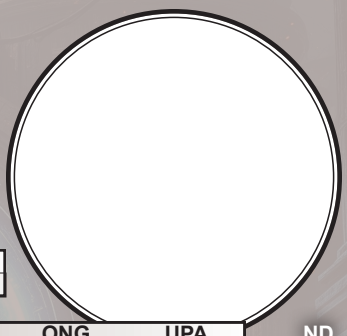
En-Gonu, the Scarlet Menace

SPD	NCTK	MTK	RTK
3 / 3	7 / 4+	8 / 4+	-
TKT	**EVA**	**ARM**	**NRO**
3 / 8	4 / 5+	2	3 / 5

FD ST



Spear

RNG	MTK	ROF	1+ (1)	3+ (1)	5+
2	8 / 4+	INF	IC / 2	SZ/2/KD/PU	PL / PL / 2

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
Nexus Severance	NCTK	2	3 / 3	SUS	2

Target enemy model. When determining models that contest or empower scenario elements, if the hit enemy model is contesting a scenario element that this model is contesting or empowering, the hit enemy model doesn't contest.

Warped Perception	MTK	IC	S	Y	UNL

The hit enemy model suffers +1 target number when making an attack.

ND

Character Abilities

While Infused, this model gains Prescient Strike. (Prescient Strike - When an enemy model ends an advance in this model's melee range, it may immediately make a melee attack against it without spending NRO.)

During its activation, this model may Absorb (1) to gain one of the following:

- Impenetrable Stand - While contesting a scenario element, this model gains +1 EVA and +1 ARM.
- Vanish - Place this model within 2 of its current location.

Discord - This model cannot be included in a Force that includes Zan-Shin, The Chrome Phantom.

BFA	VPV	MOS	BAS
1	4	2	1.5

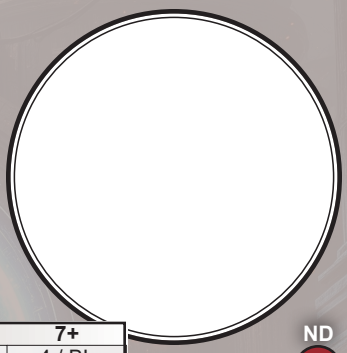
Freeblade

™ & © Quest and Conquer Games April 2026

Zan-Shin, the Chrome Phantom

SPD	NCTK	MTK	RTK
3 / -	-	8 / 3+	6 / 3+
TKT	**EVA**	**ARM**	**NRO**
3 / 6	6 / 4+	2	3 / 5

CL WA



ND

Bombs

RNG	RTK	ROF	1+ (1)	3+
3 / 3	6 / 3+	2	CO	BL / NT

Katana

RNG	RTK	ROF	1+	3+	5+	7+
1	8 / 3+	INF	1 / SZ	2 / PU	3 / IC	4 / BL

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
Death's Seal	NCTK	IC	S	SUS	1
The hit enemy non- ENC model suffers Death's Seal. A model suffering Death's Seal cannot regenerate.					
Shadow Strike	NCTK	1	4	Y	2
Place a size 3 AOE cloud effect in range. You may immediately place this model within the AOE. During this model's activation, it gains +4 MTK when targeting an enemy model within the AoE with a melee attack.					

Character Abilities

While Infused, this model gains Phantom Step. (Phantom Step - At the start of this models activation, you may place it within 2.)

This model may Absorb (1) to gain Dance of Death. (Dance of Death - Once during its activation, if this model damages an enemy model with a melee attack, it may be placed within 2.)

BFA	VPV	MOS	BAS
1	4	2	1.5

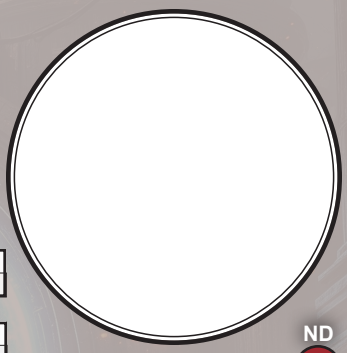
Freeblade

™ & © Quest and Conquer Games April 2026

Jace Volt, the Rift Hunter

SPD	NCTK	MTK	RTK
3 / 4	7 / 4+	7 / 4+	7 / 3+
TKT	**EVA**	**ARM**	**NRO**
4 / 8	4 / 4+	1	3 / 5

ES TS WE



ND

Chrono Emitter

RNG	RTK	ROF	1+	3+ 1	5+
6 / 4	7 / 3+	3	PL / PL	PU / IC	CO / NT

Chrono Blade

RNG	MTK	ROF	1+	3+ 1	5+ 1
1	7 / 4+	INF	1	SZ / 2	3 / PL

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
Reactive Barrage	RTK	IC	-	Y	UNL
When this model is targeted by a ranged attack, before the attack is made, this model may immediately make a ranged attack targeting the attacking enemy model.					
Trophy Siphon	NCTK	2	3 / 3	N	1
Target enemy model loses possession of a Chaos Orb to this model. This model may make a TKT this activation without spending NRO.					

Character Abilities

During this model's activation, it may Absorb (2) to gain Vanguard's Gambit until the end of its activation. (Vanguard's Gambit - When this model hits an enemy model with a ranged attack, after resolving action line results, it may choose one of the following.)

- The hit enemy model suffers 3 wounds.
- The hit enemy model suffers the Pinned and Targeted Condition.
- The hit enemy model suffers Warped Perception. (Warped Perception - For one round, the hit enemy model suffers +1 target number when making an attack.)

While infused this model gains Gatekeeper's Anchor. (Gatekeeper's Anchor - Aura 6 - If an enemy Portal is within the Aura, the enemy force must pay 1 additional CHS to summon a model to the battlefield.)

BFA	VPV	MOS	BAS
1	4	2	1.5

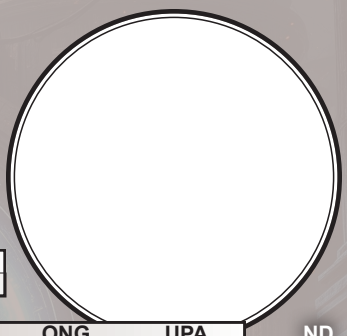
Freeblade

™ & © Quest and Conquer Games April 2026

Kragnar, the Iron Eye

SPD	NCTK	MTK	RTK
3 / 3	-	8 / 3+	-
TKT	**EVA**	**ARM**	**NRO**
3 / 4	4 / 4+	2	3 / 5

IS ST WA



Mechanical Hammer

RNG	MTK	ROF	1+	3+	5+ 2
2	8 / 3+	INF	2	2 / IC	KD / 3

NeuroChaotic Actions	TYPE	COST	RNG	ONG	UPA
Crowd Breaker	MTK	IC	S	N	UNL
During this model's activation, the hit enemy model and enemy models within 2 of the hit enemy model suffer the KD condition.					
Crushing Weight	NCTK	1	S	Y	1
During this model's activation, this model gains +1 DMG to action line damage results against KD enemy models					

ND



Character Abilities

While Infused, this model gains Relentless Repulsion. (Relentless Repulsion - When this model makes a successful melee attack against a KD enemy model, after resolving action line results, the enemy model is pushed 3 away. This model may immediately march towards the pushed model.)

During this model's activation, it may Absorb (1) to gain Disorientation. (Disorientation - When an enemy model is hit by a melee attack made by this model, after resolving action line results, the hit enemy model cannot make Retaliatory Strikes this round.)

BFA	VPV	MOS	BAS
1	4	2	1.75

Freeblade

™ & © Quest and Conquer Games April 2026