

Starting a Campaign Game

1. Set Up Terrain
2. Grow Moonstones
3. Roll for Table Edge/Initiative
4. Choose Campaign Cards
5. Place Objective Markers
6. Deploy Characters

————— Winning a Game —————

$$\begin{array}{ccccc} \text{Moonstones} & & \text{Modified by} & & \text{Victory} \\ \text{Collected} & + & \text{Campaign} & = & \text{Points} \\ & & \text{Cards} & & \text{(VP)} \end{array}$$

The player with the most VPs has *Won*. A player with less VPs than another player has *Lost*. Two or more players with equal highest VPs have *Drawn*.

————— Winning the Campaign —————

$$\begin{array}{ccccc} \text{Total} & & \text{Total} & & \\ \text{Victory} & + & \text{Machination} & = & \text{Power} \\ \text{Points (VP)} & & \text{Points (MP)} & & \end{array}$$

Machinations

Up to 2 *Machinations* can be made each game-week.
Your opponent this game-week cannot be targeted.

Support

OR

Sabotage

Target's Tier	They Win	They Lose
Top	+1 MP	-2 MP
Middle	+1 MP	-1 MP
Bottom	+1 MP	-

Target's Tier	They Win	They Lose
Top	-	+1 MP
Middle	-1 MP	+1 MP
Bottom	-1 MP	-

Players choose 2 Campaign Cards each game.
Each *Sabotage* received: -1 card, to a min. of 1.
Each *Support* received: +1 card, to a max. of 3.
Excess *Support* that would give >3 cards: +1 MP.

Attacks (optional)

Up to 2 *Attack Points* (AP) to spend per campaign.
Your opponent this game-week cannot be targeted.

Assault (1AP)

OR

Abduction (2AP)



UPGRADE
CARD

Upgrade

A Pirate's life for me!



This character gains the *Pirate* keyword.

Upgrade

Armed to th' Teeth

Rogue, Pirate, or Noble only.



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

Upgrade

Bad-News Talisman

Spirit only.



Bad-News Talisman: When a friendly character within 6" is slain or suffers a catastrophe, this character may restore 2 Wds. *Once per turn.*

Upgrade

Battle Hardened

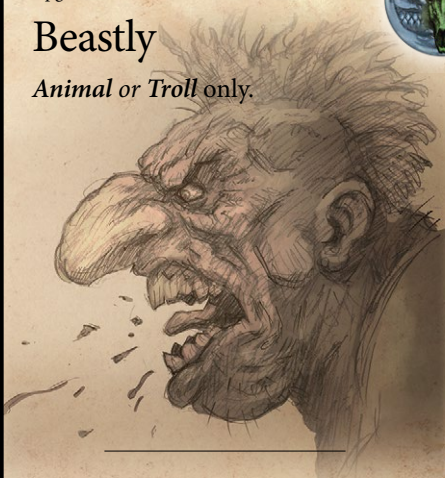


Tough as Old Boots: At the start of the Replenish Step this model restores 2 Wds.

Upgrade

Beastly

Animal or Troll only.



Beastly: If this character deals Melee Dmg, increase the Dmg by +1.

Upgrade

Blood Scent

Animal or Faun only.



Blood Scent: When this character takes a Jog action, it may move +2", provided the move ends with this character engaging an enemy.

Upgrade

Bunny Foot



Lucky Murder-Bunny Foot: This character can ignore the first Catastrophe effect that they suffer in each game. ○

Upgrade

Cloak of Shadows

Human, Faun or Gnome only.



Evade' Stat: -1

(i.e. Evade Stat +1 would become Evade Stat 0)

Upgrade

Conscripted

Non-Wizard only.



This character gains the *Soldier* keyword.
The first Wd this character suffers in a
game is ignored. ○

Upgrade

Crooked Investiture

Non-Spirit only.



This character gains the *Noble* keyword.

Petty: This character gains +1 Melee Stat if involved in a round of melee with an *Non-Noble*.

Upgrade

Cursed Heirloom

*Non-Giant, Non-Troll, Non-Wizard
only.*



Cursed Heirloom: When this character is involved in a round of melee, before drawing Melee Cards they may suffer 1 Wd and gain +3 Melee Stat for the action.

Upgrade

Deadlands Souvenirs



Deadlands Souvenirs: When this character is returned to play via *Reanimate* other friendly models within 2" gain +1 energy and enemy models within 2" suffer 1 Wd.

Upgrade

Dirty Deeds, Dirt Cheap

Non-Faerie, Non-Goblin only.



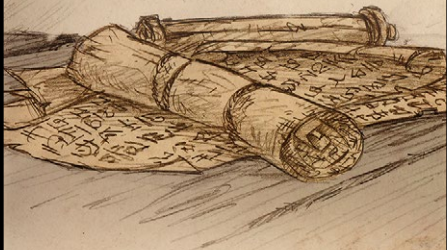
Pay Off (1) 2" – Once per game. ○

Target enemy character gains +1 energy but does not engage this model, and cannot target this character with actions, until end of turn.

