

Mama Gimble

Gnome

Melee'	Range'	Arcane	Evade'
2	1''	6	0

Slow: Reduce this model's jog by -2".

My Boys: Reduce all Dmg suffered by -1 for each friendly *Gnome* within 3" of this model.

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"

☒: 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:

deal

High Guard



Falling Swing



Thrust



Sweeping Cut



Rising Attack



Low Guard



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

Quarrel

Gnome, Soldier, Militia

Melee'	Range'	Arcane	Evade'
3	1''	3	0

Slow: Reduce this models jog by -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 +2 Melee stat until end of turn. Then, the target may discard 1 energy to give this character +1 Arcane stat and +2 Melee stat until end of turn.

Shoot Crossbow (1) 14'' - Once per game ○.

X: Targets suffers 2X Piercing Dmg and 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:

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''.

Billy

Gnome, Militia

Melee'	Range'	Arcane	Evade'
4	1''	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 2X Impact Dmg and 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 for the remainder of the turn.

Signature Move on a *Falling Swing*.



Base:
30mm

Wild Swing

Upgrade for *Falling Swing*

Damage' Type:

Slicing

Opponent Plays:

Deal

High Guard

0

Falling Swing

2

Thrust

2

Sweeping Cut

2

Rising Attack

3

Low Guard

1

Each Critical Hit you play deals an additional +1 Dmg.

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

Young Jack

Gnome, Noble, Militia

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

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 the enemy model 2'' directly away.

Morris

Gnome, Miner

Melee'	Range'	Arcane	Evade'
3	1''	5	0

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

Miner: When this model makes a Harvest action, gain possession of the Moonstone regardless of its depth value.

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

Shove (0) 1'' - Once per turn.
Move target model 2'' directly away.

Sink Hole (2) 8''

X: Targets gains [**Slow:** Reduce this model's jog by -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

☉

Falling Swing

2

Thrust

2

Sweeping Cut

2

Rising Attack

2

Low Guard

2

Damage from this attack cannot be reduced by character abilities.

Gradock

Gnome, Militia

Melee'	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: If another friendly model within 4'' is caught bluffing, the revealed card is used (the opponent cannot replace it with their own Arcane card).

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''.