

Abinav Singh

2
COST

ACTIONS

2

MOVE

5

FIGHT

3

STRENGTH

3

GUNS

4

REFLEX

4

Infiltrator.

Hunting Rifle: Ranged Weapon

S	8"	16"	24"	NOTES
6	0	-1	-2	Move Penalty [2]

MAGIC
ABILITY

-

ARMOUR

1

Ash and Oak Club

ABILITIES:

Infiltrator: Instead of deploying the model normally, place 3 markers anywhere outside the enemy's deployment zone and no closer than 12" apart. At the start of the first game turn, roll a number of dice equal to this model's R. For each success the enemy must choose one marker this model can be deployed on. If there are no markers available for deployment, the enemy may place him in any place outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers additional Move Penalty [1] to all it's Actions on the turn it is deployed.

GADGETS:

Singh Uniform: Armor [1]

Hunting Rifle: Ranged Weapon

S	8"	16"	24"	NOTES
6	0	-1	-2	Move Penalty [2]

"A splendid shot, Milord!"

Bruiser

2
COST

ACTIONS

2

MOVE

5

FIGHT

4

STRENGTH

7

GUNS

2

REFLEX

2

Hard to Kill.
Bodyguard Livery.

MAGIC
ABILITY

—

ARMOUR

1



Ash and Oak Club

ABILITIES:

Hard to Kill: If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

GADGETS:

Bodyguard Livery: Armor [1]

*"Is this golem bothering you, Miss? I thought so.
(Sound of crushed metal)."*



Sir Zachary Fiercebatten



ACTIONS

2

MOVE

3

FIGHT

2

STRENGTH

2

GUNS

7

REFLEX

2

Noble, Military Experience.
Wheelchair, Arcantric Monocle.

Girardoni Windbüchse: Ranged Weapon

S	8"	16"	24"	NOTES
3	+1	0	-2	<i>Small Calibre</i>

MAGIC
ABILITY

—

ARMOUR

—

Ash and Oak Club

ABILITIES:

Old as the hills: this model does not benefit from Beginner's Luck.

Noble

Military Experience: While within 3" of this model, other friendly Noble models benefit from +1G.

GADGETS:

Wheelchair: Cannot move in rough ground unless he uses Heroic Move. If Sir Fiercebatten starts his activation in BtB with a friendly Butler or Bruiser, he can make one free Move Action before he performs any other actions.

Arcantric Monocle: This model can draw LoS through Templates as if the target was in Cover [2]

Girardoni Windbüchse: Ranged Weapon.

S	12"	24"	48"	NOTES
3	+1	0	-1	<i>Small Calibre</i>

Small Calibre – Double the Armour bonus when calculating damage from this weapon.

 Hound

WEAPON
n/a

COST

ACTIONS

1

MOVE

9

FIGHT

2

STRENGTH

3

GUNS

0

REFLEX

4

Hunting Pack, Find the Prey!

MAGIC
ABILITY —

ARMOUR —

The card has a steampunk aesthetic with a dark blue background and a central parchment-like area. The top and bottom corners are decorated with intricate brass gears and clock faces. The title 'Ash and Oak Club' is written in a gold, serif font on a dark banner at the top. The word 'ABILITIES:' is centered in a bold, black, serif font. Below it, the 'Hunting Pack' ability is described in a black serif font. The 'Find the Prey!' ability is also in a black serif font. A quote in a black cursive font is indented. The background of the parchment area features a faint, sepia-toned illustration of three people in Victorian-era clothing.

Ash and Oak Club

ABILITIES:

Hunting Pack: All the hounds must remain within 6" of one another, and are activated at the same time.

Find the Prey!: when the Hound is attacking in close combat, enemy model cannot Fence.

"Tear him to shreds! Get him! Get him, you dumb dogs... Kindly forgive the fawning, sir, they still haven't finished their training."

Housemaid

1
COST

ACTIONS

2

MOVE

5

FIGHT

1

STRENGTH

2

GUNS

2

REFLEX

4

Charm [2]:
Distraction, Heal

MAGIC
ABILITY —

ARMOUR —



Ash and Oak Club

ABILITIES:

The Maid has Charm [2]. Charm is a Quick Action. In order to make a Charm Quick Action, choose one of the possible Charms below and roll the number of dice in brackets. The result of the Charm will depend on the number of successes rolled.

Distraction - a Charm [2] Quick Action. Roll 2 dice. Target model within 2" has its Fight reduced to half (rounding fractions up) for one Activation for every success rolled. Multiple Distractions stack.