Upgrade

Dusty Old Scrolls

Wizard or Cleric only.



Dusty Old Scrolls: When declaring an Arcane Ability, this character may increase their Arcane Stat by +1. *Once per turn.*

Upgrade

Embalming Tonic



Embalming Tonic (2) 6" – *Once per turn.*
Target restores 2 Wds.

Upgrade

Enchanted Boots

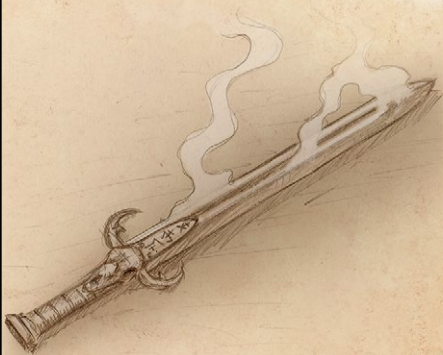
Non-Animal, Non-Troll, Non-Gnome only.



Enchanted Boots: This character gains +1" Jog.

Upgrade

Enchanted Weapon



Enchanted Weapon: When this character deals Dmg, you may choose to ignore enemy Passive Abilities. *Once per turn.*

Upgrade

Expensive Lockbox

Noble only.



Lockbox: This character cannot lose possession of a Moonstone due to an enemy model unless slain. When this character is slain it may place a Moonstone it was in possession of in base contact at depth '3' instead of the opponent placing at depth '1'.

Upgrade

Expert Training

Non-Rogue, Human only.



Expert Training: Friendly characters within 6" may use this character's Signature Move. When doing so, this character's Signature Move may only be used to upgrade the Melee Card specified on it (not the Melee Card of the friendly character's normal Signature Move). *Once per turn.*

Upgrade

Family Grudge

Risen or Human only.



Family Grudge: When this character causes 1 or more Wds to an enemy *Human* or *Noble* it may gain +1 energy. *Once per turn.*

Upgrade

Fanatic

Non-Noble only.



Zeal (0) *Once per turn.*

This character suffers 3 Wds and gains
+1 energy.

Upgrade

Feverfew Leaf

Cleric, Faun or Gnome only.



Healing (2) 8"

X : Target restores X+1 Wds.

Catastrophe : This model suffers 2 Wds.

Upgrade

Fit as a Fiddle



Fit as a Fiddle: This character may ignore the [Slow] ability, if printed on its card.

Upgrade

Friend of the Trees

Non-Treefolk only.



Woodfriend: This character may Jog over Wooded Patches. Whilst this character is within the Melee Range of a friendly *Treefolk* it may not be moved by enemy actions.

Upgrade

Greedy

Mercenary only.



Greedy: This character can only lose possession of a Moonstone if slain. The first time this character performs a Harvest action in a game, reduce the energy cost by -1. ○

Upgrade

Immaterial Essence

Spirit only.



Immaterial Essence: When this character suffers *Non-Magical* Melee Dmg, you may reduce that Dmg to 0. *Once per turn.*

Upgrade

Leshavit's Favourite



Leshavit's Favourite: The first time in a game this character would suffer Dmg, reduce that Dmg to ∅. ○

Upgrade

Leshavit's Vessel

Spirit or Cultist only.



Rebirth: At the start of the Replenish Step, if this character is slain then restore half its Wds rounding up and return it to play following the usual deployment rules for the scenario. *Once per game.* ○

Upgrade

Little Trickster



Little Trickster: When this model successfully bluffs, after resolving the effect you may reveal the bluff and gain +1 energy. *Max. 3 times per turn.*

Upgrade

Lock in the Freshness



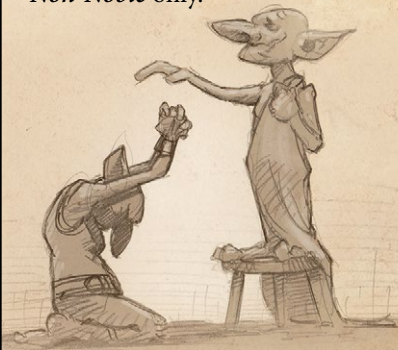
Lock in the Freshness: When this character brings a model into play via *Reanimate*, the model re-entering play may restore 2 Wds or gain +1 energy.

Upgrade



Loyal Service

Non-Noble only.



Loyal Service (1)

If there is no friendly *Noble* within 6", this character suffers 2 Wds. This character loses [**Weakling**] until end of turn.

Upgrade

Massive Codpiece

Giant only.

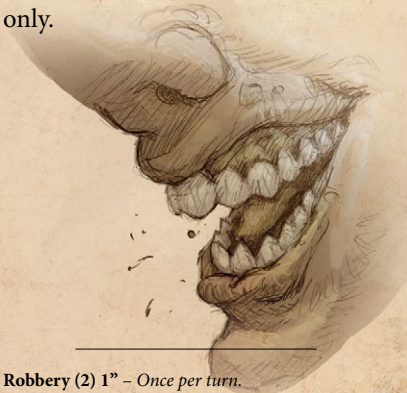


Massive Codpiece: If this character suffers Melee Dmg from a Rising Attack (including Signature Moves using Rising Attacks) reduce the Dmg suffered by -2.

