



Bloodthorne

Faction Rules



F Infestation

At the beginning of each game round, you may place an “Infested” token on a non-ESSENCE WEAVER enemy unit in LOS of your ESSENCE WEAVER unit with the active leadership. A unit with an “Infested” token gains the keyword INFESTED. When an enemy INFESTED unit ends its activation, you may add  to your essence reserve. Each time an enemy INFESTED unit is destroyed, you may immediately add  to your essence reserve, as well as at the beginning of each subsequent game round.

F Veil of Thornes

While a friendly BLOODTHORNE model **benefits from a FOREST terrain feature**, it gains +1 DEF against melee attacks.

F Spore-marked

When attacking enemy INFESTED models, friendly BLOODTHORNE models may add +1 to all hit rolls. Additionally, **when attacking enemy INFESTED models**, friendly VINEBOUND models may add +1 to all damage rolls.

P Twisted Fertilization

When a unit with this passive ability **destroys one or more models with a melee attack**, it may remove 1 point of damage from a friendly model within 2”. This ability can only be used once per activation.

Morgath, the Elderwood Scourge

MOV

M

DEF

7

ARM

4



Ranged

Shadowthorne



L Thornebound Reach

When a friendly BLOOD-THORNE model **targets an enemy INFESTED model with a ranged attack**, it may add +2 RNG to the attack.


A Precision

Target an enemy unit within 8" and make a ranged hit roll. If the target is hit, friendly models may reroll 1 blank in each ranged hit and damage roll when targeting that unit until this unit's next activation. This ability can only be used once per activation.

A Flicker

You may immediately place each model in this unit within 2" of itself. This ability can only be used once per activation.

A Thorneweave

Immediately add  to your essence reserve.

R Infested Strike

When a model in this unit **damages an enemy model with an attack**, you may use this ability. The damaged model's unit gains an "Infested" token. This ability can only be used once each activation.

R Defensive Fire

When an **enemy model ends a move within ranged weapon RNG of a model in this unit**, that model may use this ability. This model may immediately make a ranged attack targeting the enemy model.

Base 32 mm | BLOODTHORNE, CHARACTER, ESSENCE WEAVER,
1 model | VINEBOUND



Morgath, the Elderwood Scourge

MOV

M

DEF

7

ARM

4



Ranged

Shadowthorne



6"

P Resourceful

During each activation, this unit may use the essence ability “Essence Attack” once without paying its essence cost.

P Murderous Step

Each time a model in this unit **destroys an enemy model with a ranged attack**, you may place this model within 1” of its current position.

P Critical: Cascade

When a model in this unit **critically hits an enemy model with a ranged attack**, after the attack is resolved, but before removing destroyed models, this model may make another ranged attack targeting an enemy model within 4” of the original model hit, with the original model hit as the origin of the attack. Attacks generated due to this ability cannot generate further attacks.

P Pathfinder (Forest)

P Pistolero

P Stealth

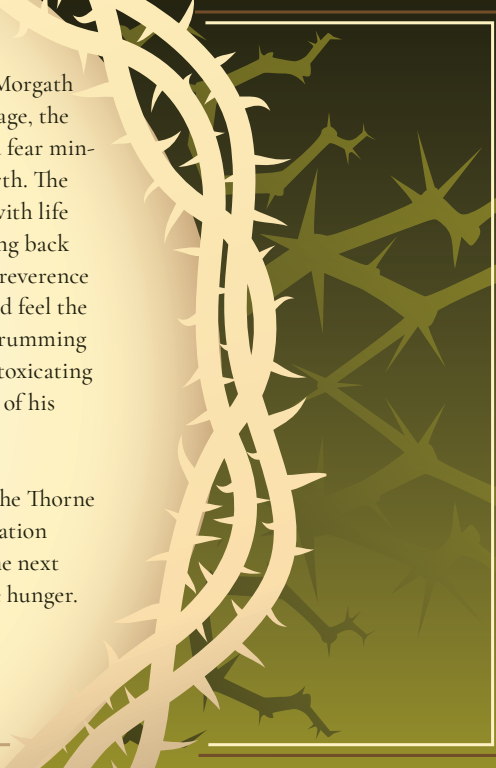
Base 32 mm | BLOODTHORNE, CHARACTER, ESSENCE WEAVER,
1 model | VINEBOUND

