

TERRA



## SORCERESS

### LEADER

(Small Living Model)



BP: ○○○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	4	7	12	9	2



RNG	ROA	PRC	CST
1"	1D	4	1



	RNG	ROA	PRC	CST
Magic Missile	8"	1D	6	1
Sleep	10"	1D	—	2
Heal	4"	1D	—	1
Teleport	10"	1D	—	1

CHARGES  
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### SPECIAL ABILITIES

**Leadership 2:** While this model is in play you get a +2 to your Initiative roll.

**Beauty 6:** Any enemy model targeting this model must roll a D10. The enemy model succeeds on a roll of 6+, and the Attack may continue as normal. If the enemy model fails the roll, the ACT is still used, but the Attack does not continue. The enemy model may try to target this model again.

**Meditate:** This model may spend 1 ACT to erase 2 marked Charges.

**Wings 5:** This model may move over any object/model with height 5 inches or less without a penalty.

### WEAPONZ

**Magic Tome:** Before each Shoot Action with this weapon, choose which spell is cast and how many Charges will be used.

**Magic Missile:** For each Charge used with this spell add +1 to RNG and ROA. This spell's ROA may be divided among available targets.

**Sleep:** For each 2 Charges used with this spell, target suffers -1 ACT on it's next turn.

**Heal:** For each 1 Charge used with this spell, target erases 1 marked BP.

**Teleports:** For each Charge used with this spell, place target up to 3" from its current location.

### TALENTZ

**Game Master:** All enemy models within 10" must reroll all successful die rolls. All friendly models within 10" may reroll all failed die rolls. In either case the second die roll stands.



TERRA



## HOOLOGAN

### SUPPORT

(Medium Living Model)



BP: ○○○○○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
4	8	4	10	12	2



RNG	ROA	PRC	CST
1"	1D	7	1

### SPECIAL ABILITIES

**Scrappy 6:** When the last BP circle will be filled for this model, roll a D10. On a 6+ do not fill the last BP circle, this model remains in play.

**Protector:** Once per round, if a model within 2" of this model is the target of an Attack, this model may become the new target of that Attack. Declare this after the target is selected, but before any dice are rolled.

**Dismantle:** On a successful Melee Attack against a mechanical model or structure, this model may choose to do 1 damage without a PRC roll.

### WEAPONZ

**Vera:** This weapon causes 2 damage on a successful PRC roll. Additionally, on a successful melee hit (even if Damage is not taken) this model may choose to move the target directly away D5".

### TALENTZ

**Buy A Round:** All friendly models within 5" may erase 1 marked BP, gain the SpAb: Scrappy 6 and +1 EXO till their next turn.



TERRA



## HUNTSMEN

### SCOUT

(Small Living Model)



BP: ○○○○○○

EVO: ○○○

SPD	MCA	RCA	AGL	EXO	ACT
6	6	8	13	10	3



RNG	ROA	PRC	CST
1/2"	1D	5	1



RNG	ROA	PRC	CST
8"	1D	7	1



### SPECIAL ABILITIES

**Highroad:** If this model is 2" or higher than its target model, it gets +1 to its RCA.

**Long Shot:** This model may spend 1 ACT to get +8" on a shoot action.

**Aimed Shot:** This model may spend 1 ACT to get a +1 RCA and +1 PRC on a Shoot Action.

### WEAPONZ

**Compound Bow:** Before taking a Shoot Action, this model may choose one of the following effects to add to the Shoot Action. Damage does not need to be taken for the chosen effect to occur, and effects don't stack:

**Acid:** Target gets -2 EXO until the end of its next turn.

**Poison:** Target gets -1 ACT its next turn.

**Ink:** Target gets -1 MCA and RCA until the end of its next turn.

**Grease:** Target gets -2 SPD and AGL until the end of its next turn.

### TALENTZ

**It's A Trap:** This model may place up to 3 Trap Tokens within 10" of itself, and not within 1" of an enemy model. Any model moving within 1/2" of a Token takes 1 Damage. Once a Trap has been used, remove that Token.