Upgrade

Menacing Words

Non-Giant, Non-Troll, Non-Animal only.



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.

Upgrade

Nordic Tattoos



This character gains the *Norse* keyword.

Glimpse Fate (0) – *Once per turn.*

Look at the top card of the Arcane Deck, then put it back on the top of the deck.

Upgrade

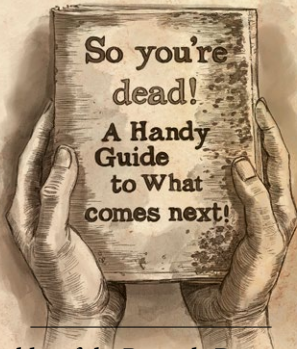
Ox Blood Elixir



Strong as an Ox: If this character deals *Impact* Melee Dmg, increase the Dmg dealt by +1.

Upgrade

Pamphlet of the Recently Deceased



Pamphlet of the Recently Deceased:
This character gains +1 Arcane Stat
when using *Reanimate*.

Upgrade

Pimp My Ride

Animal only.



Barding: If this character suffers *Impact* or *Slicing* Dmg, reduce the Dmg suffered by -1, to a maximum of -1.

Upgrade

Polished Helmet

Non-Wizard, Non-Cleric only.



Polished Helmet: If this character suffers *Impact* Dmg, reduce the Dmg suffered by -1. If this character is the defender in a round of melee, then the attacker suffers -1 Melee Stat.



Upgrade

Psychopomp Tamer



Get 'em! (0) 4" – *Once per turn.*

Target *Psychopomp* suffers 1 Wd. Then, if the target *Psychopomp* was not slain, it may immediately take any action available to it irrespective of energy cost, excluding Jog.

Upgrade

Resilient

Non-Cleric only.



Resilient: This character may ignore the first 2 Wds suffered in a game. ○○

Upgrade

Revival Elixir

Cleric only.



Revival Elixir: If a friendly model is slain within 4", this character may spend (X) energy. If they do, the character is not slain and remains in play with X health boxes remaining. *Once per turn.*

Upgrade

Rogues' Guild



This character gains the *Rogue* keyword.

Rogues' Guild Membership: If this character is in Light Cover while targeted by an enemy Arcane Ability, treat it as Heavy Cover instead.

Upgrade

Seen the Light



This character gains the *Cultist* keyword.

For the Cause: This character gains +1 Melee Stat and +1 Arcane Stat if a friendly *Cultist* is within 6”.

Upgrade

Service with a Smile

Non-Noble only.



Service with a Smile: When a friendly *Noble* within 8" suffers 1 or more Wds, you may move this model 2" directly towards the friendly *Noble*.

Upgrade

Shirt of Mail

Soldier only.



Shirt of Mail: If this character suffers *Slicing Dmg*, reduce the Dmg suffered by -2, to a maximum of -2.

Upgrade

Shovel

Non-Animal, Goblin, Human or Gnome only.



Shovel: If this character takes a Harvest action, you may reduce the Moonstone's depth value by an additional -1.

Upgrade

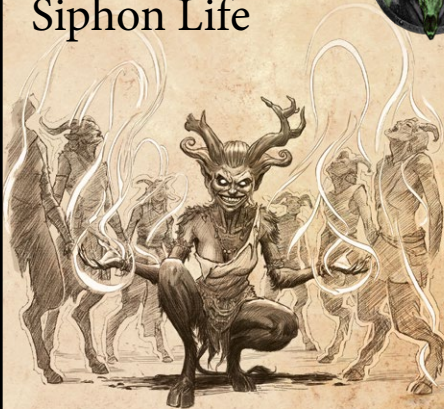
Silver Munitions



Silver Munitions: When dealing *Impact* or *Piercing* Dmg with an Arcane Ability you may change the Dmg type to *Magical* Dmg and deal +1 Dmg. *Once per game.* ○

Upgrade

Siphon Life



Siphon Life (0) 3" Pulse - *Once per turn.*

Other friendly characters within the pulse suffer 1 Wd. Then this character restores a number of Wds equal to the Wds caused.

Upgrade

Spiteful

Non-Wizard only.

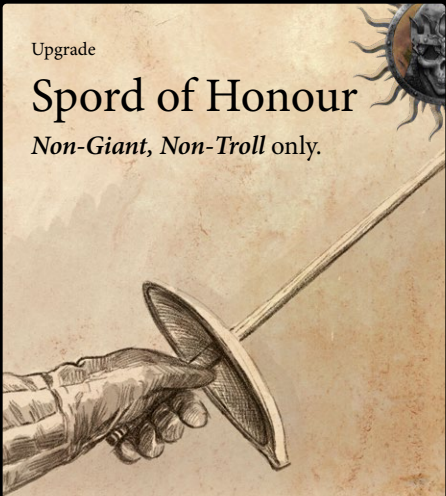


Spiteful: When this model causes 1 or more Wds to an enemy, it restores 1 Wd.

