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Game:	**MOONSTONE**
Publisher:	**GOBLIN KING GAMES**

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MOONSTONE

SETUP

Arrange terrain as desired on a 3' x 3' playing surface. Avoid placing terrain in the very centre of the board.

Players agree on a **troupe size** (how many characters to play with). The larger the troupe, the longer the game.

There are 2 factions: **Commonwealth** (humans, giants and gnomes) and **Dominion** (goblins, fairies and trolls). Players choose a faction and may only pick characters that belong to that faction.

For a normal game, these troupe sizes are recommended:

2 players: 6 characters each
3 players: 4 characters each
4 players: 3 characters each

For competitive play, players **draft** characters. Once a character is selected by a player it is unavailable for selection by another player. Players select their faction in secret and reveal their choice simultaneously. Then each rolls a D6 (reroll ties). The player with the highest roll chooses which player drafts first. That player selects 1 character for their troupe, then the player to their left selects 1 character for their own troupe. Continue in clockwise order with each player selecting a character in turn until all players have a full troupe of the agreed size.

After characters have been chosen, determine the position of the **moonstones** on the board. One player takes 7 D4, holds them in a palm-down fist about 12-16" above the centre of the board, then opens their hand and lets the dice drop. Leave them where they fall. If any dice fall outside of the play area, re-drop them from the centre of the board.

For games with fewer than usual characters, players can agree to use 5 moonstones instead of the usual 7.

If any player is unhappy with the moonstone positions they may request a re-drop (a **mulligan**). No player can call a mulligan more than once.

Finally, each player rolls a D6 (reroll ties):

2 player game: The player with the highest roll chooses if they want to be the **early bird** or have **initiative**. The early bird chooses a table edge and places one of their models entirely within 10" of that edge. Then, the player with initiative places their first model entirely within 10" of the opposite edge. Continue to take turns placing a model at a time in this manner until all models have been placed.

3-4 player game: The player with the highest roll chooses a table edge and places one of their models entirely within 10" of that edge. Then, the player with the next highest roll chooses an unclaimed table edge and deploys their first model entirely within 10" of that edge. Then the player with the next highest roll does the same, choosing from the remaining 2 unclaimed edges to place their first model and finally, if there is a fourth player, their edge must be the remaining unclaimed edge.

Continue to take turns placing 1 model at a time in this manner until all models have been placed on the board. No player is considered to have initiative. Only tied players roll again to determine which of them places first, and this does not affect the order of the other players.

PLAYING A TURN

All players roll a D6 and the player with the highest score chooses which player activates first.

Turn 1: If a player has **initiative**, they automatically win. Otherwise, roll off.

2: Roll off. A player with initiative adds +2.

3: Roll off. A player with initiative adds +1.

4+: Roll off.

1. REPLENISH STEP

At the start of each turn, all players place 1 blue **energy token** on each of their character cards for each blue dot remaining on that card's health bar.

2. ACTIVATION STEP

The first player chooses one of their characters to **activate**. While activated, a character may take as many actions as it wishes, until it is unable to take any further actions or the player wants to end the activation. A character does not have to spend all its energy.

At that point, the player to the left chooses one of their characters to activate, and so on. Once a player has activated all of their characters they are skipped over, but other players can continue to activate models when it is their turn.

This step ends when all players have activated all of their characters.

Reaction steps

After each action has been fully resolved, each opponent, beginning with the player to the left of the active player, may declare that one of their models is making a **reaction step**. That model must discard 1 energy and is then able to move up to 1". Only 1 model per opponent is able to do this, and only once per action.

3. DISCARD STEP

Any unspent energy tokens left on character cards are removed and a new turn begins.

ACTIVATING A MODEL

During its activation a character can take any of the following actions, in any order:

STEP   Cost: 1 energy
Discard 1 energy, then move up to 1" in any direction.

JOG   Cost: 0 energy / once per turn
Move up to 4" with as many changes of direction during the move as desired.