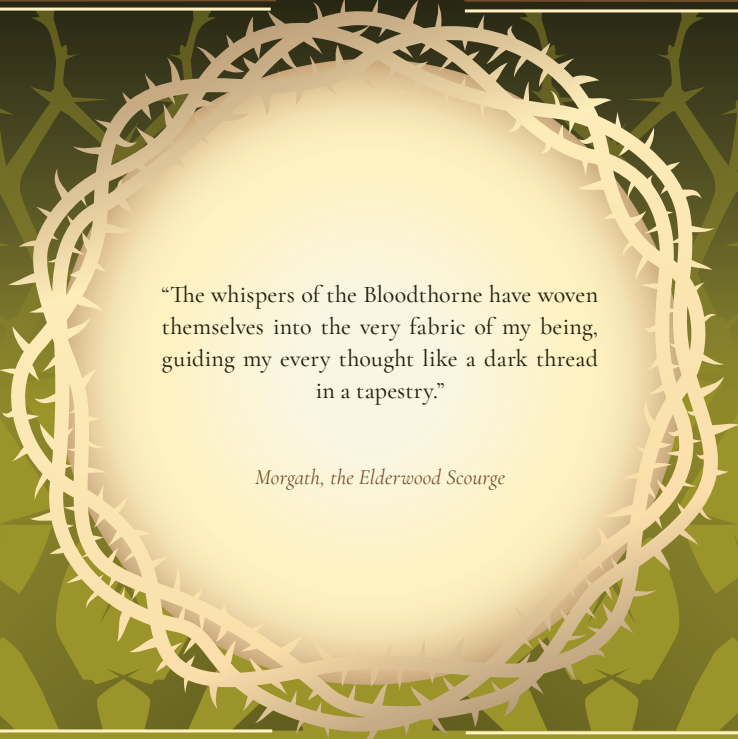


Before they could react, Morgath lunged, the forest responding in kind. Vines erupted from the earth, ensnaring their legs and dragging them to the ground. Panic erupted as they fought against the encroaching darkness, but. With each precise strike of his spear, he spread the Bloodthorne's corruption, turning their screams into a cacophony of terror. The soldiers had thought themselves safe, but here, in the heart of the Elderwood, there was no sanctuary. Morgath reveled in the chaos, a master of the hunt, as the last echoes of resistance faded into the night, swallowed by the shadows he commanded.

As the last soldier fell, Morgath stood amidst the wreckage, the acrid scent of sweat and fear mingling with the damp earth. The forest seemed to pulse with life around him, vines curling back into the ground as if in reverence to their master. He could feel the Bloodthorne's power thrumming through his veins, an intoxicating rush that filled the void of his former self.

The night was his, and the Thorne thrummed with anticipation within him, eager for the next offering to its insatiable hunger.





“The whispers of the Bloodthorne have woven themselves into the very fabric of my being, guiding my every thought like a dark thread in a tapestry.”

Morgath, the Elderwood Scourge

Vineheart

pc 15

MOV

M

DEF

6

ARM

4



Melee



Infected Claws



Arcane



Wraithbloom




A Corrupted Guidance A /

While within 4" of this unit, friendly BLOODTHORNE models may reroll 1 blank in each hit roll. This ability lasts until the beginning of this unit's next activation.

A Sporesurge

Choose a SPOREBOUND unit within 4". The chosen unit may immediately make an S MOV. This ability may only be used once per activation, and each SPOREBOUND unit may only be affected by this ability once per game round.

A Thorneweave

Immediately add  to your essence reserve.

R Infested Strike

When a model in this unit **damages an enemy model with an attack**, you may use this ability. The damaged model's unit gains an "Infested" token. This ability can only be used once each activation.

