

**ZAROLA**  
Melee Zone 1\*  
Ensnaring

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

*Extra Chained Bolts* 2 8" - \* ✓  
Target enemy model suffers (4) DMG, the knocked-down condition, and the snared condition.

**IT'S A TRAP** 1 ● S - ✓ ✓  
When an enemy model moves within (1,7) of this model, that model immediately suffers the snared and bleed conditions.

**ROOKIE LEAGUE RULES**

Take the two cards belonging to your Guild's rookie marked 'R' at the top. One card has two different options for the front of the rookie's card (coloured red and blue), and the other has two different options for the back of the rookie's card (coloured green and purple). Each of these represents a different path the rookie could choose for their future.

Choose a path (red or blue, and then green or purple) for both cards, so that you have a card front and a card back. This defines the route your rookie player will take. This route cannot be altered once chosen.

After each game using your rookie player, you may upgrade ONE of the card sides. To do this, take either the front player card or the back. Replace that side with the same card side (and colour), but with '1' marked instead of 'R'. After the next game, you could either remove that card and replace it with the same card side but marked '2', or you could upgrade the other side of the card from 'R' to '1'. You may do this after each game you play in the Rookie League, until both card sides are on '5'.

**BOILER**  
Melee Zone 1\*  
Slippery

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

*Swift Stance* 2 4" - ✓ \*  
Target friendly model gains (+1) DEF.

**BOILER**  
Melee Zone 1\*  
Slippery

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

*Acrobatic* 1 S - \* ✓  
This model may make a (2,7) Dodge.

*Swift Stance* 2 4" - ✓ \*  
Target friendly model gains (+1) DEF.

**BOILER**  
Melee Zone 1\*  
Slippery

MOV	TAC	KICK	DEF	ARM	INF
5/8"	4	2/6"	4+	1	2/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

*Acrobatic* 1 S - \* ✓  
This model may make a (2,7) Dodge.

*Swift Stance* 2 4" - ✓ \*  
Target friendly model gains (+1) DEF.

**BOILER**  
Melee Zone 1\*  
Slippery

MOV	TAC	KICK	DEF	ARM	INF
5/8"	4	3/6"	4+	1	2/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

*Swift Stance* 2 4" - ✓ \*  
Target friendly model gains (+1) DEF.

*Where'd They Go?* 1 ● S - \* ✓  
This model may make a (4,7) Dodge.

**BOILER**  
Melee Zone 1\*  
Slippery

MOV	TAC	KICK	DEF	ARM	INF
6/8"	5	3/7"	4+	1	2/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

*Swift Stance* 2 4" - ✓ \*  
Target friendly model gains (+1) DEF.

*Where'd They Go?* 1 ● S - \* ✓  
This model may make a (4,7) Dodge.

**BOILER**  
Melee Zone 1\*  
Slippery

MOV	TAC	KICK	DEF	ARM	INF
6/8"	5	3/8"	4+	1	3/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

*Swift Stance* 2 4" - ✓ \*  
Target friendly model gains (+1) DEF.

*Where'd They Go?* 1 ● S - \* ✓  
This model may make a (4,7) Dodge.

**BOILER**  
Melee Zone 1\*  
Slippery

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

**CHARACTER TRAITS**


**Here, Girl!**  
When this model ends an *Advance* during its activation, the friendly (Princess) may immediately make a (2,7) Dodge and gains (+1) DEF until the end of the turn.


**RU**  
Size: 30mm

**I** **BOILER**  
**CHARACTER TRAITS**  
*Assist [Princess]*  
 When making an **Attack** against an enemy model engaged by the named model, this model gains [+1] TAC and [+1] DMG to Playbook damage results.

*Here, Girl!!!!*  
 When this model ends an **Advance** during its activation, the friendly [Princess] may immediately make a [3] Dodge and gains [+1] DEF until the end of the turn.

