



# WEAVER

Melee Zone 1"

| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 5"/8" | 6   | 3/8" | 5+  | 0   | 4/5 |



## CHARACTER PLAY

CST | RNG | SUS | OPT

### All Wired Up

2/● 4" ✕ ✕

Target enemy model gains the snared condition, and suffers a [2"] push directly towards this model.

### Thread the Needle

2/● 6" ✕ ✕

Target other friendly model may immediately make a dodge up to it's base-move towards this model.

### Tangled

3/● 3" ✓ ✓

Whenever a target enemy model makes a dodge or suffers a push it suffers [1] DMG.



# WEAVER

## CHARACTER TRAITS

### Warp & Weft [6"Aura]

Once per turn, when this model makes a dodge that leaves an enemy model's melee zone this model may make a character play for free. Friendly models in this aura also gain this trait.

### Tapestry Master

Once per turn at the end of this model's advance, it may place a tapestry marker within [2"].

*(When a friendly model touches a tapestry marker during it's advance it gains [+2/+2] MOV.)*

## LEGENDARY PLAY

### Seam Ripper

When this model next declares a sprit or charge, during that movement each enemy model that touches base with this model suffers a [2"] push and the snared condition.

During the advance this model ignores parting blows.

Numasai, Human, Female,  
Striker, Dressmaker  
Captain



4.2



Size 30mm



# SISERO

Melee Zone 1"

| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 4"/7" | 6   | 4/6" | 4+  | 0   | 4/6 |



## CHARACTER PLAY

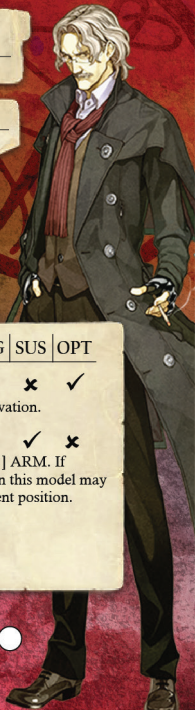
| CST | RNG | SUS | OPT |
|-----|-----|-----|-----|
|-----|-----|-----|-----|

**Superior Strategy**      2    4"    ✗    ✓

Target friendly model gains an additional activation.

**Strip Armour**              2/☞    6"    ✓    ✗

Target Enemy Model suffers [2] DMG and [-1] ARM. If armour is removed from the target model, then this model may place a Tapestry Marker within 2" of it's current position.



# SISERO

## CHARACTER TRAITS

### *Tapestry Master*

Once per turn at the end of this model's advance, it may place a tapestry marker within [2"].

*(When a friendly model touches a tapestry marker during it's advance it gains [+2/+2] MOV.)*

### *Spin Yarn [6" Aura]*

Once per turn, Friendly models in this aura may remove a Tapestry Marker within it's melee zone and gain [+2] DMG on next Playbook result or Character play.

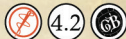
## LEGENDARY PLAY

### *Handy Stitchwork [6" Pulse]*

Enemy models within pulse range suffer the bleed condition.

Friendly models within pulse range recover [2] HP.

Numasai, Human, Male,  
Attacking Midfielder,  
Embroider, Captain



Size 30mm



# PLUSH

Melee Zone 2"

| MOV    | TAC | KICK | DEF | ARM | INF |
|--------|-----|------|-----|-----|-----|
| 1 1/2" | 3   | 1/4" | 2+  | 2   | 1/2 |



## CHARACTER PLAY

| CST | RNG | SUS | OPT |
|-----|-----|-----|-----|
| 1/⊙ | S   | ×   | ✓   |

*Where'd they go?*

1/⊙ S × ✓

This model may make a [4"] dodge.



# PLUSH

## CHARACTER TRAITS

### *Don't Leave Me! [10" Aura]*

The first friendly model that activates within this aura, this model may make a [6"] dodge directly towards that friendly model.

### *Tough Hide*

Enemy plays that cause damage to, or playbook damage results that hit this model are reduced by [1] DMG.

### *IT'S SO FLUFFY!*

This model counts towards 2 models for the Crowding Out or Ganging up bonuses.

Numasai, Construct  
Mascot



4.2



Size 40mm



# PINCUSHION

Melee Zone 1"

| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 4"/6" | 3   | 2/4" | 4+  | 0   | 1/2 |



## CHARACTER PLAY

### Pop the Ball

2/4" 4" ✕ ✓

Perform a Scatter of the ball from target freeball or model in possession of the ball. A model targeted loses possession and suffers the Bleed condition.



# PINCUSHION

## CHARACTER TRAITS

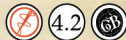
### Tag Along

Once per turn after a friendly model ends an advance that caused it to leave this model's melee zone, this model may immediately make a jog directly towards that model.

### Loose Quills

When this model makes a successful Parting Blow, after resolving playbook results, the enemy model suffers the Bleed Condition.