Heal - a Charm [2] Quick Action. Roll 2 dice. Target living model within 2" gains 1 Wound for every success rolled. This may not cause the model to have more than its starting number of Wounds.



Lady Dorothy Quimby



Noble, Scientist,
Beginner's Luck, Monocycle:
Ride, Wheel, Full Throttle.
Pistol - Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

MAGIC
ABILITY -

ARMOUR 2

Ash and Oak Club

ABILITIES:

Noble,
Scientist,

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

GADGETS:

Monocycle:

40mm base, Armor [2]

Ride: Quick Action, once per activation. If this model starts its action in BtB with a friendly small based model right after completing its Move action you may put that model in BtB with this model. The model may be moved in or out of a melee.

Wheel: This model Moves as a Vehicle but can make Heroic Move and can Run Over models mounted on bases no larger than itself. Otherwise it is treated as a normal hero model.

Full Throttle: Action - This model can Move up to 12".

Pistol - Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick



Lady Ellendeanne



ACTIONS

2

MOVE

6

FIGHT

3

STRENGTH

2

GUNS

2

REFLEX

4

Hypnotic Aura, Noble,
Umbrella.

Virtue: Ranged Weapon.

S	8"	16"	24"	NOTES
4	0	-1	-2	Quick, Hidden

SPELLS:

Mind Control: Magic Attack, Cost 1, Range 18"

Inspire: Buff [2], Cost 1, Range 12"

MAGIC
ABILITY

4

ARMOUR

—

Ash and Oak Club

ABILITIES:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Noble

Magic Ability [4] – Spiritualism.

GADGETS:

Umbrella: This model gains +1F and +1R if targeted by a living model from 12" or less.

Virtue: Ranged Weapon.

S	8"	16"	24"	NOTES
4	0	-1	-2	Quick, Hidden

SPELLS

Mind Control:

Magic Attack, Cost 1, Range 18", S -, *Mind Control*.

Mind Control: If the spell hits a Henchman model, you may make one Action with it as if it were a friendly model immediately after this model's activation.

Inspire:

Buff [2], Cost 1, Range 12", S -, *Inspire*.

Inspire: If successful, the target gains +1A in its next Activation.



Sir Lance Oakroot



ACTIONS

2

MOVE

6

FIGHT

9*

STRENGTH

2

GUNS

3

REFLEX

5

Hypnotic Aura, Do not be silly!
Sir Oakroot's top-hat, D'Armanini Dress Suit.

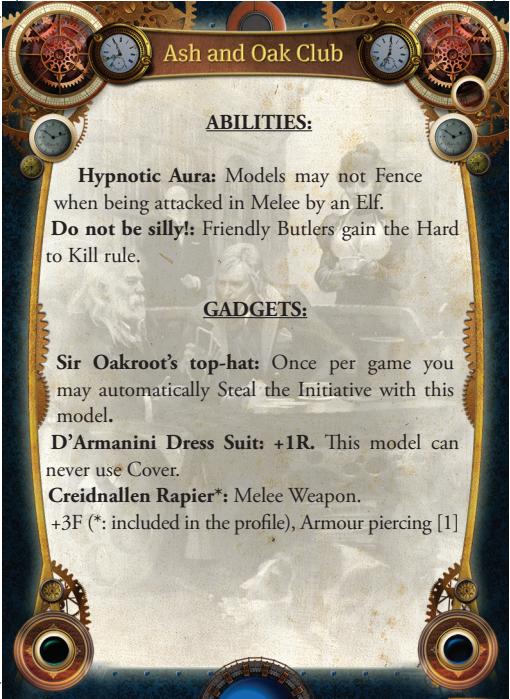
Creidnallen Rapier*: Melee Weapon.+3F
(*: included in the profile), Armour piercing [1]

MAGIC
ABILITY

—

ARMOUR

—



Ash and Oak Club

ABILITIES:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Do not be silly!: Friendly Butlers gain the Hard to Kill rule.

GADGETS:

Sir Oakroot's top-hat: Once per game you may automatically Steal the Initiative with this model.

D'Armanini Dress Suit: +1R. This model can never use Cover.

Creidnallen Rapier*: Melee Weapon.

+3F (*: included in the profile), Armour piercing [1]



Zachary Fiercebatten III



ACTIONS

2

MOVE

5

FIGHT

2

STRENGTH

3

GUNS

2

REFLEX

3

Beginner's Luck, Noble,
"Master" Gunner, Release the
Hounds!, Safari apparel.

.577 Nitro Express Rifle: Ranged Weapon.

