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. At the beginning of each game round you may add 🌱 to your essence reserve, for each enemy INFESTED unit destroyed this game.

F Veil of Thornes

While a friendly BLOODTHORNE model benefits from a FOREST terrain feature, it gains +1 DEF against 🌀 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 non-CONSTRUCT models within 2" of itself with an attack, it may remove 1 point of damage. This ability can only be used once per activation.

Morgath, the Elderwood Scourge

MOV
M

DEF
7

ARM
4

A ●●●●● ☠

Ranged ◆◆◆◆

Shadowthorne ◇ 6" ◆◆◆◇

L Thornebound Reach

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

A Cursed Precision

Target an enemy unit within 8" and make a ◷ hit roll. If the target is hit, it suffers ⦿. 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 ◷ weapon RNG of a model in this unit**, that model may use this ability. This model may immediately make a ◷ attack targeting the enemy model.

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

27.02.2025

Morgath,
the Elderwood Scourge

MOV
M

DEF
7

ARM
4

P Resourceful

During each activation, this unit may use ⬦ "Essence Attack" once without paying its essence cost.

P Murderous Step

Each time a model in this unit destroys an enemy model with a ⊘ 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 ⊘ attack, after the attack is resolved, but before removing destroyed models, this model may make another ⊘ 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.
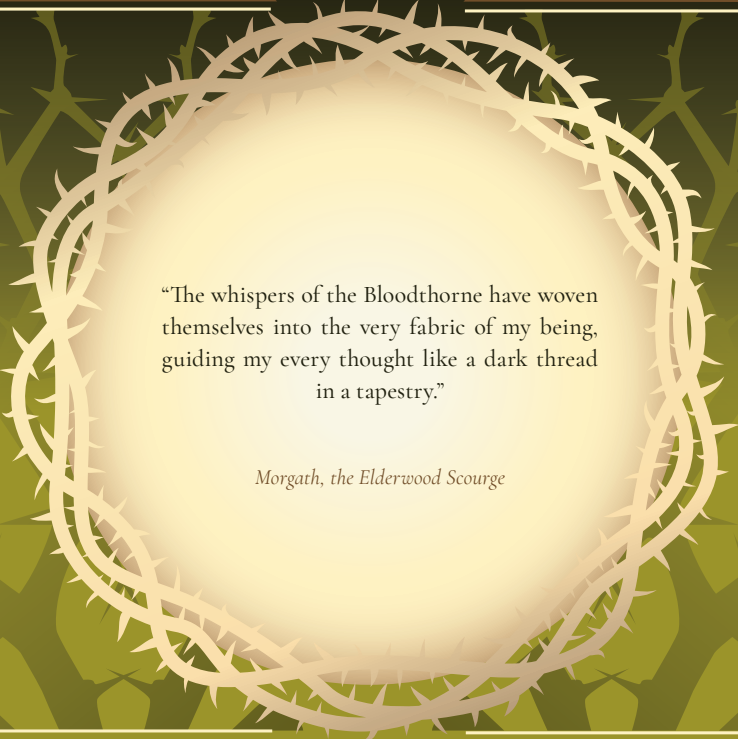
P Pathfinder (Forest)

P Pistolero

P Stealth

Ranged
◆◆◆◆

Shadowthorne
⊘ 6" ◆◆◆◇

Base 32 mm | Bloodthorne, Character, Essence weaver,
1 model | Vinebound

27.02.2025

"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

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 spreads 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.

