



Alta Kijao



Techniques of
Mistress of Concealment,
Retreat to Shadows, Mistmaker.
Shuriken: Ranged Weapon.

S	8"	NOTES
3	0	Quick, Fastshot[2], Gruesome Damage

MAGIC
ABILITY

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Techniques of Sunnir Masters: This model has [+1R] while attacked by spells.

Mistress of Concealment: This model doubles the advantages of Cover it is in. For example if it is in Cover [+1R] it counts as being in Cover [+2R].

Retreat to Shadows: If this model kills an enemy model in its Action, at the end of this Action it can be placed anywhere on the battlefield completely within a Mist Template.

Mistmaker: Quick Action. Place a Mist Template in base contact with this model.

GADGETS:

Shuriken: Ranged Weapon.

S	8"	NOTES
3	0	Quick, Fastshot[2], Gruesome Damage

Fisherman

1
COST

ACTIONS

2

MOVE

5

FIGHT

3

STRENGTH

4

GUNS

3

REFLEX

4



5



8

Concealed in the Crowd.

Fishing Net: Ranged Weapon.

S	2"	NOTES
0	0	Quick, Topple

MAGIC
ABILITY



ARMOUR



Triad of Lotus Dragon

ABILITIES:

Concealed in the Crowd: This model looks like a typical Orkish Lyonesse citizen, so it cannot be easily distinguished as a Triad member. It can only lose its Crowd Marker under one of three circumstances:

- it attacks an opposing model,
- it ends its activation within 3" of an opposing model,
- opposing model ends its activation within 3" of it.

A model with a Crowd Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells.

GADGETS:

Fishing Net: Ranged Weapon.

S	2"	NOTES
0	0	Quick, Topple

Golemic Dragonling

1
COST

ACTIONS

MOVE

7



FIGHT

3

STRENGTH

4

GUNS

2

REFLEX

4

Golem,
Creature of the Aether,
Mistmaker, Mistwalker, Armor of Mists,
Sour Sustenance,
Spew Acid: Ranged Weapon.

S | 6"

NOTES

0 | +1

Quick, 3" Acid Template.

MAGIC
ABILITY



ARMOUR

3

Triad of Lotus Dragon

ABILITIES:

Golem: During their activation a Golem model must always remain within 12" of at least one friendly model with Scientist skill. This is called a Control Range. If a Golem model by any reason starts its activation over 12" from any friendly Scientist it must make Move Actions until it is within 12" of the closest friendly Scientist. If there are no friendly Scientists present on the battlefield all Golem models skip their activation. Golems have Fire Immunity. Golems are not living models.

Creature of the Aether: This model is not deployed normally at the start of the game. When a Mist Template is put on the battlefield if there are Golemic Dragonlings yet to be deployed, place single remaining Golemic Dragonling within the Mist Template at the end of current model's Activation. If both players have Golemic Dragonlings to be deployed the player who has the Initiative places the model first. This model treats Mist Templates as friendly Scientists with Control Range of 6".

Mistmaker: Quick Action. Place a Mist Template in BtB contact with this model.

Mistwalker.

Armor of Mists: This model receives [+1] Armor while within Mist template.

Sour Sustenance: When this model receives Damage from Acid source, heal as many Wounds instead up to a maximum of its starting number of Wounds.

Spew Acid: Ranged Weapon.

S	6"	NOTES
0	+1	Quick, 3" Acid Template.

3" Acid Template: Place an Acid Template centered over target model. Remove it at the end of the turn.

Hisao Shiryo

3
FUNDS

ACTIONS

2

MOVE

5

FIGHT

2

STRENGTH

2

GUNS

2

REFLEX

3

Techniques of Sunnir Masters,
Mistmaker.

SPELLS:

- Mistwalk:** Buff [2], Cost [0], Range 6".
- Horrors of the Aether:** Aura [2], Cost [1],
Range 6".
- Encroaching Mists:** Aura [2], Cost [0],
Range 12".

MAGIC
ABILITY

4

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Techniques of Sunnir Masters: This model has [+1R] while attacked by spells,
Mistmaker: Quick Action. Place a Mist Template in BtB contact with this model.
Magic Ability: [4] - Spiritualism.

SPELLS:

Mistwalk: Buff [2], Cost [0], Range 6".
Target model gains Mistwalker until end of turn.