However, if at any point within this move your character is **engaged** by an enemy model, they may not increase the distance between the engaging model and your own model. Moving closer to, or circling around, engaging enemy models is allowed.

TRAVERSE   Cost: 2 energy
This action can only be taken if your model is in base contact with an obstacle that is 1" thick or less, such as a hedge or closed door. Discard 2 energy and move into base contact with the opposite side of the obstacle, up to a maximum of 1" from the model's starting location.

MELEE ATTACK   Cost: 1 energy
Discard 1 energy then resolve a round of **melee** against 1 model within the character's **melee range** and LOS.

ACTIVE ABILITY   Cost: X energy
Discard X (in brackets after the ability name) amount of energy and then perform the ability effect.

ARCANE ABILITY   Cost: X energy
Discard X (in brackets after the ability name) amount of energy and then resolve the arcane ability.

HARVEST   Cost: 1 energy
Discard 1 energy and reduce the depth value on any moonstone the character is in base contact with by -1.

If the character is in base contact with a moonstone that has a depth value of 1, take possession of the moonstone (place it on the character card). A character that is currently **engaged** by an enemy may not take this action.

LOS AND ENGAGING

Unless otherwise noted, you need **line of sight** (LOS) between an active character and any target you wish to choose when taking an action.

A character has LOS if a straight line can be drawn between any part of the originator's base and the target's base, without crossing over another model or item of barrier terrain.

A model is considered to be **engaging** any enemy models that are within its melee range and LOS. A model is considered to **be engaged** by any enemy models if it is within their melee range and LOS.

MOONSTONES

Each D4 represents the location of a moonstone. The number on a die is its **depth value**: the difficulty of extracting it from the ground.

Models may move freely over moonstones but may not end a move with their base overlapping the dice.

If a character gains possession of a moonstone, place that D4 on their card; they are holding the stone. Any character holding one or more moonstones suffers from the following passive ability:

SLOW: This model's *Jog* actions are limited to 2". If the model already has this ability there is no further cumulative effect.

Some abilities allow characters to force another character to drop or transfer possession of a moonstone. If a moonstone is dropped, the active player places that moonstone anywhere in base contact with the target.

When a character is slain it immediately drops all moonstones it is carrying. The currently active player places all those moonstones anywhere in base contact with the victim (with a depth value of 1) before the model is removed from the board.

ACTIVE ABILITIES

To play an active ability, declare the action, discard the amount of energy (in brackets after the ability name), and perform the action.

If the ability requires a target, the title of the ability will include a **range** in inches. The target must be at least partially within this range and within LOS to be chosen. Unless otherwise stated, and providing it meets the listed requirements, a character can target itself.

If an active ability requires you to *'flip an arcane card'* to determine an effect, turn over the top card of the **arcane deck**. Replace any X symbols in the ability description with the value on the flipped card. If you flip a **catastrophe** card, disregard the usual effect of the ability and instead apply the catastrophe effect.

After the action has been resolved, shuffle the flipped card back into the arcane deck.

ARCANE ABILITIES

To play an arcane ability, the controller of the character (the **active player**) declares the action, discards the amount of energy (in brackets after the ability name), and selects an applicable target within range and LOS.

The active player draws a number of cards from the top of the **arcane deck** equal to the character's **arcane** stat.

If the target is an enemy, the number of cards drawn is modified by the target character's **evade** stat. This may increase or decrease the draw size, but the draw cannot be reduced to less than 1 card.

If the target is an enemy, the owner of that character (the **resisting player**) draws 6 arcane cards of their own. If the target is not an enemy, the player to the left of the active player is the resisting player and draws 6 cards.

X 3 3 3 Arcane abilities include coloured icons. In order to get the effect, the player must declare a card of the type listed. An **X** means any number of that particular colour can be declared.