Ilyanna, the Seed of Sorrow

MOV
M

DEF
6

ARM
6

A ⬤⬤⬤⬤ ☠
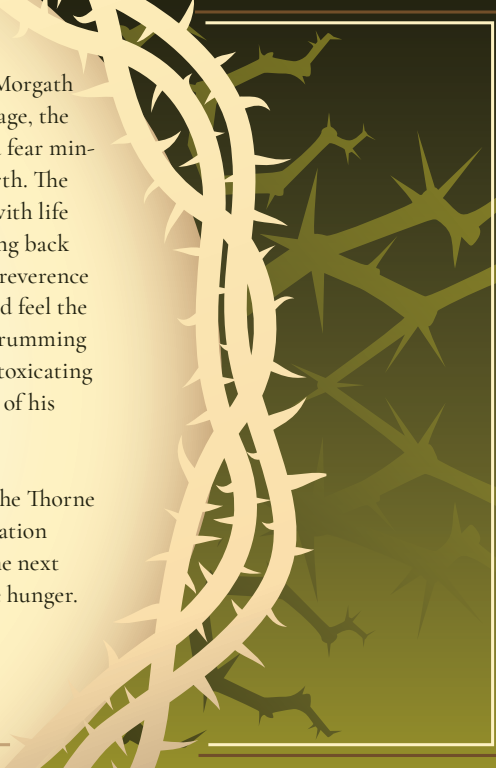
Melee
🔴🟡🟡🟡

Thorned Claws
⚔ 1" 🟡🟡⬜⬜
⚔ 1" 🟡🟡⬜⬜

L Sporefrenzy

When a model in this army destroys an enemy model that is part of a unit with an "Infested" token with a ⚔ attack, the attacking model must immediately make another ⚔ attack.

A Frenzied Onslaught

This unit's ⚔ hit and damage rolls are infused 🟡 until the end of its activation.

A Forest Walk   A / 🟡🟡

Choose an AREA TERRAIN with the keyword ROUGH (FOREST) within 4" of this unit. Place each model of this unit completely within the terrain feature. This ability may only be used once per activation.

A Thorneweave

Immediately add 🟡 to your essence reserve.

A Force Aura   A / 🟡🟡

Enemy ⚔ and 🏹 attacks targeting a friendly model within 4" of this unit suffer -1 to all ⚔ and 🏹 damage rolls. This ability lasts until the beginning of this unit's next activation.

R Creeping Decay

When a **model in this unit destroys an enemy unit**, before removing the destroyed model from the battlefield, this model may use this ability. Choose another enemy unit within 4" of the destroyed model. The chosen unit gains an "Infested" token. This ability may only be used once per activation.

Base 50 mm | Bloodthorne, Character, Essence weaver,
1 model | Razorleaf, Vinebound

27.02.2025

Ilyanna, the Seed of Sorrow

MOV
M

DEF
6

ARM
6

Critical: Shred

When a model in this unit critically hits an enemy model with a 🗡 attack, it gains +2 on this attack's damage roll.

Cruel Advance

When a model in this unit destroys an enemy model with a 🗡 attack, you may push this model 1" in any direction.

Honor Guard (Razorleaf)