Horrors of the Aether: Aura [2], Cost [1], Range 6".
Living models touching Mist Templates within range suffer Strength 4 hit each, then the spell expires.

Encroaching Mists: Aura [2], Cost [0], Range 12".
Move every Mist template within range up to 6".

Kasunda

1
COST

ACTIONS

2

MOVE

5

FIGHT

3

STRENGTH

3

GUNS

3

REFLEX

4

Mistmaker,
Acidic Mists, Sour
Sustenance, Acidic Nourishment.

Acid Spray: Ranged Weapon.

S	3"	6"	NOTES
3	0	-1	Quick, Acid, 3" Template

MAGIC
ABILITY

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Mistmaker: Action, Quick. Place a Mist Marker in base contact with this model.

Acidic Mists: Models passing through or starting their activations in Mist Templates within 6" of this model suffer 1 Acid damage unmodified by Armor. Models cannot Mistwalk through these markers.

Sour Sustenance: When this model receives Damage from Acid source, heal as many Wounds instead up to a maximum of its starting number of Wounds,

Acidic Nourishment: Action, Quick. Friendly model in BtB with this model gains Sour Sustenance rule until end of turn.

Acid Spray: Ranged Weapon.

S	3"	6"	NOTES
3	0	-1	Quick, Acid, 3" Template

3" Template: Place an Acid Template centered over target model. Remove it at the end of the turn.



Mr. Cheng



Acidic Fumes,
Dark Energy, Power of Blood,
Ring of Ichiko, Jade Amulet.

SPELLS:

Leech Soul: Magic Projectile, Cost [1],
Range 12", Strength 5. *Leech.*

Bloodboil: Magic Attack / Buff [1],
Cost [0], Range 6". *Bloodboil.*

MAGIC
ABILITY 2

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Acidic Fumes: Mist Templates within 12" of this model are Acid templates instead. Models passing through or starting their activations in Acid Templates 1 damage unmodified by armor. Models cannot Mistwalk through these templates.

Dark Energy: When Mr. Cheng has 14 or more W, he gains +2 to F, S and R. When he has 21+ W, he gains +5 to F, S and R instead.

Power of Blood: At the beginning of this model's Activation, you may have this model lose 2 Wounds to gain 1 Magic Ability. This model may have no more than 5 Magic Ability.

GADGETS:

Ring of Ichiko: Confers Magic Ability [2] - Ritualism.

Jade Amulet: This model cannot be the target of spells.

SPELLS:

Leech Soul: Magic Projectile, Cost [1], Range 12", Strength 5.

This model gains Wounds equal to Wounds lost by the target.

Bloodboil: Magic Attack / Buff [1], Cost [0], Range 6".

Target model loses 2 W but gains +2S and +2F until end of turn.

Onryo

2
COST

ACTIONS

2

MOVE

6

FIGHT

4

STRENGTH

3

GUNS

3

REFLEX

4



Sour Sustenance,
Steam-powered legs, Vicious Claws.

MAGIC
ABILITY

ARMOUR



Triad of Lotus Dragon

ABILITIES:

Sour Sustenance: When this model receives Damage from Acid source, heal as many Wounds instead up to a maximum of its starting number of Wounds.

GADGETS:

Steam-powered legs: This model may move using the rules for Heroic Move provided it passes a Reflex [2] test at the start of each Action it wishes to do so.

Vicious Claws: Gruesome Damage in melee.

Phoenix

1
LIFE

ACTIONS

2

MOVE

5

FIGHT

6

STRENGTH

7*

GUNS

3

REFLEX

4

Techniques of
Sunnir Masters,
Fire Sabre*: Melee Weapon.
+3S*, Armour Piercing [1]
Fireball: Ranged Weapon.

S	12"	NOTES
4	0	Instant, Fire

MAGIC
ABILITY

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Techniques of Sunnir Masters: This model has [+1R] while attacked by spells.

GADGETS:

-**Fire Sabre***: Melee Weapon. +3S*, Armour Piercing [1]. (*: Included in the profile).

-**Fireball**: Ranged Weapon.

S	12"	NOTES
4	0	<i>Instant, Fire</i>

Instant: You may use this ability at the end of every Action, even if the model had made another Action or is in base contact with an enemy model.

Samurai

WISDOM
2
COST

ACTIONS

2

MOVE

5

FIGHT

4

STRENGTH

4

GUNS

3

REFLEX

4

Bushido,
Honourable Death.