Numasai, Animal,  
Mascot



Size 30mm



# THIMBLE

Melee Zone 2"



| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 5"/7" | 5   | 3/6" | 3+  | 1   | 2/3 |



## CHARACTER PLAY

| CST | RNG | SUS | OPT |
|-----|-----|-----|-----|
| 2/● | 4"  | ×   | ×   |

### All Wired Up

Target enemy model gains the snared condition, and suffers a [2"] push directly towards this model.



# THIMBLE

## CHARACTER TRAITS

### Tapestry Master

Once per turn at the end of this model's advance, it may place a tapestry marker within [2"].

*(When a friendly model touches a tapestry marker during it's advance it gains [+2/+2] MOV.)*

### Thread Bearer [Aura 2"]

Once per turn, when a friendly model within this aura is hit by an enemy model's attack, this model can be chosen to recieve the damage and additional effects instead.

*(The friendly targeted model can still perform a counter attack).*

## HEROIC PLAY

### Makeshift Patchwork [4" Range]

The controlling player may choose any number of Tapestry Markers within this range and remove them from the pitch.

For every Tapestry Marker Removed, one friendly model within [4"] of this model may gain [+1] ARM for the remainder of the turn.

Indar, Human, Male,  
Attacking Midfielder,  
Dressmaker, Squaddie



4.2



Size 50mm



# MANNEQUIN

Melee Zone 1"

| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 5"/7" | 4   | 4/6" | 3+  | 1   | 2/4 |



## CHARACTER PLAY

|                      | CST | RNG | SUS | OPT |
|----------------------|-----|-----|-----|-----|
| <b>Strike a Pose</b> | 2/● | 5"  | ✗   | ✗   |

Target enemy model makes a [2"] pass towards this model and then suffers a [2"] push.

|                       |   |   |   |   |
|-----------------------|---|---|---|---|
| <b>On the Catwalk</b> | 2 | S | ✗ | ✓ |
|-----------------------|---|---|---|---|

During this models advance it counts as friendly to all models on the pitch and gains "Light Footed"  
(When this model makes an advance it ignores the MOV penalty for rough ground.)



# MANNEQUIN

## CHARACTER TRAITS

### Reanimate

Once per turn when this model is reduced to [0] HP, before suffering the taken-out condition, recover [3] HP and remove all conditions.

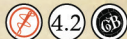
### Torn Dress

When this model suffers [4] DMG or more from a single attack, place a Tapestry marker anywhere within [1"] of this model.

### Close Control

This model may ignore the first Tackle playbook result that it suffers.

Numasai, Mechanica, Female  
Central Midfielder,  
Embroider, Squaddie



Size 40mm



# HATTER

Melee Zone 1"

| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 4"/7" | 5   | 2/6" | 5+  | 0   | 2/3 |



## CHARACTER PLAY

| CST | RNG | SUS | OPT |
|-----|-----|-----|-----|
|-----|-----|-----|-----|

**Making Adjustments**    1/●    S    ✓    ✓

Before performing an attack or kick this model may make a free jog action.

**Hats off to you!**                    1    6"    ✕    ✓

Place this model within [2"] of a target model suffering the Knocked-Down condition.



# HATTER

## CHARACTER TRAITS

### *Tapestry Master*

Once per turn at the end of this model's advance, it may place a tapestry marker within [2"].

*(When a friendly model touches a tapestry marker during its advance it gains [+2/+2] MOV.)*

### *Inspiring Hat [4" Aura]*

When within this aura, friendly models spend [1] less MP to make team work actions.

## HEROIC PLAY

### *We're all Mad! [4" Pulse]*

All models in the pulse suffer [2] DMG and gain [+2] TAC until the end of the turn.

Castellyan, Human, Female,  
Defensive Midfielder,  
Fitter, Squaddie



4.2



Size 30mm



# SILK

Melee Zone 1"

| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 4"/6" | 3   | 3/8" | 5+  | 0   | 2/3 |



## CHARACTER PLAY

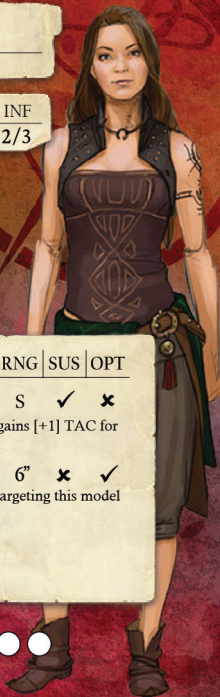
| CST | RNG | SUS | OPT |
|-----|-----|-----|-----|
|     | S   | ✓   | ✗   |
| 2   | 6"  | ✗   | ✓   |

### Smooth as..

This model may make a [2"] dodge and gains [+1] TAC for the remainder of the turn.

### I'm Open

Target friendly model may make a pass targeting this model without spending influence.



# SILK

## CHARACTER TRAITS

### Slippery

During a parting blow that targets this model, this model gains [+1] DEF

### Resolute

When this model targets an enemy model with a **Counter Attack**, this model gains [+2] TAC for the duration of the **Counter Attack**.

### Wrapped in Silk

When this model makes an attack it's final playbook result deals +1 DMG for every time it wrapped it's playbook, in addition to other playbook results.

