

Teetoe

Faerie

Melee'	Range'	Arcane	Evade'
4	1"	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).

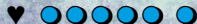
Vigour (1)

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:

deal

High Guard



Falling Swing (I or S)



Thrust (P)



Sweeping Cut (S)



Rising Attack (I, S or P)



Low Guard



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

Fraya

Faerie, Wizard

Melee'	Range'	Arcane	Evoke'
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 immediately re-play the ability using your remaining Arcane Cards.

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 and is moved 1'' directly away.

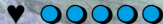
Catastrophe: This model suffers 2 Wds.

Dizzly 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:

deal

High Guard



Falling Swing



Thrust



Sweeping Cut




Rising Attack



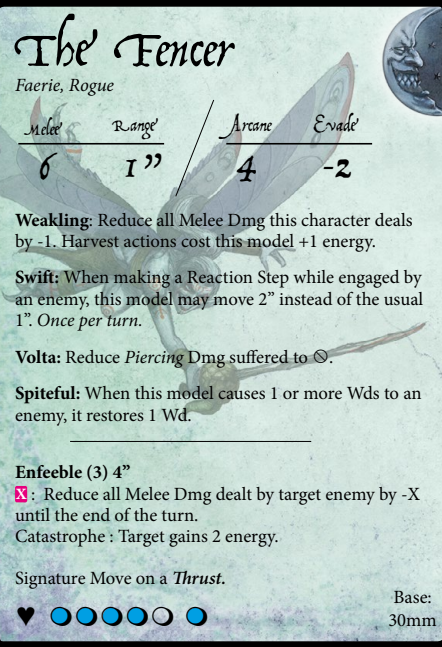
Low Guard



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

The Fencer

Faerie, Rogue



Melee	Range	Arcane	Evade
6	1"	4	-2

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

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

Volta: Reduce *Piercing* Dmg suffered to 0.

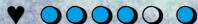
Spiteful: When this model causes 1 or more Wds to an enemy, it restores 1 Wd.

Enfeeble (3) 4"

X: Reduce all Melee Dmg dealt by target enemy by -X until the end of the turn.

Catastrophe : Target gains 2 energy.

Signature Move on a *Thrust*.



Base:
30mm

Needlepoint

Upgrade for *Thrust*

Damage Type:

Piercing

Opponent Plays:

Deal

High Guard

2

Falling Swing

2

Thrust

2

Sweeping Cut

2

Rising Attack

2

Low Guard

2

Damage from this attack cannot be reduced by character abilities.

Butterfingers

Faerie



Melee	Range	Arcane	Evoke
3	1"	4	-2

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

Clumsy Cluts (3) 6"

Target gains *Weakling* until end of turn.

Fizzle-Pop (2) 6"

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

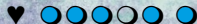
Catastrophe: This model suffers 2 Wds.

Butterfingers (3) 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 '1'.

Catastrophe: This model discards all energy.

Signature Move on a *High Guard*.



Base:
30mm

Faerie Dust

Upgrade for *High Guard*

Opponent Plays:

Deal

High Guard



Falling Swing



Thrust



Sweeping Cut



Rising Attack



Low Guard



Reduce Dmg suffered by -1.

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

Wasp

Faerie, Soldier

Melee'	Range'	Arcane	Evade'
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 *Impact* or *Slicing* Melee Dmg, reduce the Dmg dealt to 0. If this character deals *Piercing* Melee Dmg, increase the Dmg dealt by +2.

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

Throw Javelin (2) 6''

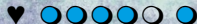
X: Target suffers X Piercing Dmg.

Catastrophe: This character suffers 1 Wd.

Rage (3) 8''

Target *Faerie* loses *Weakling* until end of turn.

Signature Move on a *High Guard*.



Base:

30mm



Diving Attack

Upgrade for *High Guard*

Damage' Type:

Piercing

Opponent Plays:

Deal

High Guard

0

Falling Swing

3

Thrust

2

Sweeping Cut

3

Rising Attack

1

Low Guard

0

Silvertongue'

Faerie, Rogue

Melee'	Range'	Arcane	Evade'
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.

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''

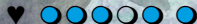
Target model takes any (1) energy action available to them, controlled by you. They count as a friendly model during the action. After completing the action flip an arcane card.

Catastrophe: This model suffers 4 Wds.

Whispered Secrets (2) 6'' - Once per turn.

X: Target friendly *Faerie* gains X energy.

Signature Move on a *High Guard*.



Base:
30mm



Tactical Retreat

Upgrade for *High Guard*

Opponent Plays:

Deal

High Guard



Falling Swing



Thrust



Sweeping Cut



Rising Attack



Low Guard



Reduce Dmg suffered by -1.

End Step Effect: This model may move 2''.