Upgrade

Spord of Honour

Non-Giant, Non-Troll only.



Perseverance: Whilst this character has half or less of their starting health boxes remaining, they gain +2 Melee Stat.

Upgrade

Stoic



Stoic: This character always generates the full amount of energy on their health track during the Replenish Step, ignoring any Wds suffered. This character can never gain or lose energy through character abilities.

Upgrade

The Circle of Life

Non-Goblin only.



Circle of Life: When this character is slain you may allocate up to 3 energy remaining on this character to a friendly model within 4”.

Upgrade

They Owed Me Money

Non-Giant, Non-Troll only.



Bitter Debter: Nominate a friendly *Non-Psychopomp* character at the start of the game. Whilst the nominated character is slain or removed from play, this model gains +2 Melee Stat.

Upgrade

Towering Presence

Spirit only.



Growth Spurt (0) – *Once per game* ○.

Increase this character's Melee Range by 1" to a maximum of 3", and it's Evade Stat by +1 until end of the turn.

Upgrade

Troll Knuckles



'Lucky' Troll Knuckles: Whenever this character uses an Arcane Ability, immediately after hands are drawn, you may reveal the top card from the Arcane Deck. If it's a Catastrophe, then this character immediately suffers the Catastrophe effect of the ability before proceeding. Otherwise, add it your hand.

Upgrade

Unhallowed Strength



Unhallowed Strength: If this character deals *Impact* Melee Dmg, increase the Dmg dealt by +1.

Upgrade

Unusual Odour



Unusual Odour: Other models within 2" suffer -1 Melee Stat and -1 Arcane Stat.

Stand Back! (1) 2" Pulse – *Once per turn.*
All other models within the pulse move 1" directly away.

Upgrade

Visiting from Beyond

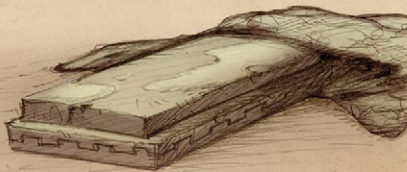


This character gains the *Spirit* keyword.

Upgrade

Whet Stone

Soldier, Noble or Mercenary only.



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

Upgrade

Wheelbarrow

Goblin, Human, Gnome or Troll
only.



Wheelbarrow: This character is unaffected by the *Slow Carry* rule but gains +1 Evade Stat while in possession of one or more Moonstones instead.

Upgrade

Woodlot Amulet



Woodlot Amulet: If this character suffers *Magical* Dmg, reduce the Dmg suffered by -1.



CAMPAIGN

Campaign Card

Birthright



Play during the Activation Step, before or after any action.

For the remainder of the game, the first time a friendly *Noble* would suffer Dmg each turn, you may have a friendly *Non-Noble* within 4" suffer that Dmg instead.

Campaign Card

Blood and Sweat



Play at the start of any Replenish Step (including the first turn).

When played, choose a value for X. For the remainder of the game, at the end of the Replenish Step choose up to X friendly *Cultists* or *Militia* who each suffer X Wds and gain +1 energy.

Campaign Card

Bolt from the Blue

Play at the end of the Replenish Step.

Target character suffers 3
Magical Dmg.



Campaign Card

Catgut Stitches



Play during the Activation Step, before or after any action.

Place a slain model you control in base contact with a friendly *Wizard* or *Cleric*. Restore half its health rounding up. It has no energy but may activate this turn.

The character is no longer slain and is able to activate in each following turn as normal.

Campaign Card

Clumsiness of Cowards



Play during the Activation Step, before or after any action.

Target character who is within 10" of their starting table edge loses possession of all Moonstones they are carrying and gains [Weakling: Reduce all Melee Dmg this character deals by -1. Harvest actions cost this model +1 energy.] until end of turn.

Place dropped Moonstones in base contact with the model with a depth value of '1'.

Campaign Card



Crazy Town v2

Play at the start of any Replenish Step (including the first turn).

For the remainder of the game, at the end of the Replenish Step, flip an Arcane Card. You may move up to X items of terrain up to 3" each in any direction, where X is the value of the card.

Catastrophe: The player to your left may move 1 item of terrain up to 6".

Terrain should be moved along a straight path without rotation and cannot be moved through other terrain, Moonstones or characters. However, if a terrain piece has Moonstones or models within its boundaries already, then those Moonstones or models are moved with the terrain.

Campaign Card

Curse of Ages

Interrupt a Jog or Step action, or Reaction Step.

The character does not move and the action (as well as any spent energy) is lost. The enemy character's Step actions and Reaction Steps now cost (X) until end of turn, where X is the turn number.



