

THE EIGHTPINTS





Welcome to The Eightpints

Right then. So, you got your hands on one of my fighters. Feels good, doesn't it? Full of potential. Or maybe it's just another piece of cannon fodder about to end up as a story and a stain on the tavern floor. The odds aren't in your favour, and I love witnessing the action. This model you're about to print? That's your first bet in the only game that matters: Good times with good mates.

Don't get the wrong idea. This isn't some grand crusade of good versus evil. That's a sucker's bet. This world is a four-way brawl, a cosmic betting board I call the Quadrant of Belief. Every crew, every fighter, is driven by a simple question: Is your truth given to you by a god or a dusty rulebook, or did you forge it yourself in the mud and the blood? And how do you enforce that truth? With the raw, chaotic filth of the magic we call Juice, or with the cold, hard logic of a Cogwork machine? Every skirmish is a philosophical argument, and the winning side is the one with the bigger axe.

Now... you may have heard that this whole bloody mess started because some MF went and lost his dog. And you've heard right, I'm not kidding. That one ridiculous, personal quest broke a millenia of cosmic balance. Now the old gods - the Perpetuals - are awake, and they are furious at being upstaged by a yappy mutt. They're here to remind the world what a real boss battle looks like, and you're caught in the middle. The only thing that matters now is the story you leave behind, the one they'll tell about you back at The Eightpints Pub.

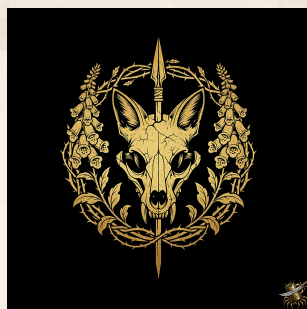
That model in your hand is your entry fee. Your job now is to read the lore that came with it. Figure out who they are. Figure out what they're willing to die for. When you're ready to see the full roster of contenders, has-beens, and glorious long-shots, you know where to find me.

The house is now open at www.TheEightpints.com. Try not to lose everything on your first night.

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The Foxglove Syndicate

When the Syndicate comes in, you don't notice at first. There's no grand entrance, no booming laughter. They just... appear. A quiet woman with fiery red hair, a grim-faced companion with a heavy-looking bag, and a large, bald man who seems to radiate a quiet menace. They'll take a corner booth, speak in low, precise tones, and drink their ale with the focused air of professionals conducting business. They don't look for trouble, but there's a cold, coiled stillness about them that tells you they are trouble of a very particular and very final kind. They are the quiet, patient predators of this pub, and you get the feeling their hunt never truly ends.

The rumours about them are strange, half-whispered tales you hear from nervous trappers and black-market fur traders. They say the leader, the woman with the red hair they call Isolde, was once a simple girl whose only friend was a fox. When some local lordling hunted it for sport, it broke something in her. She turned to the old ways, to the alchemy of the deep woods, and concocted something terrible: a tincture that doesn't kill, but *unmakes*. It turns a living soul into a savage beast, a horrifying, twisted parody of what it once was. Her goal isn't profit, not really. It's revenge, a cold, methodical war against any who would profit from the suffering of the innocent.

In a fight, they are a terrifyingly efficient and cruel machine. Isolde doesn't fight to kill; she fights to capture. Her ultimate weapon is to force-feed an enemy her Lycanthropic Tincture, turning them into a slaving beast that she then hunts, slays, and skins. These unnatural pelts are her calling card on the black market, a way to gain access to the very people she despises. Her two companions are the tools of this grim trade: the shotgun-wielding Annelise is the executioner, and the hulking Bastien is the willing monster, a man who took the tincture by choice and can become the very beast they hunt at a moment's notice.

The last I heard, Isolde's strange and terrible hunt had brought her to the edges of the Twisted Forest. The Bark-Kin are not fond of trespassers, but the word is Isolde isn't there for the trees. She's hunting a specific target, a wealthy merchant-lord known for his collection of rare and exotic furs, who has fled into the deep woods to escape her cold and very, very personal justice.





Isolde's Vengeful Hunt

[995 Points]





Isolde, the Foxglove Alchemist

Leader - 385 Points

A grim and determined woman with fiery red hair, Isolde's gaze is as sharp as her alchemical knowledge is deep. She moves with the silent confidence of a master hunter, her leather coat lined with vials of potent, transformative chemicals.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
4	3	4	5	24	5	4

- **Weapon:**
 - **Alchemist's Blade (Melee):** Range 1, Impact 2/3. On a critical hit, the target is Poisoned and suffers 1 damage at the end of the round.
- **Abilities:**
 - **"Enraging Fumes" (4+):** Choose an enemy fighter within 6". That fighter gains +1 Heft but suffers -1 Grit until the end of the battle round.
 - **[COMMANDMENT] "The Unwilling Transformation" (Triple):** Choose one enemy non-Leader, non-Monster fighter within 3". That fighter is immediately removed from the board and replaced by a "Transformed Beast" friendly fighter under your control.