Figgeon, Human, Male,  
 Winger



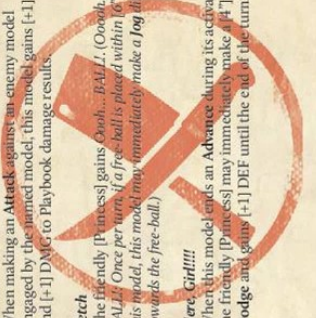
 Size 30mm


**2** **BOILER**  
**CHARACTER TRAITS**  
*Assist [Princess]*  
 When making an **Attack** against an enemy model engaged by the named model, this model gains [+1] TAC and [+1] DMG to Playbook damage results.

*Fetch*  
 The friendly [Princess] gains *OOOH... BALL!* (OOOH... BALL! Once per turn, if a free ball is placed within [6"] of this model, this model may immediately make a **log** directly towards the free ball.)

*Here, Girl!!!!*  
 When this model ends an **Advance** during its activation, the friendly [Princess] may immediately make a [4"] Dodge and gains [+1] DEF until the end of the turn.

Figgeon, Human, Male,  
 Winger



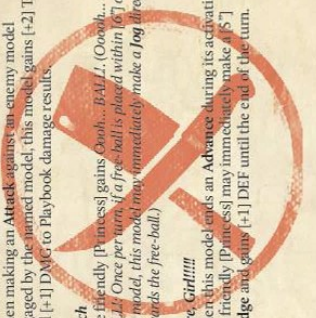
 Size 30mm


**3** **BOILER**  
**CHARACTER TRAITS**  
*Ambush [Princess]*  
 When making an **Attack** against an enemy model engaged by the named model, this model gains [+2] TAC and [+1] DMG to Playbook damage results.

*Fetch*  
 The friendly [Princess] gains *OOOH... BALL!* (OOOH... BALL! Once per turn, if a free ball is placed within [6"] of this model, this model may immediately make a **log** directly towards the free ball.)

*Here, Girl!!!!*  
 When this model ends an **Advance** during its activation, the friendly [Princess] may immediately make a [5"] Dodge and gains [+1] DEF until the end of the turn.

Figgeon, Human, Male,  
 Winger



 Size 30mm


**4** **BOILER**  
**CHARACTER TRAITS**  
*Ambush [Princess]*  
 When making an **Attack** against an enemy model engaged by the named model, this model gains [+2] TAC and [+1] DMG to Playbook damage results.


*Fetch*  
 The friendly [Princess] gains *OOOH... BALL!* (OOOH... BALL! Once per turn, if a free ball is placed within [6"] of this model, this model may immediately make a **log** directly towards the free ball.)

*Get 'Em!*  
 The friendly [Princess] spends [1] less Influence to Charge.

*Here, Girl!!!!*  
 When this model ends an **Advance** during its activation, the friendly [Princess] may immediately make a [6"] Dodge and gains [+1] DEF until the end of the turn.

Figgeon, Human, Male,  
 Winger



 Size 30mm


**5** **BOILER**  
**CHARACTER TRAITS**  
*Ambush [Princess]*  
 When making an **Attack** against an enemy model engaged by the named model, this model gains [+2] TAC and [+1] DMG to Playbook damage results.


*Fetch*  
 The friendly [Princess] gains *OOOH... BALL!* (OOOH... BALL! Once per turn, if a free ball is placed within [6"] of this model, this model may immediately make a **log** directly towards the free ball.)

*Go Get 'Em!*  
 The friendly [Princess] may Charge without spending Influence.

*Here, Girl!!!!*  
 When this model ends an **Advance** during its activation, the friendly [Princess] may immediately make a [7"] Dodge and gains [+1] DEF until the end of the turn.

Figgeon, Human, Male,  
 Winger



 Size 30mm

**R** **BOILER**  
**CHARACTER TRAITS**  
*Bloody Blades*  
 During an **Attack** from this model, if the enemy model is suffering the **bleed** condition, the enemy model suffers [-1] ARM.

Figgeon, Human, Male,  
 Winger



 Size 30mm

**I** **BOILER**  
**CHARACTER TRAITS**  
*Bloody Blades*  
 During an **Attack** from this model, if the enemy model is suffering the **bleed** condition, the enemy model suffers [-1] ARM.

*Crucial Artery*  
 When damaged by this model, enemy models suffer the **bleed** condition.

Figgeon, Human, Male,  
 Winger




 Size 30mm


**2** **BOILER**  
**CHARACTER TRAITS**  
*Anatomical Precision*  
 During an **Attack** from this model, enemy models suffer [-1] ARM.