P Heart of the Thorne

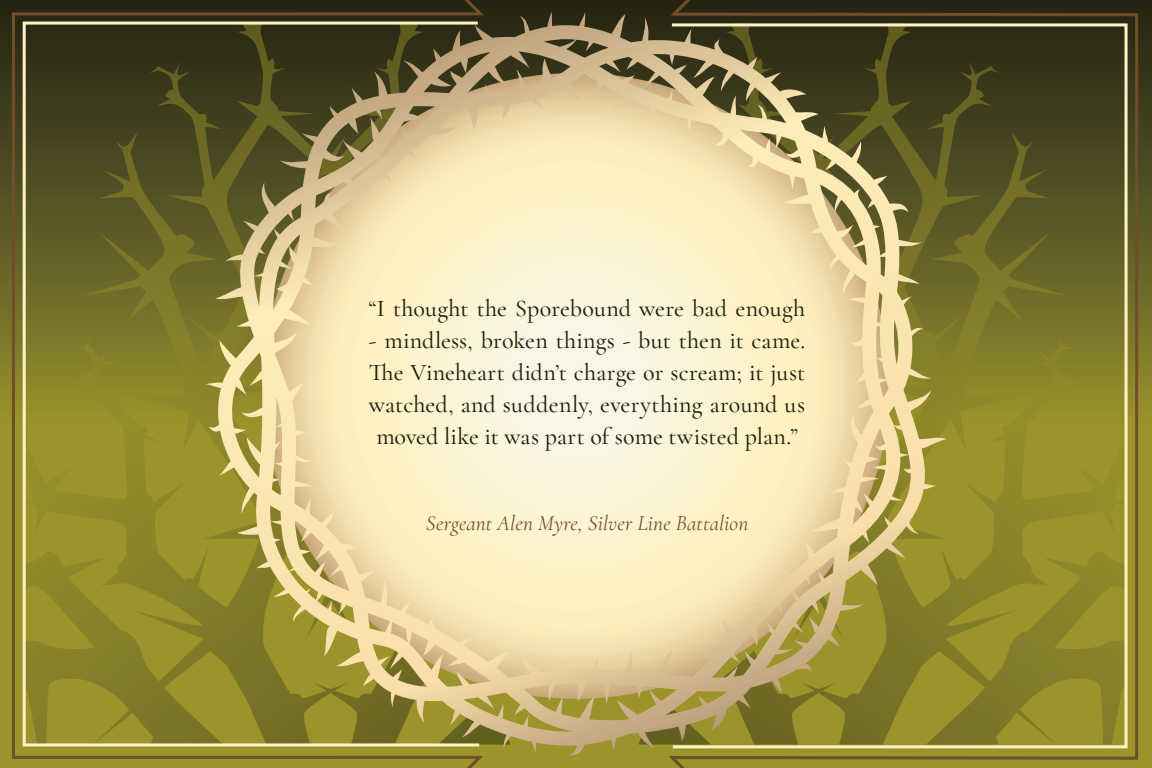
While within 4" of this unit, friendly SPOREBOUND units gain the VINEBOUND keyword.

P Pathfinder (Forest)

P Twisted Fertilization

25.09.2024

Base 40 mm | BLOODTHORNE, VINEBOUND
1 model



“I thought the Sporebound were bad enough - mindless, broken things - but then it came. The Vineheart didn't charge or scream; it just watched, and suddenly, everything around us moved like it was part of some twisted plan.”

Sergeant Alen Myre, Silver Line Battalion

Razorleaf Stalkers

MOV

M

DEF

6

ARM

4

A

B

Melee

Stonevine Flail



A

Hail of Strikes



This unit gains the common passive ability “Cleaving Strike” until the end of this unit’s activation.

A

Forest Walk

A /



Choose an AREA TERRAIN with the keyword ROUGH (FOREST) within 4” of this unit. Place each model completely within the terrain feature.

R

Defensive Strike



When an enemy model **ends a move within melee range** of a model in this unit, that model may use this ability to immediately make a melee attack targeting the enemy model.

P

Critical: Devastating Blow (🟡)

When a model in this unit **scores a critical hit with a melee attack**, the attack’s damage roll is infused 🟡.