MAGIC
ABILITY

ARMOUR

2

The card has a red border with ornate golden dragon head illustrations at the top corners. The title is on a metallic plaque at the top. The background is a faded image of samurai warriors. The abilities are listed in the center. The bottom corners feature circular mechanical gauges.

Triad of Lotus Dragon

ABILITIES:

Bushido: When fighting in melee with only one enemy model, this model gains +2 Fight.

Honourable Death: When this model dies place a Mist Marker centered on this model.

Shade

2
COST

ACTIONS

2

MOVE

5

FIGHT

3

STRENGTH

3

GUNS

3

REFLEX

4



Concealment Art Adept

Crossbow Pistols: Ranged Weapon.

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

MAGIC
ABILITY

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Concealment Art Adept: When in Cover [1] this model is treated as in Cover [2].

GADGETS:

Crossbow Pistols: Ranged Weapon.

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

Shadow

2
COST

ACTIONS

2

MOVE

5

FIGHT

3

STRENGTH

3

GUNS

3

REFLEX

4



Concealment Art Adept

Repeater Crossbow: Ranged Weapon.

S	12"	24"	36"	NOTES
4	+1	0	-2	Armor Piercing [3]

MAGIC
ABILITY

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Concealment Art Adept: When in Cover [1], this model is treated as in Cover [2].

GADGETS:

Repeater Crossbow: Ranged Weapon.

S	12"	24"	36"	NOTES
4	+1	0	-2	Armor Piercing [3]

Smuggler

1
COST

ACTIONS

2

MOVE

5

FIGHT

3

STRENGTH

3

GUNS

3

REFLEX

4

Mistwalker, Backstab,
Contraband.

MAGIC
ABILITY

ARMOUR

The card has a red border with ornate golden dragon head illustrations at the top corners. The title is on a metallic-looking plaque. The background is a faded image of a street scene with figures. The text is in a stylized font. The card is decorated with mechanical gears and dials at the bottom corners.

Triad of Lotus Dragon

ABILITIES:

Mistwalker,

Backstab: This model gains +5 Strength when fighting with Toppled models.

Contraband: This model adds 1 additional dice to Activating Objectives when in range.

Sumo Wrestler

3
COST

ACTIONS

2

MOVE

4

FIGHT

5

STRENGTH

7

GUNS

2

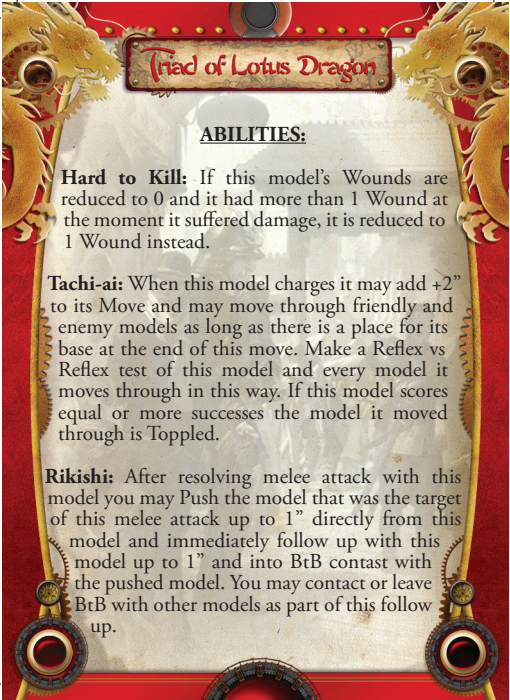
REFLEX

2

Hard to Kill,
Tachi-ai, Rikishi.

MAGIC
ABILITY

ARMOUR

The title card is framed by two golden dragons on the left and right sides, facing each other. The background is a textured, parchment-like surface. At the top, there is a red banner with the title "Triad of Lotus Dragon" in a stylized, red, calligraphic font. Below the banner, the word "ABILITIES:" is written in a bold, black, serif font. The main body of the card contains three paragraphs of text, each starting with a bolded ability name. The bottom of the card features decorative circular elements, including a large red and black circular motif on the left and right, and a smaller, similar motif at the bottom center.

Triad of Lotus Dragon

ABILITIES:

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.

Tachi-ai: When this model charges it may add +2" to its Move and may move through friendly and enemy models as long as there is a place for its base at the end of this move. Make a Reflex vs Reflex test of this model and every model it moves through in this way. If this model scores equal or more successes the model it moved through is Toppled.