*Blood Drop*  
 At the end of this model's activation, if an enemy model suffering the **bleed** condition is within this model's melee zone, this model may make a [2"] Dodge.

*Crucial Artery*  
 When damaged by this model, enemy models suffer the **bleed** condition.

Figgeon, Human, Male,  
 Winger



 Size 30mm

**3** **BOILER**  
**CHARACTER TRAITS**  
*Anatomical Perforation*  
 During an **Attack** from this model, enemy models suffer [-2] ARM.

*Blood Drops*  
 At the end of its activation, if an enemy model suffering the **bleed** condition is within this model's melee zone, this model may make a [3"] Dodge.

*Crucial Artery*  
 When damaged by this model, enemy models suffer the **bleed** condition.

Figgeon, Human, Male,  
 Winger



 Size 30mm

**BOILER**  
Melee Zone 1<sup>+</sup> Aggressive

MOV	TAC	KICK	DEF	ARM	INF
5/7	4	1/5"	4+	0	1/3

**CHARACTER TRAITS**  
*Anatomical Perforation*  
 During an Attack from this model, enemy models suffer [-2] ARM.

*Blood Trail*  
 At the end of its activation, if an enemy model suffering the bleed condition is within this model's melee zone, this model may make a [4] Dodge.

*Critical Artery*  
 When damaged by this model, enemy models suffer the bleed condition.

*Life Drinker*  
 When this model damages one or more enemy models with a Playbook damage result, it may recover [1] HP.

Figgon, Human, Male, Winger Size 30mm

**BOILER**  
Melee Zone 1<sup>+</sup> Aggressive

MOV	TAC	KICK	DEF	ARM	INF
5/7	4	1/5"	4+	0	1/3

**CHARACTER TRAITS**  
*Anatomical Perforation*  
 During an Attack from this model, enemy models suffer [-3] ARM.

*Bloody Trail*  
 At the end of its activation, if an enemy model suffering the bleed condition is within this model's melee zone, this model may make a [5] Dodge.

*Critical Artery*  
 When damaged by this model, enemy models suffer the bleed condition.

*Lifeline*  
 When this model damages one or more enemy models with a Playbook damage result, this model find each other friendly model within [2"] of the enemy model may recover [1] HP.

Figgon, Human, Male, Winger Size 30mm

**BOILER**  
Melee Zone 1<sup>+</sup> Aggressive

MOV	TAC	KICK	DEF	ARM	INF
5/7	4	1/5"	4+	0	1/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/● 8" - ✓ ✓

**Marked Target**  
 A friendly model that declares a Charge against the affected target enemy model gains [+0"/+2"] MOV for the duration of the Charge.

**BOILER**  
Melee Zone 1<sup>+</sup> Aggressive

MOV	TAC	KICK	DEF	ARM	INF
5/7	4	1/5"	4+	0	1/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/● 8" - ✓ ✓

**Marked Target**  
 A friendly model that declares a Charge against the affected target enemy model gains [+0"/+2"] MOV for the duration of the Charge.

**BOILER**  
Melee Zone 1<sup>+</sup> Aggressive

MOV	TAC	KICK	DEF	ARM	INF
6/7	5	1/6"	4+	1	1/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/● 8" - ✓ ✓

**Marked Target**  
 A friendly model that declares a Charge against the affected target enemy model gains [+0"/+2"] MOV for the duration of the Charge.

**BOILER**  
Melee Zone 1<sup>+</sup> Aggressive

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/● 8" - ✓ ✓

**Marked Target**  
 A friendly model that declares a Charge against the affected target enemy model gains [+0"/+2"] MOV for the duration of the Charge.

**Readied Blades**  
 The next time an enemy model inflicts damage on this model, the enemy model suffers the bleed condition.

**BOILER**  
Melee Zone 1<sup>+</sup> Aggressive

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/● 8" - ✓ ✓

**Marked Target**  
 A friendly model that declares a Charge against the affected target enemy model gains [+0"/+2"] MOV for the duration of the Charge.

**Readied Blades**  
 The next time an enemy model inflicts damage on this model, the enemy model suffers the bleed condition.