The active player must choose an arcane card from their hand and place it facedown on the table in front of them. They then declare what the card is, including colour. *They do not have to tell the truth.*

The resisting player must then call either *OK* or *Bluff*.

If *OK* is called, the active player does not need to reveal the card. Compare the **declared value** of the card to the ability's requirement(s) . If a requirement was met, the effect takes place. Where an X is listed, this is equal to the number that the arcane card was declared to be (1, 2 or 3).

If *Bluff* is called, the active player must reveal their facedown card. If the active player was lying, the resisting player can choose a card from their hand to replace the active player's arcane card.

If a *Bluff* is called and the active player was telling the truth, the effect takes place as normal. However after the effect resolves, the active player may, if they wish, play the ability *again* at no additional energy cost, using the remaining arcane cards in their hand. A new target may be chosen, but the new target must be controlled by the same player as the original target.

The resisting player retains their hand, and must call *OK* or *Bluff* again as normal.

After the action has been resolved shuffle all arcane cards back into the arcane deck.

EVENTS AND AGENDAS

Players can agree to use **event and agenda cards**. Agendas usually provide an ongoing bonus and depend on certain troupe selections. Events are typically one-time powerful effects. The 6 event and 6 agenda cards are shared by all players.

Before the game, after troupes have been selected but before players roll off for table edge, all players roll a D6 (reroll ties):

2 player game: The player with the highest roll chooses if they want to choose first or choose second. The player who chooses selects 1 card (an event or an agenda). Then the other player selects both 1 event and 1 agenda card from those remaining. Finally the first player selects a second card so that both players have 1 event and 1 agenda card each. The remaining cards are put aside and not used during the game.

3-4 player game: Begin with all 12 cards in a facedown deck. The player with the highest roll choose 1 card (an event or agenda) without revealing it and then passes the remaining unpicked cards to the player on their left who chooses 1 card (an event or an agenda) and passes the remaining unselected cards to the player on their left. This continues until all players have selected 1 card.

When the deck is passed back to the first player, they choose a second card of the opposite type so that they have 1 card of each type.

Then the player to the left chooses a second card and so on in clockwise order until all players have 1 card of each type. The remaining cards are put aside and are not revealed, nor used during the game.

Players do not have to reveal the cards they have selected until they wish to benefit from the card's effect during the game.

OPEN GROUND

Any ordinary surface on which a model can stand; eg, grass, cobblestones, indoor spaces, and archways.

Movement and LOS: No effect.

WATER FEATURES

Flat terrain representing streams and ponds.

Movement: A model cannot move onto or through a water feature during a *Jog* action. However, it may make *Step* actions over the water feature as normal.

LOS: No effect.

WOODED PATCH

Terrain representing an outcrop of trees or scrubland where the whole patch is terrain (rather than individual tree trunks as barriers).

Movement: A model cannot move onto or through a wooded patch during a *Jog* action. However, it may make *Step* actions through the wooded patch as normal.

LOS: Provides cover. You may draw LOS into and out of a wooded patch, but you cannot draw LOS completely through a wooded patch to a target beyond.

OBSTACLES

A small 3D terrain piece which a character might reasonably be able to traverse; eg, boxes and barrels, low walls, fences, and hedgerows.

Movement: A model cannot move onto or through an obstacle during a *Jog* or *Step* action, but they may move cross an obstacle they are in base contact with by taking a *Traverse* action.

The action cannot be taken if it would result in the model being placed further than 1" from their starting point. If an effect would move your model through an obstacle, the model stops immediately on first contact.

LOS: Obstacles do not block LOS, but do provide cover from arcane abilities.

BARRIERS

Larger 3D terrain pieces that a character cannot see through or cross without specialist equipment; eg, tree trunks, high walls, and buildings.

Movement: A model cannot move onto or through a barrier during a *Jog, Step* or *Traverse* action. If an effect would move your model through a barrier, the model stops immediately on first contact.