P

Follow up

When a model in this unit **hits an enemy model with a melee attack**, you may push the enemy model hit 1” directly away. Afterward, this model may be pushed 1” directly towards the enemy model.

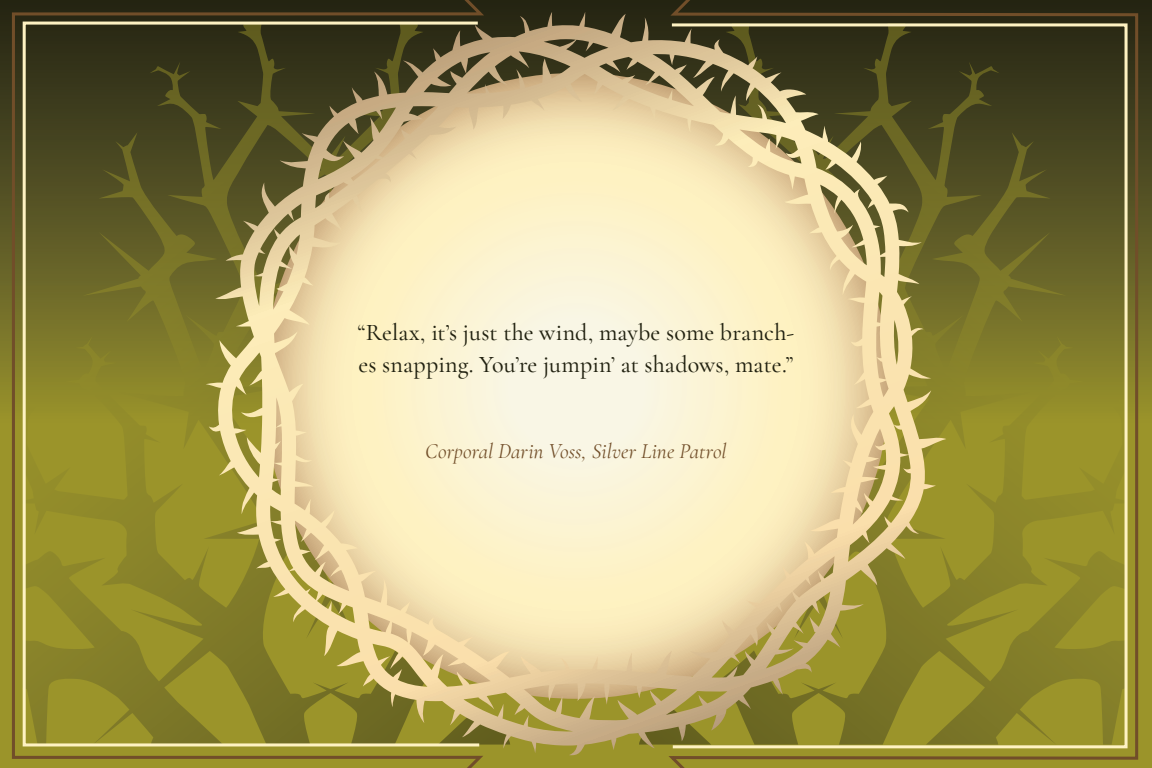
P

Pathfinder (Forest)

P

Twisted Fertilization

Base 40 mm | BLOODTHORNE, VINEBOUND
2 models

A circular wreath of white thorns is centered on a green background. The background features a repeating pattern of dark green thorn branches. The wreath is made of several strands of white thorns, creating a textured, circular border. The text is centered within the wreath.

“Relax, it’s just the wind, maybe some branches snapping. You’re jumpin’ at shadows, mate.”

Corporal Darin Voss, Silver Line Patrol

Razorleaf Hunters

MOV

M

DEF

6

ARM

4



Melee



Stinglash



Ranged



Acidspitter



25.09.2024

A Charge

This unit may immediately take a move action, followed by an attack action. This ability can only be used once per activation.

A Reposition A /

This unit gains the common passive ability "Reposition (1)" until the end of this unit's activation.

R Sundering Shot

When a model in this unit **hits an enemy model with a ranged attack**, this model may use this ability. The model hit suffers the "Shattered" condition. This ability can only be used once per activation.