**BOILER**  
Melee Zone 2<sup>+</sup> Aggressive

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/● 8" - ✓ ✓

**Marked Target**  
 A friendly model that declares a Charge against the affected target enemy model gains [+0"/+2"] MOV for the duration of the Charge.

**Readied Blades**  
 The next time an enemy model inflicts damage on this model, the enemy model suffers the bleed condition.

**CHISEL**  
Melee Zone 1<sup>+</sup> Energetic

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1 S - ✓

**Acrobatic**  
 This model may make a [2"] Dodge.

**CHISEL**  
Melee Zone 1<sup>+</sup> Energetic

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

1 X 2 3  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
1 S · · · x ✓  
*Acrobatic*  
This model may make a [2+] Dodge.



**CHISEL**  
Melee Zone 2<sup>+</sup> Energetic

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

1 X 2 3  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
1 S · · · x ✓  
*Acrobatic*  
This model may make a [2+] Dodge.



**CHISEL**  
Melee Zone 3<sup>+</sup> Energetic

MOV	TAC	KICK	DEF	ARM	INF
5/8"	5	3/7"	3+	1	2/3

1 X 2 3  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
1 S · · · x ✓  
*Acrobatic*  
This model may make a [2+] Dodge.  
**Ball's Gone!**  
Target enemy model loses possession of the ball-marker and the ball-marker is placed in possession of this model. This model may immediately make a Pass without spending Influence.



**CHISEL**  
Melee Zone 2<sup>+</sup> Energetic

MOV	TAC	KICK	DEF	ARM	INF
6/7"	5	3/8"	4+	1	2/4

1 X 2 3  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
1 S · · · x ✓  
*Acrobatic*  
This model may make a [2+] Dodge.  
**Ball's Gone!**  
Target enemy model loses possession of the ball-marker and the ball-marker is placed in possession of this model. This model may immediately make a Pass without spending Influence.



**CHISEL**  
Melee Zone 2<sup>+</sup> Energetic

MOV	TAC	KICK	DEF	ARM	INF
6/8"	5	3/8"	4+	1	3/4

1 X 2 3  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
1/0 S · · · x ✓  
*Where'd They Go?*  
This model may make a [4+] Dodge.  
**Ball's Gone!**  
Target enemy model loses possession of the ball-marker and the ball-marker is placed in possession of this model. This model may immediately make a Pass without spending Influence.



**CHISEL**  
Darling

**CHARACTER TRAITS**  
*Devoted Sportswoman*  
At the start of this model's activation, choose one of the following:  
• This model gains [+1/+1] MOV.  
• This model gains [+1/+0] KICK.



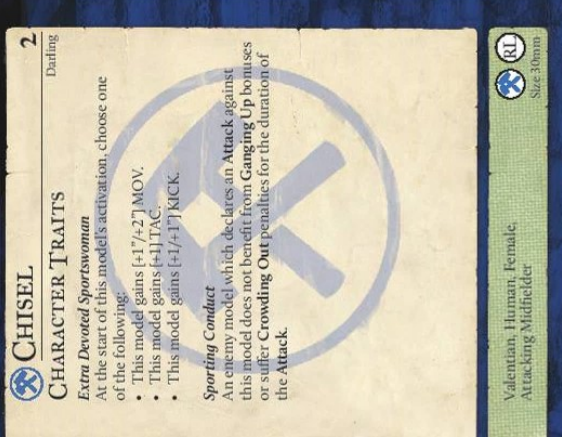
**CHISEL**  
Darling

**CHARACTER TRAITS**  
*Devoted Sportswoman*  
At the start of this model's activation, choose one of the following:  
• This model gains [+1/+1] MOV.  
• This model gains [+1/+0] KICK.  
**Sporting Conduct**  
An enemy model which declares an Attack against this model does not benefit from Ganging Up bonuses or suffer Crowding Out penalties for the duration of the Attack.



**CHISEL**  
Darling

**CHARACTER TRAITS**  
*Extra Devoted Sportswoman*  
At the start of this model's activation, choose one of the following:  
• This model gains [+1/+2] MOV.  
• This model gains [+1] TAC.  
• This model gains [+1/+1] KICK.  
**Sporting Conduct**  
An enemy model which declares an Attack against this model does not benefit from Ganging Up bonuses or suffer Crowding Out penalties for the duration of the Attack.