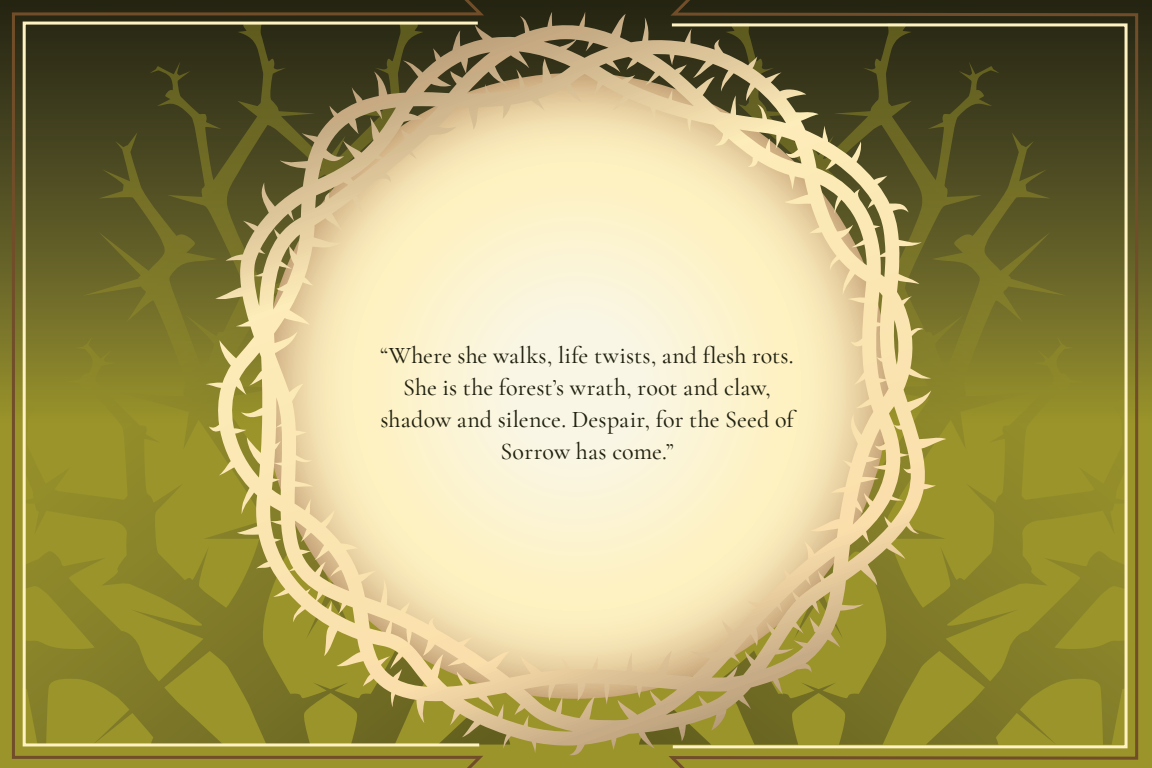While this unit is on the battlefield, friendly RAZORLEAF units gain the passive ability "Cruel Advance".

Draining Strikes

When a model in this unit destroys an enemy model with a 🗡 attack, you may add 🌰 to your essence reserve.

Pathfinder (Forest)

Twisted Fertilization

Melee

Thorned Claws

🗡 1"

🗡 1"

Base 50 mm | Bloodthorne, Character, Essence weaver,
1 model | Razorleaf, Vinebound

27.02.2025

"Where she walks, life twists, and flesh rots.
She is the forest's wrath, root and claw,
shadow and silence. Despair, for the Seed of
Sorrow has come."

The forest whispered her name, though no living soul remembered it. Ilyanna stepped from the shadows, her bark-covered limbs creaking, monstrous claws gleaming in the moonlight. Only her elven face remained of who she had been, now a mask of eerie calm. Behind her, a shambling horde of spore-twisted husks followed, their dead eyes vacant, bound to her will.

Ahead, the village clung to hope, its defenders gripping weapons behind makeshift barricades, believing the essence crystal's glow would keep them safe. They were wrong.

She struck without warning, claws slicing through steel and flesh alike. The defenders fell in moments, their screams smothered by whispering spores that twisted dying men into her thralls. When the last of them lay silent, she turned to the crystal. It pulsed defiantly, its light casting faint shadows over her towering form. She hesitated. A flicker of memory surfaced. Hands that once healed instead of destroyed. And a question: Why? The thought barely formed before the Bloodthorne's will surged through her, drowning it out, replacing doubt with purpose.

To free him.