Campaign Card

Curse of Arms

Play at the start of a Melee Attack action, before Melee Cards are drawn.

The enemy character's Melee Dmg cannot be increased by passive abilities until end of turn.



Campaign Card

Curse of Tongues v2



Play at the start of an Arcane Ability action, before Arcane Cards are drawn.

Reduce the range of all of the character's Arcane Abilities by 3" until end of turn. If the target of the Arcane Ability is now out of range, the action is cancelled and the energy is lost.

If the range is reduced to 0" or less, the target only counts as in range if it is in base to base contact.

Campaign Card

Damn Rabbit Holes!



Play during the Activation Step, before or after any action.

Move target Moonstone 4" in a random direction and set its depth value to '4'.

The target Moonstone must be on the board. To generate a random direction, spin a pen or use another suitable method. If the generated location for the Moonstone would overlap a model's base or item of terrain, reduce the distance of the move until it can be placed on open ground.

Campaign Card

Dawnlight Robbery



Play during the Activation Step, before or after any action.

Target character gains the following Active Ability until the end of turn:

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.

Campaign Card

Defy the Odds

Play during the Activation Step, before or after any action.

For the remainder of the game, while another player is in possession of more Moonstones than you, characters you control gain +1” Jog and +1 Melee Stat.



Campaign Card

Devastating Blow

Interrupt a Melee Attack action.

Add a **Critical Hit** to your
melee result.

e.g. A single Falling Swing is treated as two
Falling Swings. Two Falling Swings are
treated as three Falling Swings. Three Falling
Swings are treated as four Falling Swings.



Campaign Card



Do it *or Else!*

Play during the Activation Step, before or after any action.

Target friendly character
gains +2 energy.

Campaign Card

Double Duty

Play during the Activation Step, at the end of any character's activation.

A *Soldier* or *Mercenary* you control gains +2 energy and may activate next, even if it has already activated this turn (and even if the last character to activate was yours).

Note that Jog actions are 'Once per turn' and not 'Once per activation'.



Campaign Card

Ducks in a Barrel



Play during the Activation Step, before or after any action.

For the remainder of the game, once per turn you may draw +2 Arcane Cards when performing an Arcane Ability targeting an enemy.

Campaign Card

Erudition

Play during the Activation Step, before or after any action.

For the remainder of the game *Wizards* and *Clerics* you control gain +1 Arcane Stat.



Campaign Card

Fancy Feint

Interrupt a Melee Attack action.

Exchange your revealed
Melee Card for another in
your hand.

This is done after cards are initially revealed but before Dmg is dealt. The new card can be played as a Critical Hit and/or upgraded to a Signature Move as normal.



Campaign Card

Familiar Grounds v2

Play immediately.

All characters in your troupe gain [**Sure Footed:** This character may Jog over Water Features and Wooded Patches and pays 1 less energy for Traverse actions.] this game.

In addition, you may have the Table Edge/Initiative re-rolled.

If you decide to take the re-roll, all players roll again and you must accept the new result.

Campaign Card



Favours of the Phantasm

Play during the Activation Step, before or after any action.

Search the Arcane Deck for X cards, where X is the total number of slain characters controlled by all players. Remove those cards from the deck and shuffle it. Do not reveal these cards to any other player. At any time you may choose to shuffle all cards removed in this way back into the deck.

Campaign Card

Forced March



*Play after characters are deployed
but before turn 1 begins.*

Friendly characters may
immediately move 2". Friendly
Soldiers may move 3" instead.

Campaign Card

Fill yer Boots!



Play during the Activation Step, before or after any action.

For the remainder of the game, when a *Mercenary* you control performs a Harvest action, they may drop the Moonstone's depth value by 2, instead of 1.

Friendly *Mercenaries* may gain possession of Moonstones with a depth value of 2, using a single Harvest action.

Campaign Card

Furry Fury

Play during the Activation Step, before or after any action.

For the remainder of the game, *Animals* you control deal +1 Melee Dmg.



Campaign Card



Gribble Bog

Play during the Activation Step, before or after any action.

Place two 50mm diameter
Wooded Patch terrain pieces
anywhere on the board that is
currently open ground.

Campaign Card

Hesitation

Interrupt any enemy action.

The character does not take the action but must still discard its energy cost.



Campaign Card



Hide and Seek

Play during the Activation Step, before or after any action.

Target character who is within 3" of a terrain piece cannot take actions, and cannot be targeted with actions, until the end of the turn.

Campaign Card



Hot Potato

Play during the Activation Step, before or after any action.

Transfer possession of all Moonstones from one friendly character to another friendly character within 4”.

Campaign Card



I Don't Need Eyes to See v2

Play at the start of an Arcane Ability action, before Arcane Cards are drawn.

You may ignore enemy Evade Stat whilst resolving the current Arcane Ability. Ignore Cover whilst resolving the current Arcane Ability.

Campaign Card

Leshavit's Ascension

Play during the Activation Step, before or after any action.