S	12"	24"	NOTES
10	+1	-1	Move Penalty [1]

MAGIC
ABILITY

—

ARMOUR

—

Ash and Oak Club

ABILITIES:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Noble

"Master" Gunner: Can re-roll any dice on G or F tests as long as a friendly Abhinav Singh also has LoS to the target.

Release the Hounds!: [A] – Quick. Once per game. Place 2 Hounds in BtB with Zachary. The next activated models have to be the Hounds, afterwards the initiative is resolved as normal.

GADGETS:

Safari apparel: Armour [1]

.577 Nitro Express Rifle: Ranged Weapon.

S	12"	24"	NOTES
10	+1	-1	Move Penalty [1]

"A splendid shot, Milord!"



Archibald Armstrong



ACTIONS

2

MOVE

5

FIGHT

5*

STRENGTH

7*

GUNS

3*

REFLEX

2

Noble, Hard to kill,
Armstrong's Golemic Arm*:
Armstrong Toss, Armstrong Grip

Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

MAGIC
ABILITY

—

ARMOUR

—

Ash and Oak Club

ABILITIES:

Noble

Hard to kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

GADGETS:

Armstrong's Golemic Arm*: Melee Weapon. +1 Fight, +1 Strength and +1 Guns (*: included in the profile). Allows to use *Armstrong Toss* and *Armstrong Grip*.

Armstrong Toss: This model may toss an equal size based model. The toss may be made as an additional effect of a Charge or Fight action this model makes if it hits. Make a Strength vs Strength test. If this model rolls equal or more successes, the target model may be moved in any direction a number of inches equal to the successes rolled and is Toppled. If you want to toss the model at another model make a ranged attack roll against it (Guns vs Reflex). The model hit suffers Damage equal to the Strength of the tossed model and is also Toppled. Place the tossed model in BtB contact with the target model in a place closest to this model even if it misses.

Armstrong Grip: Models on equal sized bases that want to leave melee with this model must make a test of Strength vs Strength rather than Reflex vs Fight.

Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick



Butler



Helping Hand, What do I
pay you for!

Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

MAGIC
ABILITY —

ARMOUR —

Ash and Oak Club

ABILITIES:

Helping Hand: Friendly Heroes within 6" may discard a card of ANY colour to use Heroic Move.

What do I pay you for!: If a Hero model loses any number of W from shooting, a friendly Butler within 6" may lose that many W instead. This Butler is placed in the line of fire and in BtB with the Blue Blood and is Toppled.

GADGETS:

Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

Cook

3
COST

ACTIONS

2

MOVE

5

FIGHT

4

STRENGTH

6

GUNS

2

REFLEX

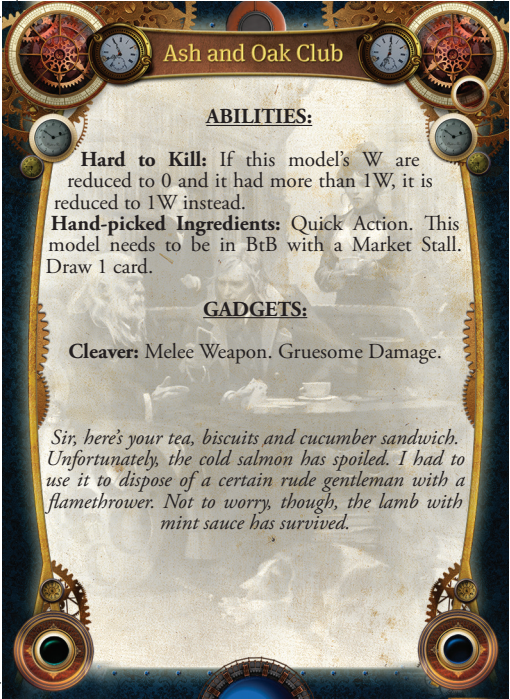
2

Hard to Kill
Hand-picked Ingredients,
Cleaver - Melee Weapon: Gruesome
Damage.

MAGIC
ABILITY -

ARMOUR

1



Ash and Oak Club

ABILITIES:

Hard to Kill: If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

Hand-picked Ingredients: Quick Action. This model needs to be in BtB with a Market Stall. Draw 1 card.

GADGETS:

Cleaver: Melee Weapon. Gruesome Damage.

Sir, here's your tea, biscuits and cucumber sandwich. Unfortunately, the cold salmon has spoiled. I had to use it to dispose of a certain rude gentleman with a flamethrower. Not to worry, though, the lamb with mint sauce has survived.

Distant Relative

2
COST

ACTIONS
2

MOVE
5

FIGHT
3

STRENGTH
3

GUNS
3

REFLEX
3

Noble, Thicker than water,
Been there, done that...