Vineheart

MOV
M

DEF
6

ARM
4

A ⬡ ⬡ ⬡ ⬡ ☠
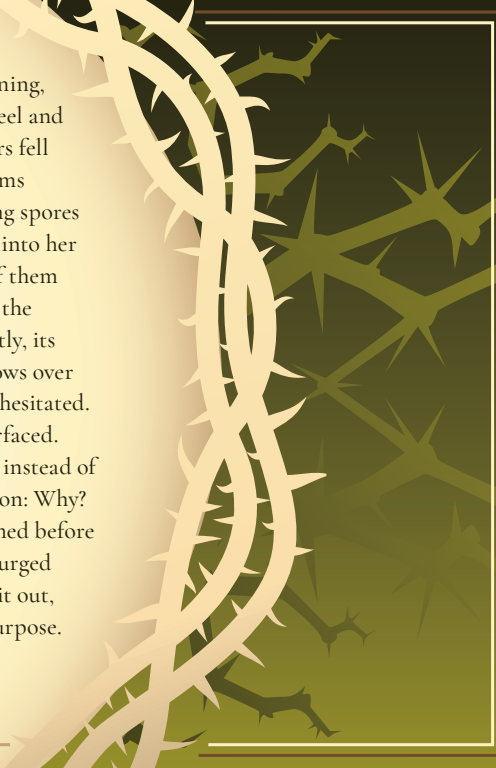
Melee
🟨 🟨 ⬜ ⬜

Arcane
🟨 🟨 ⬜ ⬜

Infected Claws
⚔ 1" 🟨 ⬜ ⬜ ⬜

Wraithbloom
⚔ 6" 🟨 ⬜ ⬜ ⬜

A — Sporesurge   A /

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 — Corrupted Guidance

When a friendly BLOOD-THORNE unit activates while within 4" of this unit, this unit may use this ability. The activated unit gains **P** 'Accurate Strike (1)' or **P** 'Accurate Shot (1)' until the end of its activation.

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 per activation.

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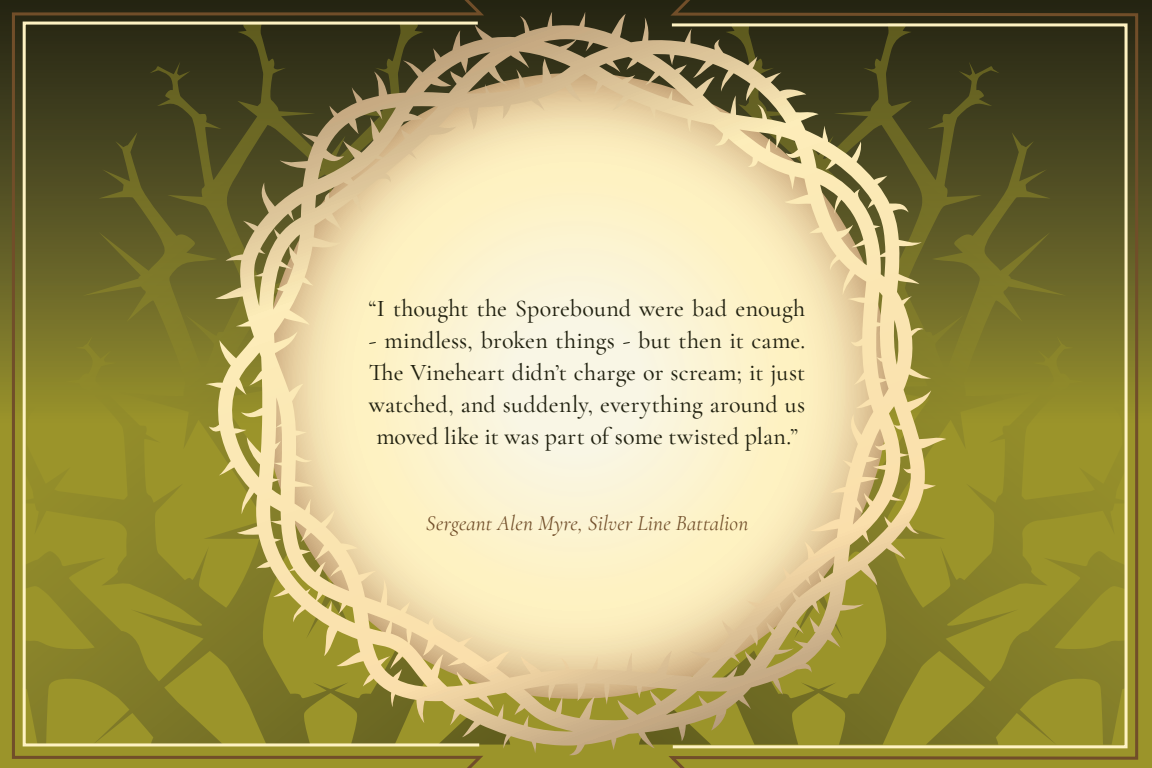
While within 4" of this unit, friendly SPOREBOUND units gain the VINEBOUND keyword.

