

deal



Reduce Dmg suffered by -1.

If there is at least one friendly slain non-*Thrall* character, instead reduce Dmg suffered to ○.

Banshee

Faerie, Spirit

Melee

Range

Arcane

Evade

4 1"

4 -2

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

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

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

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

Ghastly Scream (4) 6"

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

Catastrophe : This character suffers 2 Wds.

Ear Splitting Screech (3) 6"

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

Catastrophe : This character suffers 2 Wds.

Signature Move on a *Rising Attack*.



Base:

30mm

Lacerate

Upgrade for *Rising Attack*

Damage Type:

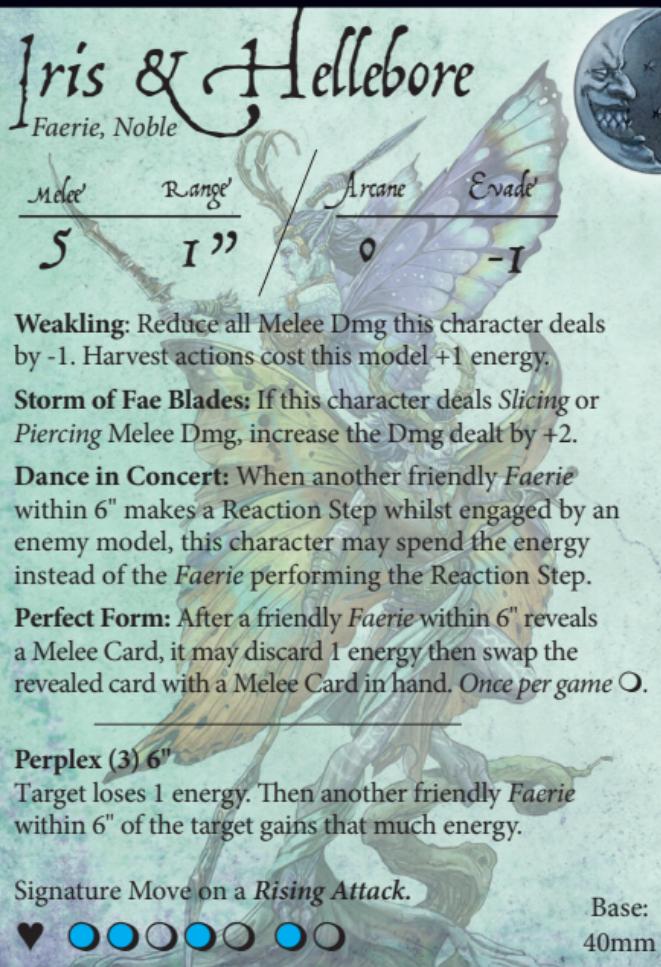
Slicing or Magical

Opponent plays:

	deal
High Guard	2
Falling Swing	1
Thrust	2
Sweeping Cut	2
Rising Attack	1
Low Guard	∅

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

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



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".

Dentia

Faerie, Rogue

Melee Range
4 1"

Arcane Evade
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 of +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.

Signature Move on a *Thrust*.



Base:

30mm

Extraction

Upgrade for *Thrust*

Damage Type:

Impact

Opponent plays:

	deal
High Guard	0
Falling Swing	2
Thrust	1
Sweeping Cut	∅
Rising Attack	1
Low Guard	1

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.