

Sporebound Thralls

MOV

S

DEF

4

ARM

3



Melee




Claws



BETA

A Gang 

Until the end of this unit's activation, when a model in this unit makes a melee attack targeting an enemy model that is engaged in melee with another model in this unit, add +2 to all melee hit and damage rolls.

A Taking root A / 

Until the beginning of this unit's next activation this unit gains the common passive ability "Rooted" and when a model in this unit suffers a damage roll, subtract -2 from it.

P Part of the Thorne

When a model in this unit **destroys an enemy non-CONSTRUCT model with a melee attack**, you may return 1 previously destroyed model of this unit to the battlefield. Place the returned model within 1" of another model in this unit. Models returned to the battlefield this way may not attack during the same activation.

P Pathfinder (Forest)

P Scout (4")

P Simple Minded

Sporebound Corrupters

MOV

M

DEF

4

ARM

4

BETA



Melee



Infected Claws



A Infest

A /



Until the end of this unit's activation, when a model in this unit hits an enemy model with a melee attack, you may place an "Infested" token on the hit model's unit.

R Acidic Blood



When a model in this unit is **destroyed by an enemy attack**, you may use this ability. Choose an enemy unit within 1" of the destroyed model. The chosen unit suffers the "Poisoned" condition.

P Sporecloud

This unit gains +1 DEF against arcane and ranged attacks.

P Pathfinder (Forest)

Base 32 mm | BLOODTHORNE, SPOREBOUND
3 models



Sporebound Spikers

pc 9

BETA

MOV

M

DEF

4

ARM

4



Melee



Claws



Ranged



Thornneedle



A Thornestorm A+

Each model in this unit may immediately make 2 ranged attacks. This ability can only be used once per activation.

A Corrupted Sight A/

Until the end of this unit's activation, models in this unit treat enemy models as not engaged for the purposes of arcane and ranged attacks

R Bouncing Bullet

When a model in this unit **hits a model with a ranged attack**, you may use this ability. Choose another model within 4" of the targeted model. The chosen model immediately suffers a non-infusable ranged damage roll.

P Critical: Devastating Shot

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

P Pathfinder (Forest)

Base 32 mm | BLOODTHORNE, SPOREBOUND
3 models



Bloodoak Leviathan

MOV

S

DEF

4

ARM

6

BETA

A

B

Ranged




Sporebomb

8"

8"

A

Wrathwood Bloom

Place one 32mm 'Wrathwood Bloom' manifestation within 8" of one model in this unit. The area within 2" of the manifestation counts as AREA TERRAIN with the keywords OBSCURING and ROUGH (Forest). Models without the common passive ability "Pathfinder (Forest)" **entering or completing an action within 2"** of the manifestation suffer a    arcane damage roll. This ability can only be used once per activation.

A





Force Aura

A /

Enemy arcane and ranged attacks targeting a friendly model within 2" of this unit suffer -1 to all arcane and ranged damage rolls. This ability lasts until the beginning of this unit's next activation.

R

Explosive Ammunition

When a model in this unit **destroys an enemy model with a ranged attack**, you may use this ability. Other models within 1" of the destroyed model suffer a non-infuseable     ranged damage roll.

P

Brutal Shot (1)

P

Pathfinder (Forest)

P

Rooted

P

Twisted Fertilization

Base 60 mm | BLOODTHORNE, ELDERBARK, VINEBOUND
1 model