R Frenzied Shot

When a model in this unit **destroys an enemy model with a melee attack**, it may use this ability. This model may immediately make a ranged attack with one of its ranged weapons.

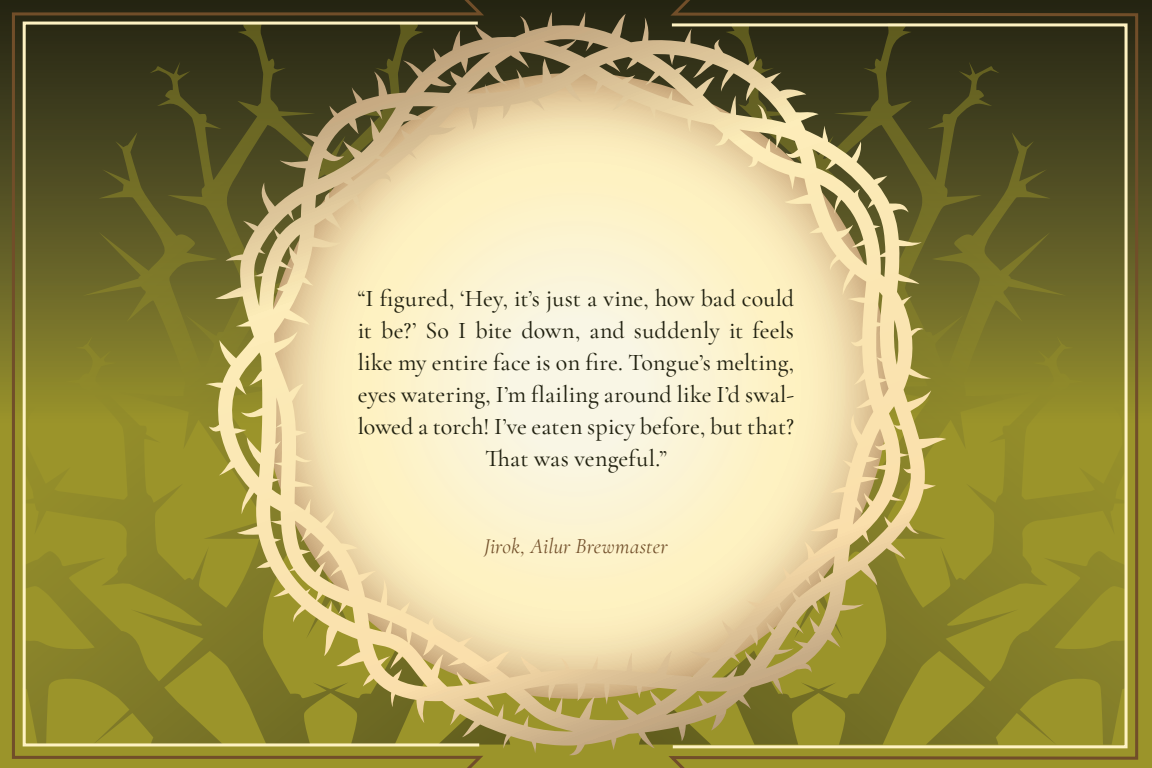
P Gunblade

P Pathfinder (Forest)

P Pistolero

P Twisted Fertilization

Base 40 mm | BLOODTHORNE, VINEBOUND
2 models



“I figured, ‘Hey, it’s just a vine, how bad could it be?’ So I bite down, and suddenly it feels like my entire face is on fire. Tongue’s melting, eyes watering, I’m flailing around like I’d swallowed a torch! I’ve eaten spicy before, but that? That was vengeful.”

Jirok, Ailur Brewmaster

Bloodoak Juggernaut

pc 26

MOV

5

DEF

4

ARM

6



Melee

Crystalline Ram



Giant Claw



A

Unnatural Growth



The area within 2" of a model in this unit counts as AREA TERRAIN with the keywords OBSCURING and ROUGH (Forest). Models without the common passive ability "Pathfinder (Forest)" **entering the area** suffer a non-fuseable arcane damage roll. Additionally, this unit gains the common passive ability "Rooted". If this unit already has the common passive ability "Rooted", it gains the common passive ability "Anchored" instead. This ability lasts until this unit's next activation.