P — Pathfinder (Forest)

P — Twisted Fertilization

Base 40 mm | Bloodthorne, Vinebound
1 model

27.02.2025

"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
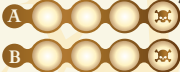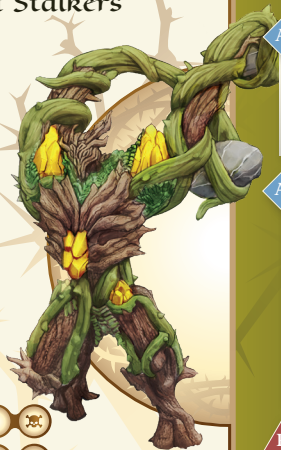
Razorleaf Stalkers

MOV
M

DEF
6

ARM
4

A ☠

B ☠

Melee

Stonevine Flail

2"

2"

(A) Hail of Strikes

This unit gains (P) "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 of this unit completely within the terrain feature. This ability may only be used once per activation.

(R) Defensive Strike

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

(P) Critical: Devastating Blow (🪙)

When a model in this unit scores a critical hit with a ⚔ attack, the attack's damage roll is infused 🪙.
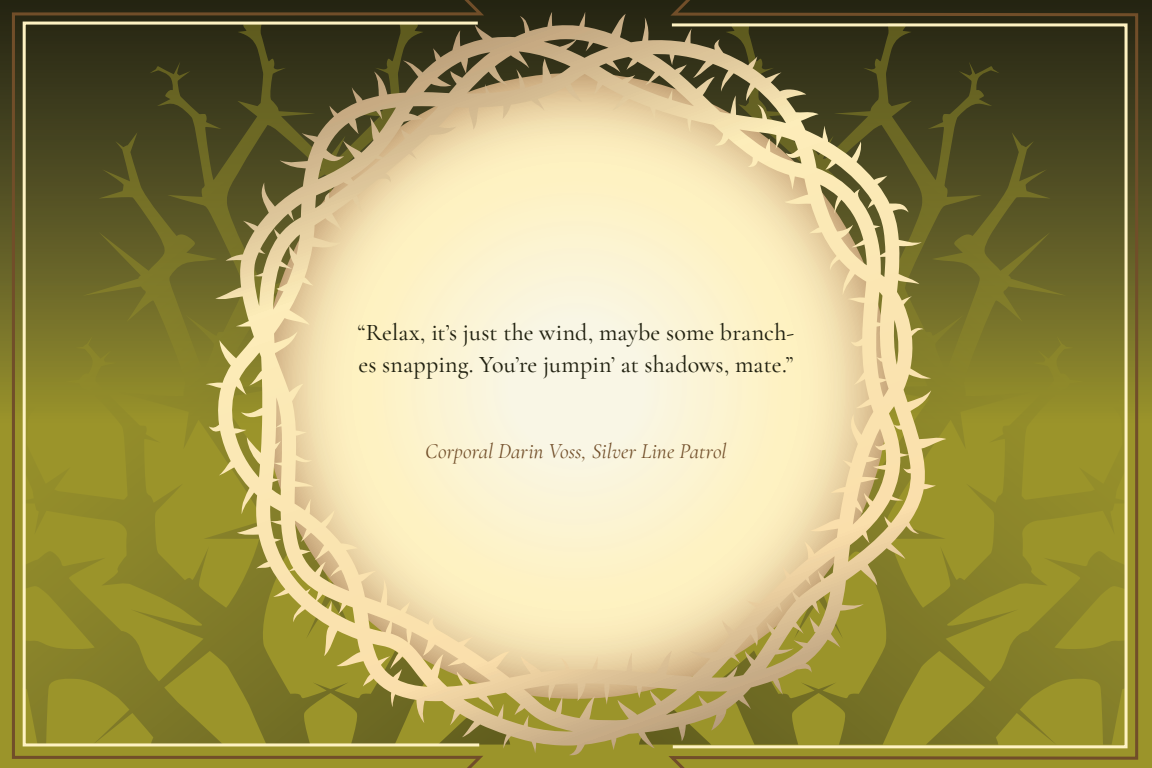
(P) Follow up