Rikishi: After resolving melee attack with this model you may Push the model that was the target of this melee attack up to 1" directly from this model and immediately follow up with this model up to 1" and into BtB contact with the pushed model. You may contact or leave BtB with other models as part of this follow up.

Trader

1
COST

ACTIONS

2

MOVE

5

FIGHT

3

STRENGTH

3

GUNS

3

REFLEX

4

Concealed in the Crowd,
Mistmaker.

MAGIC
ABILITY

ARMOUR

The title card is framed by a red border with gold dragon head motifs at the top corners and circular mechanical designs at the bottom corners. The title 'Triad of Lotus Dragon' is written in a stylized red font on a metallic-looking banner.

Triad of Lotus Dragon

ABILITIES:

Concealed in the Crowd: This model looks like a typical Orkish Lyonesse citizen, so it cannot be easily distinguished as a Triad member. It can only lose its Crowd Marker under one of three circumstances:

- it attacks an opposing model,
- it ends its activation within 3" of an opposing model ,
- opposing model ends its activation within 3" of it.

A model with a Crowd Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells.

Mistmaker: Action, Quick. Place a Mist Marker in base contact with this model.



Uburne Borei



Techniques of Sunnir Masters,
Essence Gorgor.

PHYSICAL FORM: Vicious Claws.

ETHEREAL FORM: Ethereal,
Move +2, Fight -2, Strength -1.

Shriek: Ranged Weapon.

S	6"	NOTES
0	0	Quick, 3" Template, Terrify

**MAGIC
ABILITY**

ARMOUR

Triad of Lotus Dragon

ABILITIES:

This model starts the game in Physical Form. At the start of its Activation this model must choose to be either in Physical or Ethereal Form.

Techniques of Sunnir Masters: This model has [+1R] while attacked by spells,

Essence Gorgor: Discard a card in this model's suit at the beginning or end of its current Action or immediately after it suffers Damage. Replace one friendly Warashi model in LoS with this model. This model is now in Physical Form. This model gains as many Wounds as the Warashi model had Wounds remaining.

PHYSICAL FORM:

Vicious Claws: Gruesome Damage in melee.

ETHEREAL FORM:

Move +2, Fight -2, Strength -1.

Ethereal: When this model suffers Damage from Ranged or Melee Attacks, reduce the Damage it suffers to 1. Damage from spells is resolved as normal.

Shriek: Ranged Weapon.

S	6"	NOTES
0	0	Quick, 3" Template, Terrify

3" Template - place a 3" circular template completely within range. Roll to hit every living model touched by the template. Remove the template after the attack is resolved.

Terrify: Living models hit by this attack may not make a Move or Charge Action in their next Activation.

Wandering Actor



Techniques of Sunnir Masters,
Concealed in the Crowd, All Suits,
True Identity.

MAGIC
ABILITY

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Techniques of Sunnir Masters: This model has [+1R] while attacked by spells,

Concealed in the Crowd: This model looks like a typical Orkish Lyonesse citizen, so it cannot be easily distinguished as a Triad member. It can only lose its Crowd Marker under one of three circumstances:

- it attacks an opposing model,
- it ends its activation within 3" of an opposing model ,
- opposing model ends its activation within 3" of it.

A model with a Crowd Marker cannot be a target of any Shooting or Melee Attack and cannot be targeted by spells.

All Suits: Wandering Actor can use cards in any suit while making a Heroic Move or Heroic Recovery.

True Identity: At the beginning of a game turn, if you have any dead Hero models, you can make Wandering Actor reveal his true identity.

Discard a card of the suit of the dead Hero you want Wandering Actor to change into, to take his model off the battlefield and replace it with the dead hero model. It is treated as the hero has just entered play.