Steamified Hunting Rifle: Ranged Weapon.

S	12"	24"	36"	NOTES
5	+1	0	-1	-

MAGIC
ABILITY —

ARMOUR —

Ash and Oak Club

ABILITIES:

Noble,

Thicker than water: This model may use cards as if it were a Hero model for Heroic Deed only.

Been there, done that...: At the start of the game roll a D6 and consult the list below: This model gains the gadget listed for the duration of the game.

1-Dog Whistle: Once per game. Activated [1A]: place 1 Hound in BtB with this model. Activate the Hound immediately after this model ends it's Activation this turn.

2-Formal attire: Once per game. You may Steal the First Player's Initiative or make an Additional Activation choosing a card after all other players revealed theirs. If you do so, this model has to be chosen to Activate first.

3-The Most Noble Order of the Garter: This model is Hard To Kill.

4-Balloon: This model gains Infiltration.

5-Military Experience: Other friendly Noble models benefit from +1G while within 3" and Line of Sight of this model.

6-Worthy Fellow: Other friendly Henchmen have +1F and +1G if they are within 3" and Line of Sight of this model.

GADGETS:

Steamified Hunting Rifle: Ranged Weapon

S	12"	24"	36"	NOTES
5	+1	0	-1	-

Gardener

2
COST

ACTIONS

2

MOVE

4

FIGHT

3

STRENGTH

4

GUNS

3

REFLEX

2

Landscape Artist,
Gardening Tools - Melee Weapon
Hose - Ranged Weapon.

S	4"	8"	NOTES
4	0	-1	Beam, Wash, Critical Topple

MAGIC
ABILITY —

ARMOUR —

Ash and Oak Club

ABILITIES:

Landscape Artist: Quick Action - Make a Strength test. Move target terrain piece (less than 3" high and no more than 2" long or wide) in BtB with this model a number of inches equal to the number of successes rolled.

GADGETS:

Gardening tools: Melee Weapon.
Faststrike [2], Gruesome Damage.

Hose: Ranged Weapon.

S	4"	8"	NOTES
4	0	-1	<i>Beam, Critical Topple, Wash</i>

Beam: when shooting this weapon this model may target all models in LoS in a straight line between itself and the chosen point at the maximum range of this weapon.

Critical Topple: if a model is hit with at least one Critical Hit it is additionally Toppled.

Wash: Remove all Templates touched by the Beam.



Kichen Boy

ACTIONS

2

MOVE

6

FIGHT

1

STRENGTH

1

GUNS

3

REFLEX

4

Frying Pan Mastery,
Sip of Brandy, Frying Pan.

MAGIC
ABILITY

-

ARMOUR

1



Ash and Oak Club

ABILITIES:

Frying Pan Mastery: Friendly models in BtB with this model gain +1 Armor.

Sip of Brandy: Quick Action - Target friendly model in BtB with this model gains +2 Armor and Mindless until end of turn.

GADGETS:

Frying Pan: Armor [1]



Mary Fearless



Beginner's Luck, Noble,
Rencontre.

Colt Navy: Ranged Weapon.

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick, Fast Shot [2]

MAGIC
ABILITY —

ARMOUR —

Ash and Oak Club

ABILITIES:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Noble

Rencontre: When being shot at, instead of rolling a number of dice equal to R, Mary rolls a number of dice equal to G. If she rolls more successes than the Shooting model, calculate the damage as if Mary were the Shooting model, and the Shooting model were the Target model.

GADGETS:

Colt Navy: Ranged Weapon.

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick, Fast Shot [2]

"Go ahead. Reach for the gun and make my day."



Sir Henry Bucklepunch



ACTIONS

2

MOVE

4

FIGHT

4

STRENGTH

4

GUNS

4

REFLEX

2

Noble, Scientist,
Beginner's Luck,
Steam-powered Full Plate, Firespout Horse.

Punchline Gauntlet: Ranged weapon

S	4"	8"	NOTES
4	0	-1	Quick, Punchline.

MAGIC
ABILITY

-

ARMOUR

3

Ash and Oak Club

ABILITIES:

Noble,
Scientist,

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

GADGETS:

Steam-powered Full Plate: Armor [3]

Firespout Horse: Action, discard a card in this model's suit. This model may be placed at any surface with no roof above it within 8". This action does not allow this model to enter buildings or move into any roofed area.

Punchline Gauntlet: Ranged weapon.

S	4"	8"	NOTES
4	0	-1	Quick, <i>Punchline</i> .