A

Arcane Reinforcement A /

This unit gains +2 ARM and suffers -1 DEF. This ability lasts until this unit's next activation.

R

Intercept



When a friendly model within 2" of a model of this unit is **hit by an arcane or ranged attack**, a model in this unit may use this ability. That model is hit instead, disregarding LOS and RNG of the attack. This ability can only be used once per activation.

P

Heavy Impact

When a model in this unit hits an enemy model with its "Crystalline Ram" weapon, you may push the enemy model 2" directly away.

P

Claim Ground (3)

P

Pathfinder (Forest)

P

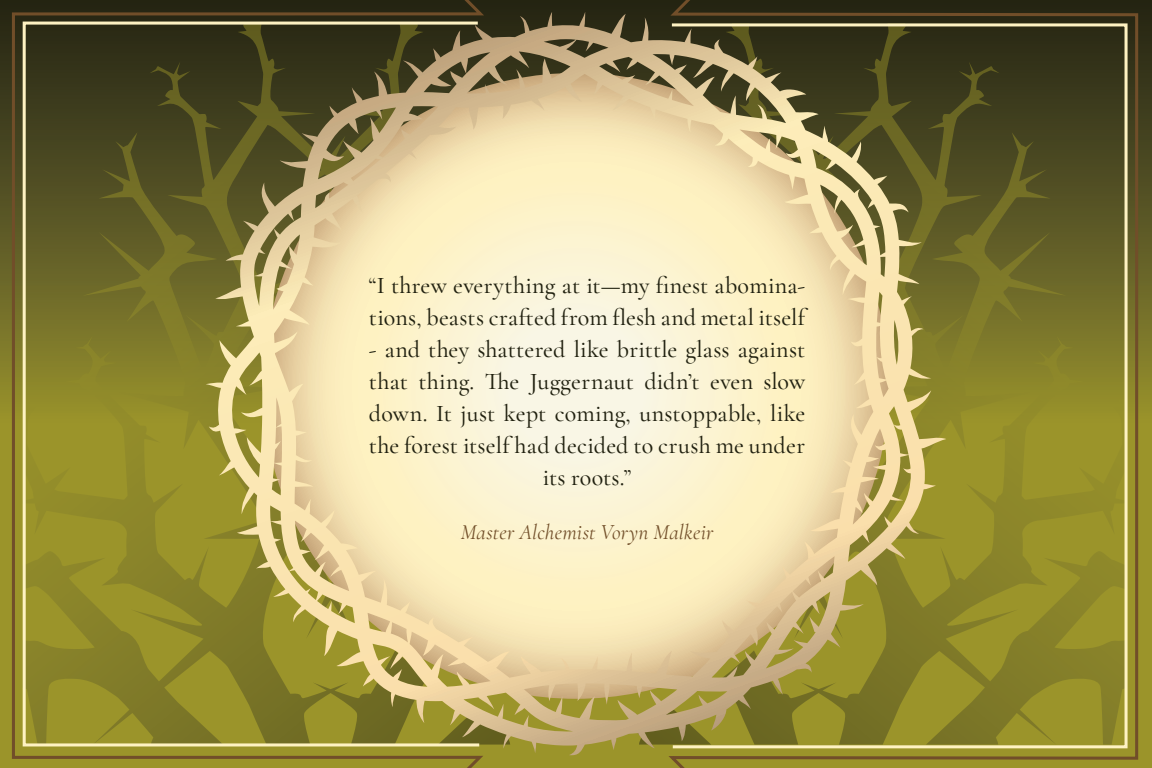
Rooted

P

Twisted Fertilization

Base 60 mm | BLOODTHORNE, ELDERBARK, VINEBOUND
1 model





“I threw everything at it—my finest abominations, beasts crafted from flesh and metal itself - and they shattered like brittle glass against that thing. The Juggernaut didn’t even slow down. It just kept coming, unstoppable, like the forest itself had decided to crush me under its roots.”

Master Alchemist Voryn Malkeir