**CHISEL**  
Darling

**CHARACTER TRAITS**  
*Extra Devoted Sportswoman*  
At the start of this model's activation, choose one of the following:  
• This model gains [+1/+2] MOV.  
• This model gains [+1] TAC.  
• This model gains [+1/+1] KICK.  
**Poised**  
Once per turn, this model may make a Counter Attack without spending MP.  
**Sporting Conduct**  
An enemy model which declares an Attack against this model does not benefit from Ganging Up bonuses or suffer Crowding Out penalties for the duration of the Attack.



**CHISEL** 4 Darling

**CHARACTER TRAITS**  
*Extremely Devoted Sportswoman*  
 At the start of this model's activation, choose one of the following:

- This model gains [+2"/+2"] MOV.
- This model gains [+2] TAC.
- This model gains [+1/+2"] KICK.
- This model is immediately allocated [1] Influence.

*Poised, So Poised*  
 This model may make **Counter Attacks** without spending MP.

*Sporting Conduct*  
 An enemy model which declares an **Attack** against this model does not benefit from **Gangling Up** bonuses or suffer **Crowding Out** penalties for the duration of the **Attack**.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL** 5 Darling

**CHARACTER TRAITS**  
*Extremely Devoted Sportswoman*  
 At the start of this model's activation, choose one of the following:

- This model gains [+2"/+2"] MOV.
- This model gains [+2] TAC.
- This model gains [+1/+2"] KICK.
- This model is immediately allocated [1] Influence.

*Poised, So Poised*  
 This model may make **Counter Attacks** without spending MP.

*Sporting Conduct*  
 An enemy model which declares an **Attack** against this model does not benefit from **Gangling Up** bonuses or suffer **Crowding Out** penalties for the duration of the **Attack**.

**LEGENDARY PLAY**  
*Honour's Student*  
 This model gains [1] Influence and [+1] ARM.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL** R Maniac

**CHARACTER TRAITS**  
*Painful Rage [6]*  
 If this model is below the specified HP, this model gains [+2] TAC and [+1] DMG to Playbook damage results.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL** 1 Maniac

**CHARACTER TRAITS**  
*Life Drinker*  
 When this model damages one or more enemy models with a Playbook damage result, it may recover [1] HP.

*Painful Rage [7]*  
 If this model is below the specified HP, this model gains [+2] TAC and [+1] DMG to Playbook damage results.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL** 2 Maniac

**CHARACTER TRAITS**  
*Life Drinker*  
 When this model damages one or more enemy models with a Playbook damage result, it may recover [1] HP.

*Painful Rage [7]*  
 If this model is below the specified HP, this model gains [+2] TAC and [+1] DMG to Playbook damage results.

*Sugar, We're Goin' Down Swinging*  
 If an enemy model inflicts the **taken-out** condition on this model, before this model is removed from the Pitch, this model may make an **Attack** against the enemy model.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL** 3 Maniac

**CHARACTER TRAITS**  
*Life Drinker*  
 When this model damages one or more enemy models with a Playbook damage result, it may recover [2] HP.

*Painful Rage [8]*  
 If this model is below the specified HP, this model gains [+2] TAC and [+1] DMG to Playbook damage results.

*Sugar, We're Goin' Down Swinging*  
 If an enemy model inflicts the **taken-out** condition on this model, before this model is removed from the Pitch, this model may make an **Attack** against the enemy model.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL** 4 Maniac

**CHARACTER TRAITS**  
*Life Drainer*  
 When this model damages one or more enemy models with a Playbook damage result, it may recover [2] HP.

*Miss Murder*  
 Each time this model inflicts the **taken-out** condition on an enemy model, this model gains a cumulative [+1] TAC for the remainder of the game.

*Painful Rage [8]*  
 If this model is below the specified HP, this model gains [+2] TAC and [+1] DMG to Playbook damage results.