When a model in this unit hits an enemy model with a ⚔ 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

27.02.2025

"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

A ⊙

B ⊙

Melee

Ranged

Stinglash
⚔ 1"

Acidspitter
⚔ B4"

27.02.2025

A Charge   A + 🗡

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 **P** '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 🗡 attack**, this model may use this ability. The model hit suffers ⊙. This ability can only be used once per activation.

R Frenzied Shot   🗡

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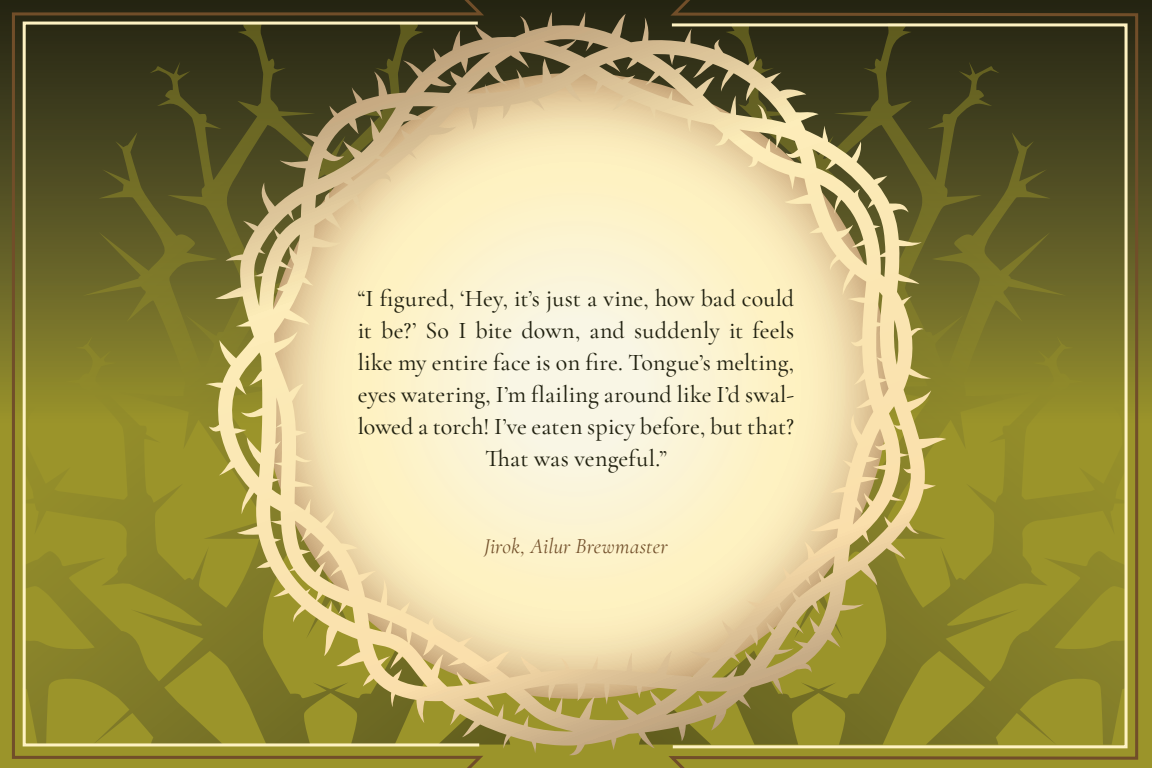
P Gunblade