LOS: Completely blocks LOS. If all lines between the originator's base and the intended target's base cross a barrier, the target cannot be chosen. Barriers provide cover if LOS is only partially blocked.

FAERIES

Faerie *Jog* actions are not affected by water features or wooded patches, and they may move over obstacles and other models during a *Jog* action, provided their base does not overlap at the end of the move.

BUILDINGS

Buildings are an arrangement of barriers (the walls), obstacles (closed doors and windows) and open ground (interior spaces and open doors). Models may enter buildings through doors and windows using a *Traverse* action and take actions as normal within the interior.

STAIRS

Stairs are treated as open ground, so models are free to move up or down using *Jog* and *Step* actions as normal. It may be necessary to use a marker to represent a model's position on stairs if the base will not fit.

LADDERS

Ladders are treated as obstacles but with the usual 1" maximum distance restriction lifted; so a model in base contact with the top or bottom of a ladder can be placed at the other end by taking a *Traverse* action.

A single *Traverse* action should not allow a model to move up or down more than a single story of a building. Multiple *Traverse* actions may be required to move up or down a very long ladder (use a marker if the model cannot reach the end in a single activation).

ELEVATED POSITIONS

When targeting a model at ground level, models on balconies, rooftops and behind upper story windows may extend the range of their abilities by 2", ignore the penalty for light cover entirely, and only suffer a -1 penalty for heavy cover instead of the usual -2.

When using arcane abilities, intervening objects between the active model and the target provide **cover** and make the target harder to hit.

The active player may choose to ignore any other models, obstacles, barriers or wooded patches that are within 1" of the originator of the ability for the purpose of determining cover (the character is leaning over or around the obstacle).

LIGHT COVER

When determining LOS, if any of the possible lines that could be drawn between the originator's base and the target's base cross any other model's base, or any obstacle, barrier or wooded patch terrain piece, **decrease the draw size by -1 arcane card** (to a minimum of 1 card).

HEAVY COVER

When determining LOS, if the line from the centre of the originator's base to the centre of the target's base crosses any other model's base, or any obstacle, barrier or wooded patch terrain piece, you must **decrease the draw size by -2 arcane cards** (to a minimum of 1 card) .

MELEE ATTACKS

To conduct a round of melee, the active model (**attacker**), takes a **melee attack** action by paying 1 energy, then declaring a target enemy model within their **melee range** to be the **defender**.

Each player draws a number of **combat cards** equal to the melee stat of their character. **The attacker draws +2 additional combat cards.** A player must always draw at least 1 combat card, even if their character's melee stat has been reduced to 0 or a negative number.

Each player then chooses one of their combat cards and both players simultaneously place their chosen card faceup on the table in front of them.

Players announce their own card and, on it, find the name of the combat card their opponent has played. Read off the amount of damage you have inflicted with your move from the **deal** column of your combat card.

Both attackers and defenders are capable of inflicting damage during a round of melee. However, if you are a defender, and the attacker is outside of your melee range, you automatically deal ⃠ damage instead of the value on your card.

CRITICAL HITS

After players have revealed their selections for the melee round, if you have any duplicates (2 or 3 of the same card) of your selection in your hand, you may place them down on the table alongside your selection to make a **critical hit**.

When checking the damage you've inflicted, you may add the score from all the cards you have placed down together, multiplying the damage by 2x or 3x respectively. This addition takes place before any further modifiers are added or subtracted.

DAMAGE MODIFIERS & TYPES

Passive abilities may increase or decrease the damage a character can deal or receive, and a number of these abilities reference a **damage type**.

At the top of each combat card is a list of available damage types the card can deal (**slicing**, **impact** or **piercing**).

Players must choose one of the damage types listed on their combat card. Depending which type they select, some of their own character's abilities, or their opponents character's abilities, may take effect. All modifiers from passive abilities are applied simultaneously.

Once all modifiers have been added/subtracted, each player should fill in a number of **health boxes** on their character's card equal to the net **damage** their opponent was able to deal.