Annelise, the Keeper

280 Points

Isolde's oldest friend and unwavering conscience. Annelise is a grim-faced woman clad in heavy leather, her eyes scanning the battlefield for threats. She carries a heavy, slag-punk blunderbuss, its brass fittings lovingly maintained - a crude but effective tool for putting down beasts that have strayed too far.



Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
3	4	4	4	18	3	3

- **Weapon:**
 - **"Mercy" Blunderbuss (Ranged):** Range 8", Impact 4/6. This weapon targets all fighters in a 3" cone. After firing, it must be reloaded (costs 1 action).
- **Abilities:**
 - **"Putting Down a Stray" (4+):** This fighter's ranged attacks gain +2 Impact when targeting a fighter with the Beast keyword.
 - **"Stand Guard" (Double):** Until the start of her next activation, Annelise gains +2 Grit and cannot be pushed.





Bastien “Pizza Cutter” Notelli

330 Points

A quiet, powerfully built man with a deep loyalty to Isolde. He was the first human to willingly take the tincture, and has since mastered its chaotic power. He can transform at will, becoming the very monster they hunt. In his human form, he is the warband's stoic protector.



Human Form

Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
3	5	5	4	22	2	3

- **Weapon: Woodsman's Pizza Cutter (Melee):** Range 1, Impact 3/7. (One-Handed)

Beast Form

Flurry	Heft	Grit	Footwork	Wounds	Metvél-Kaltos	Clout
5	6	4	6	22	1	1

- **Weapon: Savage Claws & Fangs (Melee):** Range 1, Impact 3/5
- **Abilities:**
 - **"Unleash the Beast" / "Regain Control" (Double):** This fighter may switch between their Human Form and Beast Form stat profiles. This is the only way to transform.
- **Special Rules (Beast Form Only):**
 - **Bestial Rage:** At the start of this fighter's activation, roll a D6. On a 1, it must Charge the nearest fighter (friend or foe).
 - **Charge:** This fighter can perform a move and attack for a single action.





Summoned Fighter: Transformed Beast

This fighter can only be brought into the game via Isolde's Commandment.

- **Stats:** Use the stat profile of the original fighter that was transformed, but apply the following permanent modifications:
 - All Ranged weapons become unusable.
 - +1 Heft
 - +1 Footwork
 - -1 Grit
 - -1 Metvél-Kaltos
- **Special Rules:**
 - **Mindless:** This fighter cannot use abilities or pick up objectives.
 - **Bestial Rage:** At the start of this fighter's activation, roll a D6. On a 1, it must Charge the nearest fighter (friend or foe).



Warband Playstyle: The Hostile Takeover

The Foxglove Syndicate is an elite, low-model-count "control" warband. Their strategy revolves around their leader, Isolde, and her game-changing Commandment, "The Unwilling Transformation." The entire warband is designed to control the flow of battle, isolate a key target, and then permanently remove it from the board, turning it into a new, expendable asset for your own crew. Annelise provides heavy fire support and can put down beasts (including the ones you create), while Bastien is a flexible powerhouse, able to switch from a durable defender in his human form to a terrifying monster in his beast form.

Tips & Tricks:

- **The Commandment is Your Win Condition:** Your entire strategy should be built around setting up Isolde's Commandment. Identify the most valuable non-leader enemy fighter - a brute, a specialist, or an expensive elite - and make it your primary goal to get Isolde within 3" of them to unleash her tincture.
- **Bastien is a Multi-Tool:** Use Bastien's two forms strategically. In human form, his high Grit and powerful greataxe make him a fantastic bodyguard for Isolde. When you need raw aggression, use his "Unleash the Beast" ability to turn him into a high-Flurry, high-Heft monster to tear a hole in the enemy line.
- **Annelise Controls the Board:** Annelise's blunderbuss is a powerful tool for clearing out clumps of weaker enemies. Use her "Putting Down a Stray" ability to make short work of any enemy beasts, or even to eliminate a "Transformed Beast" you've created once it has served its purpose.
- **Isolate, Transform, Dominate:** Use your three elite fighters to create a localized advantage. Isolate a single, powerful enemy, transform them into a "Transformed Beast," and then use that new, mindless creature as a disposable shield or a chaotic missile to charge into the remaining enemies, creating even more disruption.

"All that fuss... turning people into beasts, selling their hides, just to kill the customer. Seems like a lot of work when a simple knife in the back would get the job done cheaper."





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