For the remainder of the game, whenever a character is slain, choose a *Spirit* or *Cultist* you control to gain +1 energy.



Campaign Card

Malady

Play at the end of the Replenish Step.

Choose any value for X. Then choose up to X different characters who each have X or more energy. They all lose 1 energy.



Campaign Card

Me Lucky Charms



Play during the Activation Step, before or after any action.

Characters you control gain
+1 Arcane Stat until end of
turn.

Campaign Card

Mighty Magic



Play during the Activation Step, before or after any action.

Target friendly *Giant* or *Troll* may immediately take any action available to them with an energy cost of (1), without spending energy. If the chosen action is a Melee Attack, then it deals +2 Dmg.

This bonus action may be taken even during another character's activation.

Campaign Card



Miniature Magic

Play during the Activation Step, before or after any action.

Place target friendly *Goblin* or *Faerie* within 6" of their current position.

Campaign Card



Miraculous Recovery

Play at the start of any Replenish Step.

Target character restores all
Wds.

Campaign Card



Ninja Reactions

Interrupt any action.

Reduce all Wds suffered by target character as a result of the current action to ☉.

This includes *all* Wds that occurred during a *single action* to a *single character* including additional damage from Follow-Up attacks, End Step Effects and Arcane repeats following incorrect bluff calls.

Campaign Card



No Respite for the Wicked

Play during the Activation Step, before or after any action.

Until the end of game, abilities which are gained by enemy characters until '*this character is slain*', remain until *end of game* instead.

Campaign Card

One Foot in the Grave



Interrupt a Jog or Step action, or Reaction Step.

The character does not move and the action (as well as any spent energy) is lost. The character suffers 1 Wd each time they are moved until end of turn.

'Moved' includes Jogs, Steps, Reactions Steps and any other abilities which cause this model to be moved.

Campaign Card

Over My Dead Body



Play immediately after a friendly Soldier, Mercenary or Militia is slain.

Before the character is removed, it may make a bonus Melee Attack action against an enemy it's engaging. It does not need to spend energy and gains +2 Melee Stat, in addition to the usual +2 for attacking.

If a character would restore Wds as part of this bonus action they are still slain after resolving this melee.

Campaign Card



Pirate's Booty

Play during the Activation Step, before or after any action.

For the remainder of the game, *Pirates* you control do not suffer from the **Slow Carry** rule.

Campaign Card



Pomperious Mischievous Extremis

Play during the Activation Step, before or after any action.

Choose any two friendly *Psychopomps* and swap their positions. Both *Psychopomps* may immediately take any action available to them irrespective of energy cost, excluding Jog.

Campaign Card



Raiding Party

Play during the Activation Step, before or after any action.

For the remainder of the game, the first Melee Attack action made by a character you control each turn deals +2 Dmg.

This Dmg bonus only applies when you are the active player making a Melee Attack action and not when the defender during a round of melee. It also only applies to the first Melee Attack action taken by a friendly character in a turn. Subsequent Melee Attacks from other friendly characters do not benefit from the bonus.

Campaign Card

Rebirth Ritual



Play immediately after a character you control is slain.

The slain character loses possession of any Moonstones it was carrying as normal. Then place it in base contact with a target friendly character in play. Choose any value for X that is 1 or greater. The target suffers X Wds. The slain character restores X Wds; it has no energy but may activate this turn.

The returned character is no longer slain and is able to activate in each following turn as normal.

Campaign Card



Reverse Fate

Interrupt an Arcane Ability.

After the energy is spent but before cards are drawn, you may have the target pay (3) energy to reverse the originator and target. The character that was the target is now playing the ability instead, using their own Arcane Stat, with the active character now the target.

Campaign Card



Rolling Stones

Play immediately after a character loses possession of a Moonstone.

Instead of placing the Moonstone in base contact (or transferring possession to another character), you may instead place it anywhere within 4" of the character.

Campaign Card

Shoulder to Shoulder



Play during the Activation Step, before or after any action.

For the remainder of the game, friendly *Militia* gain +1 Melee Stat and +1 Arcane Stat, provided there is another friendly *Militia* within 6”.

Campaign Card



Sleight of Hand

Play during the Activation Step, before or after any action.

A *Rogue* you control gains a Moonstone carried by a model within 2”.

Campaign Card

Sneaky Bit o' Digging



*Play after characters are deployed
but before turn 1 begins.*

Choose a Moonstone then flip an Arcane Card and reduce the Depth Value by X to a minimum of 1, where X is the value of the card. Catastrophe: The Moonstone Depth Value stays the same.

If your troupe contains at least one *Rogue* you may choose another Moonstone and repeat this effect, flipping a new Arcane Card.

Campaign Card



Stereotypically Evil Laughter v2

Play at the start of an Arcane Ability action, before Arcane Cards are drawn.

If the Arcane Ability is made by a friendly character, gain +2 Arcane Stat for the duration of the action.