The ⃠ symbol

⃠ means that no damage can be caused, regardless of any modifiers, while a 0 can be affected by modifiers such as passive abilities, and therefore has the potential to cause damage.

THE END STEP

After players have marked off any wounds they have suffered, the round of melee enters the end step. If you are using **signature moves**, some events may occur now.

Once all events have occurred, players shuffle their combat cards back into the combat deck and the melee attack action is complete.

DISTRACTIONS

During a round of melee, for each enemy model that is engaging your model, other than the attacker/defender, you draw -1 combat cards, to a minimum of 1.

GOING FOR IT

After drawing combat cards, but before making selections, **either player can discard 1 energy to draw +2 cards**, if there are sufficient cards remaining in the deck. Only 1 energy can be spent by each player in this way during any round of melee.

FOLLOW-UP ATTACKS

Some damage results on combat cards are inside a yellow circle. This means you get to make a **follow-up attack**.

Resolve the round of melee as normal, then provided your character was not slain, before moving to the end step, you may choose another card from your hand and place it on the table faceup. It deals damage based on whatever card your opponent originally played, modified in the usual way.

This is completely free hit, costs no energy, and you suffer no damage. Critical hits can be played as normal.

If both players can make follow-up attacks, the new cards are chosen simultaneously and are resolved against the opponents follow-up card, rather than their previously played card. In this situation both players may deal (and therefore suffer) damage.

Follow-up attacks can be upgraded to **signature moves** as normal if signature moves are being used and the correct card type is played.

SIGNATURE MOVES (OPTIONAL)

Each character has a **signature move**: an enhanced version of one of the 6 regular combat cards.

To use signature moves, conduct the round of combat as normal. Once all cards have been revealed, but before damage is calculated, if either player has a signature move that matches their combat card, they may declare they are upgrading their combat card(s) to their signature move: use its damage table when determining the amount of damage you deal to your opponent.

The amount of damage your opponent deals to you is not affected by your choice to upgrade; read off their damage as normal against the name of the regular move that was replaced.

Many signature moves include additional effects. Some modify the damage while others are **end step effects**. End step effects occur simultaneously after damage has been resolved (if they cannot occur simultaneously, the attacker chooses the order in which they occur).

Critical hits can be upgraded to signature moves as normal: as well as affecting damage, any effects printed on the bottom of the card are also multiplied.

WINNING THE GAME

The player with the most moonstones in their possession at the end of turn 4 (sun rise) is the winner.

On a tie, begin a new 'sudden death' turn. During this turn, if any player is ever in possession of more moonstones than all other opponents, they immediately win the game.

Baron von Fancyhat

HUMAN, NOBLE **30MM BASE**

MELEE	RANGE	ARCANE	EVADE
5	2"	3	0

● PASSIVE ABILITIES

Longsword
If this character deals **slicing** or **piercing** melee damage, increase the damage dealt by +1.

Plate Armour
Reduce all **non-magical** damage suffered by -2.

✸ ARCANE ABILITIES

Shoot Pistol (1) 8"
Once per game, unless reloaded.

X Target suffers X+1 **impact** damage.

Catastrophe: This character suffers 3 wounds.

✗ ACTIVE ABILITIES

Rallying Cry (0) 8" Pulse
Once per game. Energy on all friendly humans within the pulse is restored up to the number of blue dots currently remaining on their health bar.

Reload [Shoot Pistol] (2)
This ability cannot be used while the model is engaged.
The named ability can be used again.

Master Strike
FALLING SWING

Damage type: Slicing

Opponent plays	Deal
High Guard	⊘
Falling Swing	0
Thrust	1
Sweeping Cut	2
Rising Attack	3
Low Guard	2

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Friar Flavious

HUMAN, CLERIC **30MM BASE**

MELEE	RANGE	ARCANE	EVADE
4	2"	3	+1

● PASSIVE ABILITIES

Natural Padding
Reduce **impact** damage suffered by -2.