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

MOV S

DEF 4

ARM 6

A ●●●●●●● ☠

B ●●●●●●● ☠

Melee ⬡⬡⬡⬡

Crystalline Ram ⚔ 2" ●●●●●

Giant Claw ⚔ 2" ●●●●●

27.02.2025

Base 60 mm | Bloodthorne, Elderbark, Vinebound
1 model

(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 (P) 'Pathfinder (Forest)' entering the area suffer a non-infuseable ●●●● ⚔ damage roll. Additionally, this unit gains (P) 'Rooted'. If this unit already has (P) 'Rooted', it gains (P) '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 in this unit is hit by an enemy ⚔ attack**, this model may use this ability. This model is hit instead, disregarding LOS and RNG of the attack.

(P) Crushing impact

When a model in this unit hits an enemy model with its 'Crystalline Ram' ⚔ weapon, the model hit suffers 'Slam (●)'.

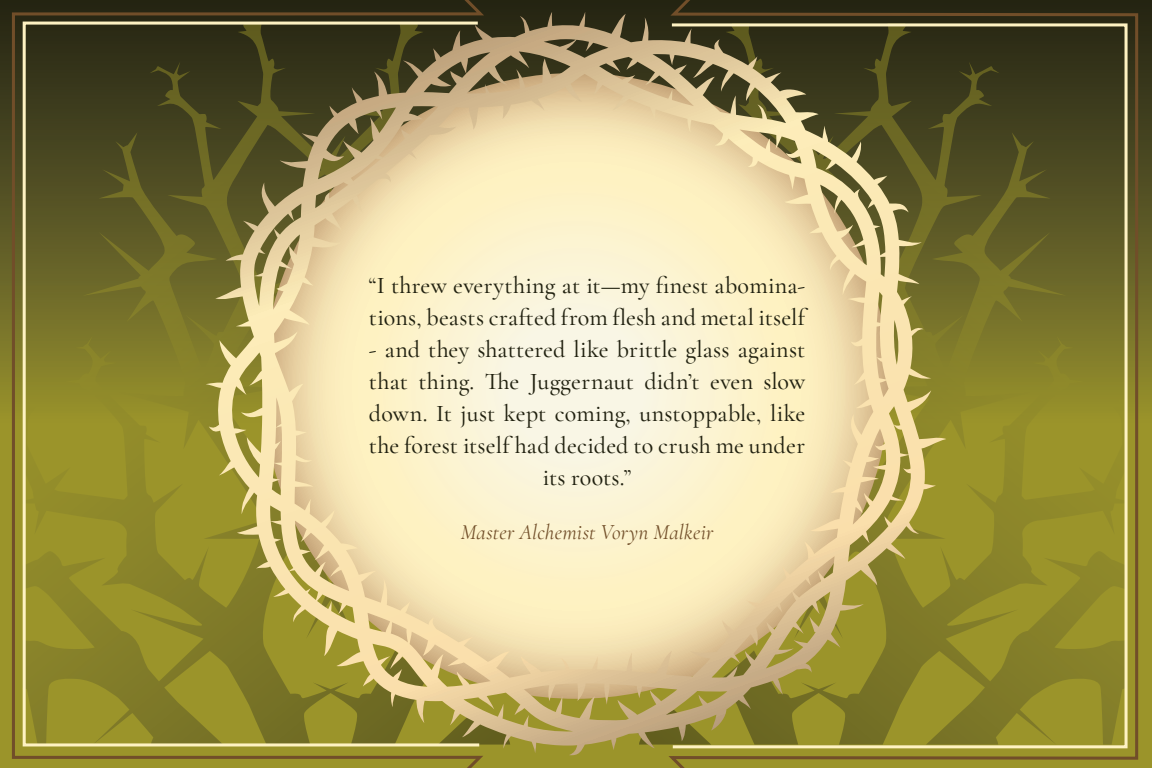## (P) Claim Ground (3)

(P) Pathfinder (Forest)

(P) Rooted

(P) Twisted Fertilization

"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