Punchline: On a **Miss** place this model in BtB with the target model. Both models are Toppled. On a **Hit** place this model in BtB with target model. On a **Critical**

Hit, if target model is mounted on a 30mm base, place it in BtB contact with this model.

If target model is mounted on a larger base treat it as a Hit instead.



Archibald Armstrong



ACTIONS

2

MOVE

5

FIGHT

5*

STRENGTH

7*

GUNS

3*

REFLEX

2

Noble, Hard to kill,
Armstrong's Golemic Arm*:
Armstrong Toss, Armstrong Grip

Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

MAGIC
ABILITY

—

ARMOUR

—

Ash and Oak Club

ABILITIES:

Noble

Hard to kill: If this model's Wounds are reduced to 0 and it had more than 1 Wound at the moment it suffered damage, it is reduced to 1 Wound instead.

GADGETS:

Armstrong's Golemic Arm*: Melee Weapon. +1 Fight, +1 Strength and +1 Guns (*: included in the profile). Allows to use *Armstrong Toss* and *Armstrong Grip*.

Armstrong Toss: This model may toss an equal size based model. The toss may be made as an additional effect of a Charge or Fight action this model makes if it hits. Make a Strength vs Strength test. If this model rolls equal or more successes, the target model may be moved in any direction a number of inches equal to the successes rolled and is Toppled. If you want to toss the model at another model make a ranged attack roll against it (Guns vs Reflex). The model hit suffers Damage equal to the Strength of the tossed model and is also Toppled. Place the tossed model in BtB contact with the target model in a place closest to this model even if it misses.

Armstrong Grip: Models on equal sized bases that want to leave melee with this model must make a test of Strength vs Strength rather than Reflex vs Fight.

Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

Butler

1
COST

ACTIONS

2

MOVE

5

FIGHT

2

STRENGTH

3

GUNS

2

REFLEX

3

Helping Hand, What do I
pay you for!

Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

MAGIC
ABILITY —

ARMOUR —

Ash and Oak Club

ABILITIES:

Helping Hand: Friendly Heroes within 6" may discard a card of ANY colour to use Heroic Move.

What do I pay you for!: If a Hero model loses any number of W from shooting, a friendly Butler within 6" may lose that many W instead. This Butler is placed in the line of fire and in BtB with the Blue Blood and is Toppled.

GADGETS:

Pistol: Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

Cook

3
COST

ACTIONS

2

MOVE

5

FIGHT

4

STRENGTH

6

GUNS

2

REFLEX

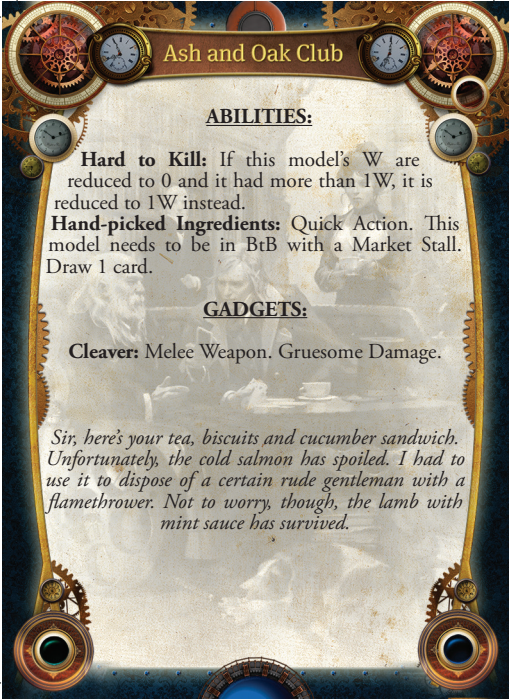
2

Hard to Kill
Hand-picked Ingredients,
Cleaver - Melee Weapon: Gruesome
Damage.

MAGIC
ABILITY -

ARMOUR

1



Ash and Oak Club

ABILITIES:

Hard to Kill: If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

Hand-picked Ingredients: Quick Action. This model needs to be in BtB with a Market Stall. Draw 1 card.

GADGETS:

Cleaver: Melee Weapon. Gruesome Damage.

Sir, here's your tea, biscuits and cucumber sandwich. Unfortunately, the cold salmon has spoiled. I had to use it to dispose of a certain rude gentleman with a flamethrower. Not to worry, though, the lamb with mint sauce has survived.

Distant Relative

WEAPON
2
COST

ACTIONS
2

MOVE
5

FIGHT
3

STRENGTH
3

GUNS
3

REFLEX
3

Noble, Thicker than water,
Been there, done that...

Steamified Hunting Rifle: Ranged Weapon.

