



### Arcanum Guard (1)

Caster - 2/7 (C), Commander - 8" (C), Doll (I), Independent







Dice Attacks

Dice Range 6"

Dice Range 12"

**Attributes:** 

None

Advantages:

None

Spells:

Name: The King's Anger

Target: Point within 12" and LoS

Persistent: No

Effect: AoE attack with a radius of 2" per casting success rolled on the casting dice, which extends from the target point. Units, friend or foe, touched by the AoE will receive an attack roll of 4d6. All units that receive at least one hit also receive a Fire counter.















#### Arcanum Guard (1)

Caster - 2/7 (C), Commander - 8 (C), Doll (I), Independent

#### Spells:

Name: Away!

Target: Friendly unit within Command

Persistent: No

Effect: All enemy units within melee range of the target receive an attack of 1d6+1D6 per casting success with a -1 modifier to the defence rolls. Any unit that receives at least one hit are moved directly away a distance equal to the number of casting successes. This is not affected by movement modifiers but there must be room for the models to move too. Other units and impassable terrain pieces will stop this movement. If a unit cannot be moved the full distance, move the target as far as possible.

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Name: Reinforced Stitching

Target: Doll unit within Command range

Persistent: Yes

Effect: Damage received by this unit is noted, but not applied to the unit immediately. At the end of the turn, apply the damage received and remove any models if required.











# Puppeteer (1)

Caster 1/5 - (C), Commander - 12 (C), Independent



Dice Attacks





Dice Range 6"

Range Dice 12"

#### Attributes:

None

#### Advantages:

None

#### Spells:

Name: Dance of the Marionette

Target: Unit within LoS and 12"

Persistent: No

Effect: If the target is an enemy unit, this spell has a Drain of one. Move the target unit in any direction you wish 2" per casting success. If the target unit has not activated yet during the turn it is targeted by Dance of the Marionette, it may not move when it does activate later in the turn.













### Puppeteer (1)

Caster - 1/5 (C), Commander - 12 (C), Independent

#### Spells:

Name: Stitch in Time

Target: Friendly Doll unit within 6"

Persistent: No

Effect: Remove a single point of damage received by the target unit for each success rolled. If the unit comprises of profiles where models have a single point of damage, place a model into the unit per casting success. "Stitch in Time" may not take a unit above its starting Damage value. When replacing models, they can be placed in BtB contact with enemy units that their unit is in combat with.















CSM (1)

Commander - 12 (C), Doll (I), Independent



Dice Attacks



Dice Range



3 1

Dice Range 4 24"

#### Attributes:

Backbone of the Army 6 (C): When this unit activates you may sacrifice its activation and remove all Lingering Effect counters from all unactivated friendly units within 6".

#### Advantages:

Do as I say! (C): Once per game during this unit's activation select a friendly unit without the Commander keyword within command range and LoS that has already activated this turn. Remove the activated status from the selected unit. The selected unit can be activated again this turn but may not use any Orders, Advantages or (C) Attributes. In addition, any defence roll made in respect to a melee or ranged attack made by this unit is made with a -1 modifier.









#### Attributes:

Unreliable - 2 (I): Prior to making a Snapshot or Aimed Shot attack, roll a d6. If the result is equal to or less than 2, the enemy unit adds +1 to any defence roll they must make due to the ranged attack.

#### Advantages:

None







## Colour Party (2)

Doll (I), Unit Attachment - Troopers



Dice Attacks





2

Dice Range 2 12"

Dice Range 2 24"



Unreliable - 2 (I): Prior to making a Snapshot or Aimed Shot attack, roll a d6. If the result is equal to or less than 2, the enemy unit adds +1 to any defence roll they must make due to the ranged attack.



#### Advantages:

Form Up - Doll (C): A friendly Doll unit within 5" may re-roll a single roll it just made. All dice in the roll must be re-rolled.

On the Double (C): This unit may redeploy without suffering the -1 modifier to all defence rolls.











# Grenadiers (3)

Doll (I), Squad



Dice Attacks





3

Dice Range

6"

Dice Range 4 12"

#### Attributes:

Grenades (C): When charging, this unit increases its Melee Attack stat by 1.

Unreliable - 1 (I): Prior to making a Snapshot or Aimed Shot attack, roll a d6. If the result is equal to or less than 1, the enemy unit adds +1 to any defence roll they must make due to the ranged attack.



#### Advantages:

Launcher (C): When making a Aimed attack, this unit may target enemy units that it does not have LoS to. These units must still be within range.











# Dragoons (6)

Doll (I), Mounted (I), Squad









Dice Attacks

Dice Range 3 12"

Dice Range



Mounted (1): When charging, this unit adds D3+2" to its movement instead of the usual D3". In addition, it gains 'Ferocious' against the unit it charged.

Unreliable - 2 (I): Prior to making a Snapshot or Aimed Shot attack, roll a d6. If the result is equal to or less than 2, the enemy unit adds +1 to any defence roll they must make due to the ranged attack.