Bludgeon
If this character deals **slicing** or **piercing** melee damage, reduce the damage to ⊘.

If this character deals **impact** melee damage, increase the damage dealt by +1.

Spiteful
When this model causes 1 or more wounds to an enemy, it restores 1 wound.

Divine Intervention
When an enemy targets this character with an arcane ability, or uses an arcane ability within 4" of this model, if your resist hand includes 2 or more **catastrophe** cards, you may reveal them to cancel the ability and inflict the catastrophe result on the active character.

✸ ARCANE ABILITIES

Healing (2) 8"
X Target restores X+1 wounds.

Catastrophe: This model suffers 2 wounds.

Spank
SWEEPING CUT

Damage type: Impact

Opponent plays	Deal
High Guard	0
Falling Swing	0
Thrust	0
Sweeping Cut	0
Rising Attack	0
Low Guard	⊘

End Step Effect: If this character was not slain, it restores 1 wound.

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Flintlock

HUMAN, SOLDIER　　　　　　　　　　　　　　　　　**30MM BASE**

MELEE	RANGE	ARCANE	EVADE
3	1"	3	0

● PASSIVE ABILITIES

Dagger
If this character deals **piercing** melee damage, increase the damage dealt by +1.

✖ ACTIVE ABILITIES

Reload [Shoot Musket] (2)
This ability cannot be used while the model is engaged.
The named ability can be used again.

Take Aim (1)
Once per turn. Increase this character's **ARCANE** stat by +1 until end of turn.

"Look Out!" (1) 6"
Target friendly character's **EVADE** stat is reduced by -1 until end of turn.

✸ ARCANE ABILITIES

Shoot Musket (1) 12"
Once per game, unless reloaded.

Ⓧ Target suffers X+2 **impact** damage.

Catastrophe: This model suffers 2 wounds and the *Reload* ability cannot be used for the rest of the game.

Tactical Retreat
HIGH GUARD

Damage type: Magical

Opponent plays	Deal
High Guard	⊘
Falling Swing	⊘
Thrust	⊘
Sweeping Cut	⊘
Rising Attack	⊘
Low Guard	⊘

Reduce damage suffered by -1.

End Step Effect: This model may move 2".

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Eric, the Squire

HUMAN, SOLDIER　　　　　　　　　　　　　　　　　**30MM BASE**

MELEE	RANGE	ARCANE	EVADE
3	1"	3	-1

● PASSIVE ABILITIES

Squire
Other friendly *soldiers* within 4" get +1 **MELEE** stat.

Friendly *nobles* within 4" get +2 **MELEE** stat.

Leather Jerkin
Reduce **slicing** or **piercing** damage suffered by -1.

✖ ACTIVE ABILITIES

My Hero (2) 4"
Target *soldier* gains 1 energy or target *noble* gains 2 energy.

✸ ARCANE ABILITIES

Field Medic (1) 4"
Ⓧ Target *soldier* or *noble* restores X wounds.

Catastrophe: This model suffers 2 wounds.

You'll Regret That
LOW GUARD

Damage type: Magical

Opponent plays	Deal
High Guard	⊘
Falling Swing	⊘
Thrust	⊘
Sweeping Cut	⊘
Rising Attack	⊘
Low Guard	⊘

End Step Effect: If this model is not slain, swap the positions of this model and a friendly model within 4".

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Doug, The Flatulent

GOBLIN, SOLDIER, ANIMAL   **40MM BASE**

MELEE	RANGE	ARCANE	EVADE
4	3"	0	0

⬤ PASSIVE ABILITIES

Lance
If this character deals **slicing** melee damage, reduce the damage dealt to ⊘.

If this character deals **piercing** damage, increase the damage dealt by +1.

Jousting Shield
Reduce **piercing** and **impact** damage suffered by -1.