S	12"	24"	36"	NOTES
5	+1	0	-1	-

MAGIC
ABILITY —

ARMOUR —

Ash and Oak Club

ABILITIES:

Noble,

Thicker than water: This model may use cards as if it were a Hero model for Heroic Deed only.

Been there, done that...: At the start of the game roll a D6 and consult the list below: This model gains the gadget listed for the duration of the game.

1-Dog Whistle: Once per game. Activated [1A]: place 1 Hound in BtB with this model. Activate the Hound immediately after this model ends it's Activation this turn.

2-Formal attire: Once per game. You may Steal the First Player's Initiative or make an Additional Activation choosing a card after all other players revealed theirs. If you do so, this model has to be chosen to Activate first.

3-The Most Noble Order of the Garter: This model is Hard To Kill.

4-Balloon: This model gains Infiltration.

5-Military Experience: Other friendly Noble models benefit from +1G while within 3" and Line of Sight of this model.

6-Worthy Fellow: Other friendly Henchmen have +1F and +1G if they are within 3" and Line of Sight of this model.

GADGETS:

Steamified Hunting Rifle: Ranged Weapon

S	12"	24"	36"	NOTES
5	+1	0	-1	-

Gardener

2
COST

ACTIONS

2

MOVE

4

FIGHT

3

STRENGTH

4

GUNS

3

REFLEX

2

Landscape Artist,
Gardening Tools - Melee Weapon
Hose - Ranged Weapon.

S	4"	8"	NOTES
4	0	-1	Beam, Wash, Critical Topple

MAGIC
ABILITY —

ARMOUR —

Ash and Oak Club

ABILITIES:

Landscape Artist: Quick Action - Make a Strength test. Move target terrain piece (less than 3" high and no more than 2" long or wide) in BtB with this model a number of inches equal to the number of successes rolled.

GADGETS:

Gardening tools: Melee Weapon.
Faststrike [2], Gruesome Damage.

Hose: Ranged Weapon.

S	4"	8"	NOTES
4	0	-1	<i>Beam, Critical Topple, Wash</i>

Beam: when shooting this weapon this model may target all models in LoS in a straight line between itself and the chosen point at the maximum range of this weapon.

Critical Topple: if a model is hit with at least one Critical Hit it is additionally Toppled.

Wash: Remove all Templates touched by the Beam.

 Hound

WEAPON
n/a

COST

ACTIONS

1

MOVE

9

FIGHT

2

STRENGTH

3

GUNS

0

REFLEX

4

Hunting Pack, Find the Prey!

MAGIC
ABILITY

—

ARMOUR

—

The card has a dark blue background with a complex steampunk design. It features several golden gears of various sizes, some with clock faces. The title 'Ash and Oak Club' is written in a gold, serif font on a dark banner at the top. The word 'ABILITIES:' is underlined in a bold, black, serif font. There are three paragraphs of text: a bolded 'Hunting Pack' rule, a bolded 'Find the Prey!' rule, and a quote in italics. The card is framed by a golden border with gear-like details at the corners and bottom.

Ash and Oak Club

ABILITIES:

Hunting Pack: All the hounds must remain within 6" of one another, and are activated at the same time.

Find the Prey!: when the Hound is attacking in close combat, enemy model cannot Fence.

"Tear him to shreds! Get him! Get him, you dumb dogs... Kindly forgive the fawning, sir, they still haven't finished their training."

Housemaid

1
COST

ACTIONS

2

MOVE

5

FIGHT

1

STRENGTH

2

GUNS

2

REFLEX

4

Charm [2]:
Distraction, Heal

MAGIC
ABILITY —

ARMOUR —



Ash and Oak Club

ABILITIES:

The Maid has Charm [2]. Charm is a Quick Action. In order to make a Charm Quick Action, choose one of the possible Charms below and roll the number of dice in brackets. The result of the Charm will depend on the number of successes rolled.

Distraction - a Charm [2] Quick Action. Roll 2 dice. Target model within 2" has its Fight reduced to half (rounding fractions up) for one Activation for every success rolled. Multiple Distractions stack.

Heal - a Charm [2] Quick Action. Roll 2 dice. Target living model within 2" gains 1 Wound for every success rolled. This may not cause the model to have more than its starting number of Wounds.



Kichen Boy

ACTIONS

2

MOVE

6

FIGHT

1

STRENGTH

1

GUNS

3

REFLEX

4

Frying Pan Mastery,
Sip of Brandy, Frying Pan.

MAGIC
ABILITY

-

ARMOUR

1



Ash and Oak Club

ABILITIES:

Frying Pan Mastery: Friendly models in BtB with this model gain +1 Armor.