Warashi

1
COST

ACTIONS

MOVE

7

FIGHT

3

STRENGTH

2

GUNS

2

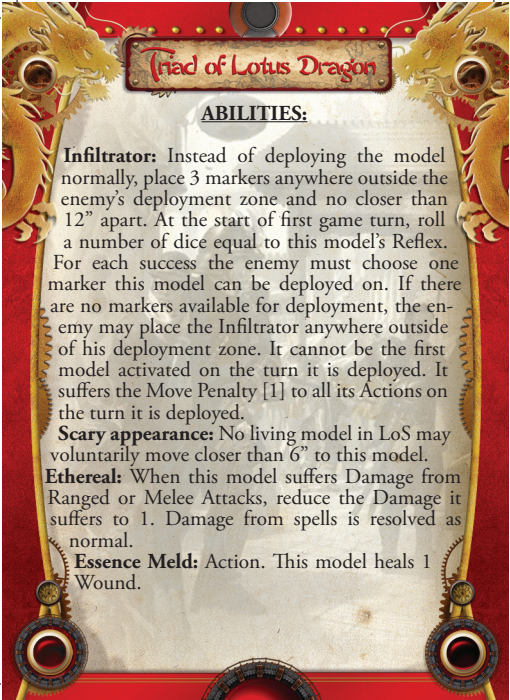
REFLEX

3

Infiltrator,
Scary appearance, Ethereal,
Essence Meld.

MAGIC
ABILITY

ARMOUR

The title card is set against a red background with a repeating pattern of small gold dots. It is framed by two golden dragon heads at the top corners, each with a circular gem in its eye. The title itself is on a weathered, parchment-like banner with a metal clasp on the left. The text is in a stylized, red, calligraphic font.

Triad of Lotus Dragon

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 first game turn, roll a number of dice equal to this model's Reflex.

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 the Infiltrator anywhere outside of his deployment zone. It cannot be the first model activated on the turn it is deployed. It suffers the Move Penalty [1] to all its Actions on the turn it is deployed.

Scary appearance: No living model in LoS may voluntarily move closer than 6" to this model.

Ethereal: When this model suffers Damage from Ranged or Melee Attacks, reduce the Damage it suffers to 1. Damage from spells is resolved as normal.

Essence Meld: Action. This model heals 1 Wound.



Xen Jidan



Techniques of
Sunnir Masters, Mistmaker,
Silk Cloth of the Dragon Order*,
SPELLS:

Mistification: Buff [1], Cost [0], Range 6".

Mind Control: Magic Attack, Cost [1],
Range 18".

Ki Strike: Magic Projectile, Cost [1], Range
12", Strength 6.

MAGIC
ABILITY



ARMOUR



Triad of Lotus Dragon

ABILITIES:

Techniques of Sunnir Masters: This model has [+1R] while attacked by spells,

Mistmaker: Action, Quick. Place a Mist Marker in base contact with this model.

Magic Ability [4] - Spiritualism

GADGETS:

Silk Cloth of the Dragon Order*: +1R (already included in the profile).

SPELLS:

Mistification: Buff [1], Cost [0], Range 6". Target model gains Mistwalker until end of turn.

Mind Control: Magic Attack, Cost [1], Range 18". If the spell hits a Henchman model, you may make one Action with it as if it were a fiendly model, immediately after this model's activation.

Ki Strike: Magic Projectile, Cost [1], Range 12", Strength 6. Model hit is Toppled.

Xenah Qiang

1
COST

ACTIONS

2

MOVE

5

FIGHT

4

STRENGTH

6

GUNS

4

REFLEX

4

Techniques of
Sunnir Masters, Lifestealer.
Golemic Arms*: *Powered by Spirit.*

Elemental Chakram: Ranged Weapon

S	8"	16"	NOTES
4	0	-1	<i>Elemental Vortex</i>
0	0	N/A	Quick, Windborn Charge

MAGIC
ABILITY

ARMOUR

Triad of Lotus Dragon

ABILITIES:

Techniques of Sunnir Masters: This model has [+1R] while attacked by spells,

Lifestealer: This model regains 1 Wound every time it hits another living model.

GADGETS:

Golemic Arms*: +3 Strength (*: included in the profile),
Powered by Spirit - this model may pay 2 life to gain 1 die prior to making a test. This ability may be used any number of times each turn.

Elemental Chakram: Ranged Weapon

S	8"	16"	NOTES
4	0	-1	<i>Elemental Vortex</i>

Elemental Vortex: Model hit has its Move reduced to 2 until end of turn. Additionally it must make a Reflex [1] test. If it fails, one of its gadgets chosen by the attacker is damaged and cannot be used this game

OR

S	8"	NOTES
0	0	<i>Quick, Windborn Charge</i>

Windborn Charge: On a successful hit this model may be placed in BtB with the target model and immediately has to make a Fight Action against it with +2 Fight. If this model started this Action high enough to claim Elevation Bonus in melee it does apply to this attack.