#### Advantages:

Guerrilla Warfare (C): This unit may make a Snapshot attack after moving its full movement.













#### Marksmen (2) Doll (I), Outrider (I), Squad



Dice Attacks





Dice Range

12"

Range Dice 48"

#### Attributes:

Hide (C): +1 to defence rolls this unit makes if it has not moved this turn and is not in melee. This remains in effect until the unit moves.

Special Deployment (I): This unit must be deployed last. They must be deployed outside of both players deployment zone and may not be deployed closer than 10" of an enemy unit.

Unreliable - 1 (1): Prior to making a Snapshot or Aimed Shot attack, roll a d6. If the result is equal to or less than 1, the enemy unit adds +1 to any defence roll they must make due to the ranged attack.

#### Advantages:

Sharpshooter (C): Enemy units that receive one or more hits from this unit's Snapshot or Aimed Shot attacks must re-roll all successful Defence dice. In addition, if Aimed Shot range attack was used, apply a -1 modifier to the re-roll.













# Rangers (6) Doll (I), Outrider (I), Squad



Dice Attacks





3

Dice Range 3 12"

Dice Range 3 24"

#### Attributes:

Scouts (C): Deploy this unit as normal. Once all units have been deployed, you may move this unit up to 8" before the game begins. This movement is free and ignores movement modifiers.

Unreliable - 1 (I): Prior to making a Snapshot or Aimed Shot attack, roll a d6. If the result is equal to or less than 1, the enemy unit adds +1 to any defence roll they must make due to the ranged attack.



#### Advantages:

Rifled Gun (I): When making a ranged attack roll, the player may re-roll 1 dice from the attack roll.











# Highlanders (6)

Doll (I), Squad







Dice Attacks

Dice Range

Dice Range



#### Attributes:

Broadsword (1): If this unit causes at least one hit in combat against an enemy unit, roll 1d6 + 1d6 per hit caused. Each double rolled causes an additional hit.



#### Advantages:

Brutal Charge (C): When this unit completes a charge, place a Knock Down counter on the charged unit.













# Heavy Dragoons (4)

Doll (I), Squad







Dice Attacks
4 2

Dice Range

Dice Range

#### Attributes:

Armoured (C): This unit may re-roll failed defence rolls. Results of 6's are successes on the re-roll.

Mounted (I): When charging, this unit adds D3+2" to its movement instead of the usual D3". In addition, it gains 'Ferocious' against the unit it charged.

#### Advantages:

Brutal Charge (C): When this unit completes a charge, place a Knock Down counter on the charged unit.

Pierce - Melee (C): Apply a -1 modifier to defence rolls made against hits caused by this unit's Melee attacks.

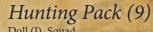


2









Doll (I), Squad







Dice Attacks

Dice Range

Dice Range



Handler (I): If the handler model is to be removed, instead remove the furthest model, in the unit, from the handler and place the handler model in its place. Remove the handler when the last dog is removed.

Distract (C): Enemy units in melee range with this unit must re-roll successful defence rolls.

Pointer (C): Nominate an enemy unit within 8". Attacks on this enemy unit ignore Obscured status.

#### Advantages:

Pierce - Melee (C): Apply a -1 modifier to defence rolls made against hits caused by this unit's Melee attacks.











Bomber (1)
Doll (I), Independent







Dice Attacks

Dice Range

Dice Range



Detonate (C): At any point during this unit's activation, you may roll a D6:

- If the result is a 1, the detonation has failed and may not be attempted again this game.
- If the result is a 2 to 5, the detonation is set to go off. At the end of this unit's next activation remove the model from the table and apply the Explosive rules.
- If the result is a 6, the unit detonates immediately. Remove the model from the table immediately and apply the Explosive rules.

Explosive (I): When this unit is removed from the table, each unit within 4" receive a 4d6 attack.

Units make their defence rolls with a -2 modifier to the dice. All units within 6" receive a Knock Down counter on a d6 roll of 6+.

#### Advantages:

Non









Bagpiper (1)
Doll (I), Independent







Dice Attacks

Dice Range

Dice Range



Highland Winds (C): Whilst within 5" of this unit, friendly units gain the 'Armoured' attribute.

March of the Pipes (C): During this unit's Post-Actions phase, select an unactivated friendly unit within 6" and move it 3".



Piping the War (C): Select a friendly unit without the 'Mounted' keyword within 6". The selected unit gains 'Ferocious' until the end of its next activation.



2











Butcher (1) Doll (I), Independent







Dice Attacks

Dice Range

Dice Range



#### Attributes:

Cleaver (1): Roll a D6 for each hit cause by this unit's melee attacks. The enemy unit receives and additional hit for each roll of 5 or 6

Horrific (I): When this unit activates, select a single enemy unit within 8" of this unit. That unit must roll a double on 3 dice. If no double is rolled, place a Horror counter on the unit.

#### Advantages:

None