Sip of Brandy: Quick Action - Target friendly model in BtB with this model gains +2 Armor and Mindless until end of turn.

GADGETS:

Frying Pan: Armor [1]



Lady Dorothy Quimby



ACTIONS

2

MOVE

8

FIGHT

3

STRENGTH

3

GUNS

4

REFLEX

3

Noble, Scientist,
Beginner's Luck, Monocycle:
Ride, Wheel, Full Throttle.
Pistol - Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick

MAGIC
ABILITY

-

ARMOUR

2

Ash and Oak Club

ABILITIES:

Noble,
Scientist,

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

GADGETS:

Monocycle:

40mm base, Armor [2]

Ride: Quick Action, once per activation. If this model starts its action in BtB with a friendly small based model right after completing its Move action you may put that model in BtB with this model. The model may be moved in or out of a melee.

Wheel: This model Moves as a Vehicle but can make Heroic Move and can Run Over models mounted on bases no larger than itself. Otherwise it is treated as a normal hero model.

Full Throttle: Action - This model can Move up to 12".

Pistol - Ranged Weapon

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick



Lady Ellendeanne



ACTIONS

2

MOVE

6

FIGHT

3

STRENGTH

2

GUNS

2

REFLEX

4

Hypnotic Aura, Noble,
Umbrella.

Virtue: Ranged Weapon.

S	8"	16"	24"	NOTES
4	0	-1	-2	Quick, Hidden

SPELLS:

Mind Control: Magic Attack, Cost 1, Range 18"

Inspire: Buff [2], Cost 1, Range 12"

MAGIC
ABILITY

4

ARMOUR

—

Ash and Oak Club

ABILITIES:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Noble

Magic Ability [4] – Spiritualism.

GADGETS:

Umbrella: This model gains +1F and +1R if targeted by a living model from 12" or less.

Virtue: Ranged Weapon.

S	8"	16"	24"	NOTES
4	0	-1	-2	Quick, Hidden

SPELLS

Mind Control:

Magic Attack, Cost 1, Range 18", S -, *Mind Control*.

Mind Control: If the spell hits a Henchman model, you may make one Action with it as if it were a friendly model immediately after this model's activation.

Inspire:

Buff [2], Cost 1, Range 12", S -, *Inspire*.

Inspire: If successful, the target gains +1A in its next Activation.



Mary Fearless



Beginner's Luck, Noble,
Rencontre.

Colt Navy: Ranged Weapon.

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick, Fast Shot [2]

MAGIC
ABILITY —

ARMOUR —

Ash and Oak Club

ABILITIES:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Noble

Rencontre: When being shot at, instead of rolling a number of dice equal to R, Mary rolls a number of dice equal to G. If she rolls more successes than the Shooting model, calculate the damage as if Mary were the Shooting model, and the Shooting model were the Target model.

GADGETS:

Colt Navy: Ranged Weapon.

S	8"	16"	24"	NOTES
4	+1	-1	-2	Quick, Fast Shot [2]

"Go ahead. Reach for the gun and make my day."

Bruiser

2
COST

ACTIONS

2

MOVE

5

FIGHT

4

STRENGTH

7

GUNS

2

REFLEX

2

Hard to Kill.
Bodyguard Livery.

MAGIC
ABILITY

—

ARMOUR

1



Ash and Oak Club

ABILITIES:

Hard to Kill: If this model's W are reduced to 0 and it had more than 1W, it is reduced to 1W instead.

GADGETS:

Bodyguard Livery: Armor [1]

*"Is this golem bothering you, Miss? I thought so.
(Sound of crushed metal)."*



Sir Henry Bucklepunch



Noble, Scientist,
Beginner's Luck,
Steam-powered Full Plate, Firespout Horse.

Punchline Gauntlet: Ranged weapon

S	4"	8"	NOTES
4	0	-1	Quick, Punchline.

MAGIC
ABILITY -

ARMOUR 3

Ash and Oak Club

ABILITIES:

Noble,
Scientist,

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

GADGETS:

Steam-powered Full Plate: Armor [3]

Firespout Horse: Action, discard a card in this model's suit. This model may be placed at any surface with no roof above it within 8". This action does not allow this model to enter buildings or move into any roofed area.

Punchline Gauntlet: Ranged weapon.

S	4"	8"	NOTES
4	0	-1	Quick, <i>Punchline</i> .

Punchline: On a **Miss** place this model in BtB with the target model. Both models are Toppled. On a **Hit** place this model in BtB with target model. On a **Critical**

Hit, if target model is mounted on a 30mm base, place it in BtB contact with this model.