*Sugar, We're Goin' Down Swinging*  
 If an enemy model inflicts the **taken-out** condition on this model, before this model is removed from the Pitch, this model may make an **Attack** against the enemy model.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL** 5 Maniac

**CHARACTER TRAITS**  
*Life Drainer*  
 When this model damages one or more enemy models with a Playbook damage result, it may recover [2] HP.

*Miss Murder*  
 Each time this model inflicts the **taken-out** condition on an enemy model, this model gains a cumulative [+2] TAC for the remainder of the game.

*Painful Rage [9]*  
 If this model is below the specified HP, this model gains [+2] TAC and [+1] DMG to Playbook damage results.

*Sugar, We're Goin' Down Swinging*  
 If an enemy model inflicts the **taken-out** condition on this model, before this model is removed from the Pitch, this model may make an **Attack** against the enemy model.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL** R Sadist

Melée Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
4/7"	4	1/4"	2+	1	1/3

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** [CST] [RNG] [ZON] [SUS] [OPT]

**Sadism** 1 S 3 Arm ✓ ✓

When an enemy model within the aura suffers damage, this model may recover [1] HP.

Valentian, Human, Female, Attacking Midfielder

**RL** Size 30mm

**CHISEL**  
Melee Zone 2<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
57/7	5	1/5"	2+	1	1/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sadism** 1 S 4<sup>Aura</sup> ✓ ✓  
When an enemy model within the aura suffers damage, this model may recover [1] HP.

**Feel My Pain** ● P ✓ ✓  
If target enemy model makes an Attack targeting this model, after the Attack is resolved the enemy model suffers [2] DMG.

**CHISEL**  
Melee Zone 2<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
57/8	5	1/6"	2+	2	1/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sadism** 1 S 4<sup>Aura</sup> ✓ ✓  
When an enemy model within the aura suffers damage, this model may recover [1] HP.

**Feel My Pain** ● P ✓ ✓  
If target enemy model makes an Attack targeting this model, after the Attack is resolved the enemy model suffers [2] DMG.

**CHISEL**  
Melee Zone 2<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
67/8	6	2/6"	2+	2	1/5

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sadism** 1 S 5<sup>Aura</sup> ✓ ✓  
When an enemy model within the aura suffers damage, this model may recover [1] HP.

**Feel My Pain** ● P ✓ ✓  
If target enemy model makes an Attack targeting this model, after the Attack is resolved the enemy model suffers [2] DMG.

**CHISEL**  
Melee Zone 2<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
67/8	7	2/6"	3+	2	1/5

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sadism** 1 S 5<sup>Aura</sup> ✓ ✓  
When an enemy model within the aura suffers damage, this model may recover [1] HP.

**Feel My Pain** ● P ✓ ✓  
If target enemy model makes an Attack targeting this model, after the Attack is resolved the enemy model suffers [2] DMG.

**CHISEL**  
Melee Zone 2<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
67/9	8	2/6"	3+	2	2/5

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sadism** 1 S 6<sup>Aura</sup> ✓ ✓  
When an enemy model within the aura suffers damage, this model may recover [1] HP.

**Feel My Pain** ● P ✓ ✓  
If target enemy model makes an Attack targeting this model, after the Attack is resolved the enemy model suffers [2] DMG.

**FANGTOOTH**  
Melee Zone 1<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
27/4	4	1/4"	2+	0	1/2

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Bunny Hop** 1 S - ✓  
Place this model within [1]. Then all models in this model's melee zone suffer the knocked-down condition.

**FANGTOOTH**  
Melee Zone 1<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
27/5	4	1/5"	2+	1	1/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Bunny Hop** 1 S - ✓  
Place this model within [1]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓ ✓  
The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
Melee Zone 1<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
37/5	4	1/5"	2+	1	2/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Bunny Hop** 1 S - ✓  
Place this model within [1]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓ ✓  
The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
Melee Zone 1<sup>+</sup>

MOV	TAC	KICK	DEF	ARM	INF
37/6	5	1/6"	2+	2	2/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Bunny Hopping** 1 S - ✓ ✓  
Place this model within [1]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓ ✓  
The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
Melee Zone 1\*  
Cosplay

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

1 1  
KD 2 3 4

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

**Bunny Hopping** 1 S - x x

Place this model within [1\*]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓

The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
Melee Zone 1\*  
Cosplay

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

1 1  
KD 2 3 4

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

**Bunny Hopping** 1 S - x x

Place this model within [1\*]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓

The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
CHARACTER TRAITS

**Foul Smell [2\* Aura]**  
Other models within the aura treat **open-ground** as rough-ground.

Ethraynnian, Human, Male  
Centre Back  
Size 40mm

**FANGTOOTH**  
Melee Zone 1\*  
Cosplay

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

1 1  
KD 2 3 4

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

**Bunny Hopping** 1 S - x x

Place this model within [1\*]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓

The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
Melee Zone 1\*  
Cosplay

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

1 1  
KD 2 3 4

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

**Bunny Hopping** 1 S - x x

Place this model within [1\*]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓

The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
CHARACTER TRAITS

**Egg All Over**  
The first time each turn this model is hit by an enemy Attack or Character Play that targets this model, except while making an Advance, the enemy model which made the Attack or Character Play suffers [-2] TAC and [-2\* /-2\*] MOV for the remainder of the turn.

**Foul Odour [3\* Aura]**  
Other models within the aura treat **open-ground** as rough-ground.

**Practical Yolk**  
Once per turn during its activation, this model may choose an other model within [2\*]. The chosen model is Pushed [2\*] in any direction.

**HEROIC PLAY**  
**All in One Basket**  
This model suffers [5] DMG. This model is allocated [1] Influence.

Ethraynnian, Human, Male  
Centre Back  
Size 40mm

**FANGTOOTH**  
Melee Zone 1\*  
Cosplay

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

1 1  
KD 2 3 4

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

**Bunny Hopping** 1 S - x x

Place this model within [1\*]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓

The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
Melee Zone 1\*  
Cosplay

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

1 1  
KD 2 3 4

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

**Bunny Hopping** 1 S - x x

Place this model within [1\*]. Then all models in this model's melee zone suffer the knocked-down condition.

**Basket Time** ● S - ✓

The next time this model scores VPs, the friendly team gains [+1] additional VP.

**FANGTOOTH**  
CHARACTER TRAITS

**Thuggin'**  
The first time each turn this model inflicts the taken-out condition on an enemy model, this model gains [1] Influence.

Ethraynnian, Human, Male  
Centre Back  
Size 40mm

**FANGTOOTH**  
**CHARACTER TRAITS**  
*Gluttonous Mass*  
 The first time each turn this model is hit by an enemy Attack or Character Play that targets this model, except while making an Advance, the Attack or Character Play is ignored.

*Thuggin'*  
 The first time each turn this model inflicts the taken-out condition on an enemy model, this model gains [1] Influence.

Ethraynian, Human, Male,  
 Centre Back

Size 40mm

**FANGTOOTH**  
**CHARACTER TRAITS**  
*Fangtooth's Paradise [1]*  
 This model recovers [1] HP each time it inflicts a condition other than the taken-out condition on an enemy model.

*Gluttonous Mass*  
 The first time each turn this model is hit by an enemy Attack or Character Play that targets this model, except while making an Advance, the Attack or Character Play is ignored.

*Thug Life*  
 Each time this model inflicts the taken-out condition on an enemy model, this model gains [1] Influence.

Ethraynian, Human, Male,  
 Centre Back

Size 40mm

**FANGTOOTH**  
**CHARACTER TRAITS**  
*Fangtooth's Paradise [2]*  
 This model recovers [2] HP each time it inflicts a condition other than the taken-out condition on an enemy model.

*Gluttonous Massive*  
 The first time each turn this model is hit by an enemy Attack or Character Play that targets this model, except while making an Advance, the Attack or Character Play is ignored. The enemy model that made the Attack or Character Play then suffers [2] DMG.

*Thug Life*  
 Each time this model inflicts the taken-out condition on an enemy model, this model gains [1] Influence.

Ethraynian, Human, Male,  
 Centre Back

Size 40mm

**FANGTOOTH**  
**CHARACTER TRAITS**  
*Fangtooth's Paradise [2]*  
 This model recovers [2] HP each time it inflicts a condition other than the taken-out condition on an enemy model.