If the Arcane Ability is made by an enemy character, the enemy loses -2 Arcane Stat for the duration of the action. If at least one friendly *Elrich* is in play, gain/lose +/-3 Arcane Stat instead of +/-2.

Campaign Card

Strategic Manoeuvre

Play at the beginning of any turn.

Friendly characters currently engaged by an enemy model may move 2”.



Campaign Card



Strike from Shadows

Play during the Activation Step, before or after any action.

For the remainder of the game, *Rogues* you control deal +1 Melee Dmg when making a Melee Attack action and suffer -1 Melee Dmg while defending in a round of melee.

Campaign Card

Stumble

*Interrupt a Jog or Step action, or
Reaction Step.*

The character does not move
and the action (as well as
any spent energy) is lost.
The character also suffers 2
Impact Dmg.



Campaign Card



Tangle Tree

Play during the Activation Step, before or after any action.

Target character within 3” of a Tree or Wooded Patch terrain piece suffers 4 Wds and cannot move, or be moved, until end of turn.

Campaign Card



Tavern Gossip

Play at the beginning of any turn.

For the remainder of the game, you may add +1 to your score when rolling to determine which player activates first each turn.

Campaign Card



Treacherous Tuition

Play during the Activation Step, before or after any action.

For the remainder of the game, whenever a friendly *Wizard* uses an Arcane Ability they suffer 1 Wd and reduce the energy cost of the ability by -1, to a minimum of (1).

Campaign Card

The Hunt

*Play at the start of any Replenish Step
(including the first turn).*

For the remainder of the game, you may choose a friendly *Faun* or *Animal* during each Replenish Step. That character gains +1 energy.



Campaign Card



This Wasn't Here in My Day

*Play during the Activation Step, before
or after any action.*

For the remainder of the game, *Spirits* you control may move freely over intervening *obstacles, barriers* and models provided their base does not overlap at the end of the move and may Jog over Water Features and Wooded Patches.

Campaign Card



Twist Time

Play during the Activation Step, before or after any action.

Move target character 3”.

Campaign Card



Twisted Fates

Play immediately after a character suffers a Catastrophe.

If the Catastrophe effect causes the originator to suffer Wds, you may choose any other character on the board to suffer those Wds instead.

Campaign Card



Underhanded Blow

Play at the start of a Melee Attack action, before Melee Cards are drawn.

Treat all ⊗ Dmg results on your Melee Cards as 0 Dmg instead during this round of melee.

You may choose to treat your Dmg as any type of Dmg (Impact, Slicing, Piercing or Magical) during this round of melee.

Campaign Card

Veteran Troops

Play at the beginning of any turn.

For the remainder of the game, at the start of each Replenish Step, friendly *Soldiers* and *Mercenaries* restore 2 Wds.



Campaign Card



Vorpal's Sword

Play at the start of a Melee Attack action where both models engage each other, before Melee cards are drawn.

After resolving the Melee Attack action, if neither character was slain then the character who suffered the most Wds is slain.

If the amount of Wds suffered was equal, this card has no effect.

Some passives abilities and end step effects can heal/deal additional Wds. These are included in the calculation. Compare the difference in health boxes at the start and end of the round of melee to determine who suffered more.

Campaign Card



Well Schooled and Well Heeled v2

*Play during the Activation Step, before
or after any action.*

Friendly *Nobles* gain +1
Arcane Stat and +2 Melee Stat
until end of turn.

Campaign Card



Worst. Shortcut. Ever.

Play during the Activation Step, before or after any action.

Choose a friendly character and flip an Arcane Card. Place the character within 2X", where X is the value of the flipped card. Then they suffer X Wds. Catastrophe: The player to your left places the character anywhere within 2".

Campaign Card



Your Time is Up

Play during the Activation Step, before or after any action.

Choose a character that has already activated. The character immediately resolves a Discard Step, including discarding all energy, and resolving other effects that resolve in the Discard Step.

The character still resolves a Discard Step at the end of the turn as normal.

Campaign Card



Antagonise

Play immediately.

Gain 1 Victory Point.

Your opponent may choose an additional Campaign Card.

This additional card may allow them to exceed the usual max. 3 limit.

Campaign Card



A Plan 500 Years in the Making

Reveal when a friendly Noble is slain.

Gain 1 Victory Point, to
a maximum of 3, for each
currently slain friendly *Noble*.

Campaign Card

Bravado



Play during deployment, instead of placing your final character on the board.

Play with 1 less character in your troupe.

If you *Win* this game: **Gain 4 Machination Points** and your opponent **Loses 2 Machination Points.**

Campaign Card

Brown Nose

Play after the game.



Choose another player in the campaign. The chosen player may not *Sabotage* you next week and must *Support* you if able.

Campaign Card

Consolidate Power



Play immediately.

If you had the highest Power
of all players in the campaign
at the start of this game-week:
Gain 1 Machination Point.

You cannot have the 'highest Power' if any
other player has the same Power as you.

Campaign Card

Decoy

Play after the game.