If target model is mounted on a larger base treat it as a Hit instead.



Sir Lance Oakroot



ACTIONS

2

MOVE

6

FIGHT

9*

STRENGTH

2

GUNS

3

REFLEX

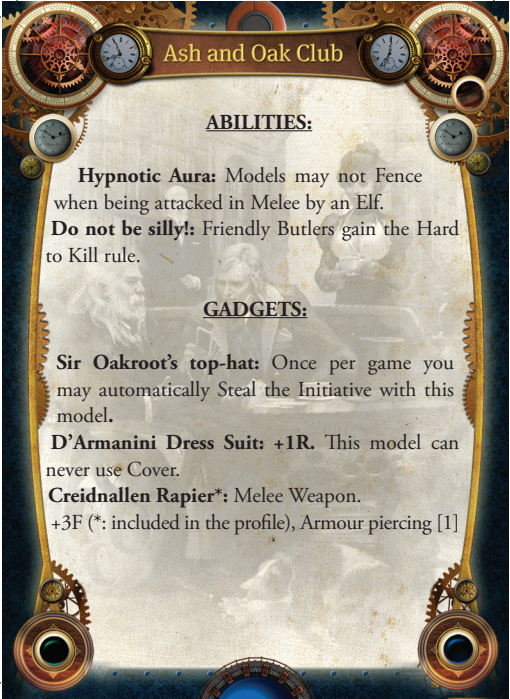
5

Hypnotic Aura, Do not be silly!
Sir Oakroot's top-hat, D'Armanini Dress Suit.

Creidnallen Rapier*: Melee Weapon.+3F
(*: included in the profile), Armour piercing [1]

MAGIC
ABILITY —

ARMOUR —



Ash and Oak Club

ABILITIES:

Hypnotic Aura: Models may not Fence when being attacked in Melee by an Elf.

Do not be silly!: Friendly Butlers gain the Hard to Kill rule.

GADGETS:

Sir Oakroot's top-hat: Once per game you may automatically Steal the Initiative with this model.

D'Armanini Dress Suit: +1R. This model can never use Cover.

Creidnallen Rapier*: Melee Weapon.

+3F (*: included in the profile), Armour piercing [1]



Sir Zachary Fiercebatten



ACTIONS

2

MOVE

3

FIGHT

2

STRENGTH

2

GUNS

7

REFLEX

2

Noble, Military Experience.
Wheelchair, Arcantric Monocle.

Girardoni Windbüchse: Ranged Weapon

S	8"	16"	24"	NOTES
3	+1	0	-2	<i>Small Calibre</i>

MAGIC
ABILITY

—

ARMOUR

—

Ash and Oak Club

ABILITIES:

Old as the hills: this model does not benefit from Beginner's Luck.

Noble

Military Experience: While within 3" of this model, other friendly Noble models benefit from +1G.

GADGETS:

Wheelchair: Cannot move in rough ground unless he uses Heroic Move. If Sir Fiercebatten starts his activation in BtB with a friendly Butler or Bruiser, he can make one free Move Action before he performs any other actions.

Arcantric Monocle: This model can draw LoS through Templates as if the target was in Cover [2]

Girardoni Windbüchse: Ranged Weapon.

S	12"	24"	48"	NOTES
3	+1	0	-1	<i>Small Calibre</i>

Small Calibre – Double the Armour bonus when calculating damage from this weapon.



Zachary Fiercebatten III



ACTIONS

2

MOVE

5

FIGHT

2

STRENGTH

3

GUNS

2

REFLEX

3

Beginner's Luck, Noble,
"Master" Gunner, Release the
Hounds!, Safari apparel.

.577 Nitro Express Rifle: Ranged Weapon.

S	12"	24"	NOTES
10	+1	-1	Move Penalty [1]

MAGIC
ABILITY

—

ARMOUR

—

Ash and Oak Club

ABILITIES:

Beginner's Luck: Once per game, a Human may re-roll all dice when shooting, fighting a melee or being a target of an attack.

Noble

"Master" Gunner: Can re-roll any dice on G or F tests as long as a friendly Abhinav Singh also has LoS to the target.

Release the Hounds!: [A] – Quick. Once per game. Place 2 Hounds in BtB with Zachary. The next activated models have to be the Hounds, afterwards the initiative is resolved as normal.

GADGETS:

Safari apparel: Armour [1]

.577 Nitro Express Rifle: Ranged Weapon.

S	12"	24"	NOTES
10	+1	-1	Move Penalty [1]

"A splendid shot, Milord!"