Digger
When this model takes a *Harvest* action, flip an arcane card and reduce the depth value by X, where X is the value of the card.

Catastrophe: All models within a 3" pulse suffer 2 **magical** damage.

✖ ACTIVE ABILITIES

Foul Gases (2) 2" Pulse
All models within the pulse suffer 2 **magical** damage.

Chaaarge!! (2) 6"
Move this model 4" directly towards target enemy model. If this character's next action this turn is a melee attack against the same target it deals +2 damage.

Ankle Biter
RISING ATTACK

Damage type: Impact

Opponent plays	Deal
High Guard	3
Falling Swing	3
Thrust	3
Sweeping Cut	3
Rising Attack	2
Low Guard	⊘

This attack deals ⊘ damage against models which are further than 1" away.

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Vicious Midget

GOBLIN, SOLDIER   **30MM BASE**

MELEE	RANGE	ARCANE	EVADE
5	1"	4	-1

⬤ PASSIVE ABILITIES

Plate Armour
Reduce all **non-magical** damage suffered by -2.

Vicous
Max 3 times per turn. Each time this model casues 1 or more wounds to an enemy, it gains 1 energy.

Midget
If this character plays a *Falling Swing,* reduce the damage dealt by -1.

Lard Lover
This character gains +2 **MELEE** stat if there is a **giant** within 4".

✖ ACTIVE ABILITIES

Giant Whisperer (1) 8"
Move target **giant** 1".

✴ ARCANE ABILITIES

Where'd You Come From!? (2) 6"
🅇 Place this model anywhere in base contact with target enemy.

Catastrophe: The resisting player places this model anywhere within 6".

Groin Tickler
RISING ATTACK

Damage type: Piercing

Opponent plays	Deal
High Guard	3
Falling Swing	3
Thrust	2
Sweeping Cut	2
Rising Attack	0
Low Guard	⊘

Damage from this attack cannot be reduced by passive abilities.

End Step Effect: You may place this model anywhere in base contact with the enemy model.

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Beaky Bobby

GOBLIN, WIZARD   **30MM BASE**

MELEE	RANGE	ARCANE	EVADE
2	1"	5	-1

● PASSIVE ABILITIES

Weakling
Reduce all melee damage this character deals by -1.

Harvest actions cost this model +1 energy.

Magic Resistance
Reduce **magical** damage suffered by -1.

✗ ACTIVE ABILITIES

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

Foul Gases (2) 2" Pulse
All models within the pulse suffer 2 **magical** damage.

✸ ARCANE ABILITIES

Healing (2) 8"
X Target restores X+1 wounds.

Catastrophe: This model suffers 2 wounds.

Take Your Medicine
THRUST

Damage type: Magical

Opponent plays	Deal
High Guard	3
Falling Swing	3
Thrust	3
Sweeping Cut	⊘
Rising Attack	3
Low Guard	3

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Grub

GOBLIN, WIZARD   **30MM BASE**

MELEE	RANGE	ARCANE	EVADE
4	1"	4	-1

● PASSIVE ABILITIES

Enchanted Secateurs
All melee damage generated by this model count as **magical** instead of the listed type.

✗ ACTIVE ABILITIES

Wyrm Hole (2)
This model must be in base contact with an item **obstacle** terrain to use this ability. Lose possession of any moonstones this character has (place them in base contact with a depth of 1), then place this model in base contact with any item of **obstacle** terrain on the board.

✸ ARCANE ABILITIES

Bug Spray (2) 2"
This attack is not modified by EVADE stat or cover.

X Target suffers X **magical** damage.

Catastrophe: This model suffers 2 wounds.

Insatiable Hunger
RISING ATTACK

Damage type: Magical

Opponent plays	Deal
High Guard	2
Falling Swing	3
Thrust	3
Sweeping Cut	2
Rising Attack	1
Low Guard	⊘

End Step Effect: If the enemy is slain, and this character is not, then this character recovers all wounds and all energy.

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