If you *Won* this game: **Gain 1 Machination Point.**

Before deployment place one or two Objective Markers 18" away from your deployment table edge and at least 4" apart (they have no effect on the game).



Campaign Card



Distant Relatives

Play after characters are deployed but before turn 1 begins.

Nominate any one friendly character and one enemy character with at least one keyword in common. Both characters gain an additional +1 energy each Replenish Step until end of game. If the chosen enemy character is slain at the end of the game: **Gain 2 Victory Points.**

Campaign Card

Fae Spitefulness

Play immediately.

Choose another player in the campaign.

They Lose 1 Machination Point.



Campaign Card

Gamble the Silverware



Must be played at end of game.

If the placed Objective Marker is
Active: **Gain 1 Victory Point.**

If you *Won* this game: **Gain 2
Machination Points.**

If you *Lost* this game: **Lose 2
Machination Points.**

*Before deployment place one
Objective Markers 18" away from
your deployment table Edge.*

Campaign Card

Infiltrate

Play during the Activation Step, before or after any action.

For each friendly model that is at least 26" away from your deployment table edge:
Gain 1 Victory Point, to a maximum of 3.



Campaign Card



Keeping the New Robes Clean

Play after characters are deployed but before turn 1 begins.

At the end of the game, if no friendly *Nobles* are currently slain: **Gain 1 Victory Point** for each friendly *Noble*.

Nobles Removed from Play are not slain and count towards this total.

Campaign Card

Longsight

Play immediately.

Choose 2 additional
Campaign Cards.

Lose 1 Victory Point.

These additional cards may allow you to
exceed the usual max. 3 limit.



Campaign Card



Lurk in Obscurity

Play immediately.

If you had the lowest Power
of all players in the campaign
at the start of this game-week:
Gain 3 Machination Points.

You cannot have the 'lowest Power' if any
other player has the same Power as you.

Campaign Card

Make Your Own Luck



Play during the Activation Step, before or after any action.

Search the Arcane Deck and remove one card. Shuffle the deck, then place the removed card on top of the deck.

Lose 1 Victory Point.

Campaign Card



Malign Resurrection

Play immediately after a character you control is slain.

The character is not slain.
Instead, restore all its Wds.

Lose 1 Victory Point.

Campaign Card



Nefarious Bargain

Play at end of game.

Gain 1 Victory Point.

Then choose another player in the campaign. The chosen player **Gains 2 Machination Points.**

Campaign Card

Plant Propaganda

Play at end of game.

If both placed Objective Markers are Active: **Gain 2 Victory Points** and your opponent **Loses 2 Machination Points**.

Before deployment place two Objective Markers 18" away from your deployment table edge and at least 4" apart.



Campaign Card



Portal of Grommel

Play after a friendly character enters play and an Objective Marker is active.

The character entering play is placed in base contact with an active Objective Marker.

Gain 1 Victory Point.

Before deployment place two Objective Markers 18" away from your deployment table edge and at least 4" apart.

Campaign Card



Putting the Kiddies to Bed

Play after a friendly Thrall enters play.

If there are no friendly *Thralls*
in play at the end of the game:
Gain 1 Victory Point.

Campaign Card

Sir Flashypants

Play during the Activation Step, before or after any action.



If friendly characters are in possession of *all* Moonstones that were grown at the start of this game: **Gain 4 Victory Points** and your opponent **Loses 2 Machination Points.**

Campaign Card

Stand Alone

Play after the game.



If there was a *Machinations Phase* this week, no other player *Supported* you this week and you *Won* this game:
Gain 3 Machination Points.

Campaign Card

Steal the Glory

Play after the game.

If you *Won* this game: **Gain 1
Machination Point**

Players who *Supported* you
this week do not gain any
Machination Points as a result
of the win.



Campaign Card



The High Road

Play after the game.

If you *Won* the game: **Gain 2
Machination Points.**

Campaign Card



The Slippery Squid

Play after the game.

If you *Lost* the game: **Gain 2
Machination Points.**

Campaign Card



Troll Fists

Play at end of game.

For each of the two placed
Objective Markers that are
Active: Gain 1 Victory Point.

*Before deployment place two
Objective Markers 18" away from
your deployment table edge and at
least 4" apart.*

Campaign Card



Turn the Tables

Play at end of game.

If the placed Objective Marker is Active: **Gain 1 Victory Point** and your opponent, plus any players who *Sabotaged* you this week, each **Lose 1 Machination Point**.

Before deployment place one Objective Marker 18" away from your deployment Table Edge.

Campaign Card

Vengeance

Play after the game.



If you *Won* this game: Your opponent, plus each player who *Sabotaged* you this week, each **Loses 2 Machination Points.**

Campaign Card



Wytchwood Riddle

Play at end of game.

If characters you control have suffered 4 or more Catastrophes this game and the placed Objective Marker is Active: **Gain 3 Victory Points.**

Before deployment place one Objective Marker 18" away from your deployment table edge.