Numasai, Human, Female,  
Striker, Embroider,  
Squaddie



4.2



Size 30mm





# GARMENT

Melee Zone 1"

|       |     |      |     |     |     |
|-------|-----|------|-----|-----|-----|
| MOV   | TAC | KICK | DEF | ARM | INF |
| 4"/6" | 4   | 2/6" | 4+  | 0   | 3/4 |



## CHARACTER PLAY

|     |     |     |     |
|-----|-----|-----|-----|
| CST | RNG | SUS | OPT |
|-----|-----|-----|-----|

**Dress to Impress** 1/ 4" ✓ ✓

Friendly model in range gains [+2/0] KICK on their next activation and cost -1MP to make a snapshot.

**Seduced** 3/ 3" ✗ ✓

Target enemy model either makes a Pass or Attack without spending Influence. The Target enemy model is a friendly model during this action.



# GARMENT

## CHARACTER TRAITS

### *Tapestry Master*

Once per turn at the end of this model's advance, it may place a tapestry marker within [2"].

(When a friendly model touches a tapestry marker during it's advance it gains [+2/+2] MOV.)

### *A Speical Something...*

This Model may gain an additional [+1] Dice when any roll this model makes is Bonus Timed.

### *Beautiful*

Enemy Character Plays targeting this model suffers [-5"] RNG

Numasai, Human, Female,  
Centre Back, Dressmaker,  
Squaddie



4.2



Size 30mm



# MIRROR

Melee Zone 1"

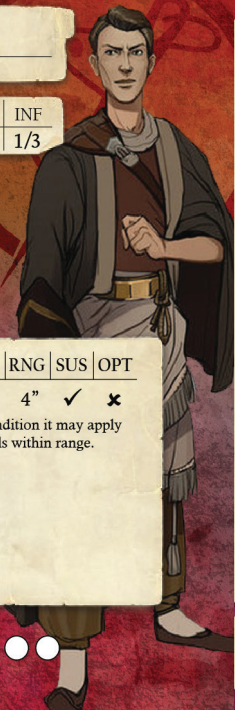
| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 3"/6" | 4   | 3/6" | 4+  | 1   | 1/3 |

KD



1

2



## CHARACTER PLAY | CST | RNG | SUS | OPT

### Reflection

4"

If this model is currently suffering a condition it may apply that same condition to all enemy models within range.



# MIRROR

## CHARACTER TRAITS

### True Replication

Once per turn during this model's activation, choose a character play of a friendly non-Captain guild model within 6". This model gains the chosen character play for the remainder of the turn.

### Poised on Mirror

Once per turn this model may use defensive stance without spending momentum.

### Bad Omens

When this model suffers the Taken out condition the attacking enemy model suffers [2]DMG and the Bleed Condition.

Eskerii, Human, Male,  
Centre Back,  
Fitter, Squaddie



4.2



Size 30mm



# NEEDLE

Melee Zone 2"

| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 4"/6" | 5   | 3/6" | 5+  | 0   | 2/4 |



## CHARACTER PLAY

CST | RNG | SUS | OPT

**Making Adjustments** 1/● S ✓ ✓

Before performing an attack or kick this model may make a free jog action.

**Knit One Purl One** 2/● 3" ✗ ✗

Target enemy model within range suffers [2] DMG and the Bleed condition, this model may then make a [1"] dodge directly towards the target enemy model.



# NEEDLE

## CHARACTER TRAITS

### Anatomical Precision

During an attack from this model, enemy models suffer [-1] ARM.

### Crucial Artery

Enemy model's damaged by this model suffer the bleed condition.

## HEROIC PLAY

### Unnatural Stamina

Once during it's activation, this model may use a character play without spending influence.

Indar, Human, Female,  
Winger, Fitter,  
Squaddie



4.2



Size 30mm



# PELT

Melee Zone 2"

| MOV   | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 3"/6" | 6   | 3/8" | 3+  | 2   | 2/4 |



## CHARACTER PLAY

| CHARACTER PLAY       | CST | RNG | SUS | OPT |
|----------------------|-----|-----|-----|-----|
| <b>Decorate Goal</b> | 1   | S   | X   | ✓   |

This model may place a tapestry marker anywhere within [4"] of friendly goal.

|                         |     |    |   |   |
|-------------------------|-----|----|---|---|
| <b>Thickened Fabric</b> | 2/● | 4" | ✓ | ✓ |
|-------------------------|-----|----|---|---|

Target other friendly model gains either Stoic or Close Control.  
(Model may ignore the first Push that it suffers.)  
(Model may ignore the first Tackle playbook result that it suffers.)



# PELT

## CHARACTER TRAITS

### Goal Defence

Enemy models suffer [+1] TN to shots while this model is within [4"] of friendly Goal-post.

### Wrap up Warm

When this model is within 4" of the friendly Goal, this model gains Resilience, (The first time, each turn this model is hit by an enemy attack or Character Play that targets this model, the attack or character play is ignored.)

Castellyan, Human, Female,  
Goalkeeper, Embroider,  
Squaddie



4.2



Size 40mm