*Gluttonous Massive*  
 The first time each turn this model is hit by an enemy Attack or Character Play that targets this model, except while making an Advance, the Attack or Character Play is ignored. The enemy model that made the Attack or Character Play then suffers [2] DMG.

*Thug Life*  
 Each time this model inflicts the taken-out condition on an enemy model, this model gains [1] Influence.

**HEROIC PLAY**  
*Straight Outta Ethraynie [4" Pulse]*  
 Friendly models within the pulse suffer [4] DMG. This model gains [+2"/+2"] MOV, and [+1] DMG to Character Plays that inflict damage and Playbook damage results.

Ethraynian, Human, Male,  
 Centre Back

Size 40mm

**FANGTOOTH**  
**CHARACTER TRAITS**  
*Fangtooth's Paradise [3]*  
 This model recovers [3] HP each time it inflicts a condition other than the taken-out condition on an enemy model.

*Gluttonous Massive*  
 The first time each turn this model is hit by an enemy Attack or Character Play that targets this model, except while making an Advance, the Attack or Character Play is ignored. The enemy model that made the Attack or Character Play then suffers [2] DMG.

*Thug Life*  
 Each time this model inflicts the taken-out condition on an enemy model, this model gains [1] Influence.

**HEROIC PLAY**  
*Straight Outta Ethraynie [2" Pulse]*  
 Friendly models within the pulse suffer [4] DMG. This model gains [+2"/+2"] MOV, and [+1] DMG to Character Plays that inflict damage and Playbook damage results.

Ethraynian, Human, Male,  
 Centre Back

Size 40mm

**FANGTOOTH R**  
 Melee Zone 1"  
 Bloodthirsty

MOV	TAC	KICK	DEF	ARM	INF
37/5"	4	1/4"	2+	0	1/3

1 2 3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 ● P - ●

**Blood**  
 Target enemy model suffers the bleed condition.

**FANGTOOTH**  
 Melee Zone 1"  
 Bloodthirsty

MOV	TAC	KICK	DEF	ARM	INF
37/6"	5	1/4"	2+	0	1/3

1 2 3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 ● P - ●

**Blood**  
 Target enemy model suffers the bleed condition.

**FANGTOOTH**  
 Melee Zone 1"  
 Bloodthirsty

MOV	TAC	KICK	DEF	ARM	INF
47/6"	5	1/5"	2+	0	1/4

1 2 3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 ● P - ● S Pulse\*

**Blood**  
 Target enemy model suffers the bleed condition.

*The Unmasking*  
 All other models within the pulse suffer a [4"] Push directly away from this model and [3] DMG.

**FANGTOOTH**  
 Melee Zone 1"  
 Bloodthirsty

MOV	TAC	KICK	DEF	ARM	INF
47/6"	5	1/5"	2+	1	1/4

1 2 3 4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 ● P - ● S Pulse\*

**Bloodier**  
 Enemy models within this model's melee zone suffer the bleed condition.

*The Unmasking*  
 All other models within the pulse suffer a [4"] Push directly away from this model and [3] DMG.



**FANGTOOTH** 4  
Melee Zone 1\* Bloodthirsty

MOV	TAC	KICK	DEF	ARM	INF
4/7"	6	1/6"	2+	1	2/4

1 Ⓚ 2 Ⓚ 3 Ⓚ 4 Ⓚ

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Bloodier** ● P - ✖ ✖

Enemy models within this model's melee zone suffer the **bleed** condition.

**The Unmasking** ● ● S Pulse\* ✖ ✖

All other models within the pulse suffer a [4"] Push directly away from this model and [3] DMG.

**FANGTOOTH** 5  
Melee Zone 1\* Bloodthirsty

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

1 Ⓚ 2 Ⓚ 3 Ⓚ 4 Ⓚ

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Bloodiest** ● S Pulse\* ✖ ✖

Enemy models within the pulse suffer the **bleed** condition.

**The Unmasking** ● ● S Pulse\* ✖ ✖

All other models within the pulse suffer a [4"] Push directly away from this model and [3] DMG.

**FERRITE** R  
Melee Zone 1\* Agile / Apprentice

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

1 Ⓚ 2 Ⓚ 3 Ⓚ 4 Ⓚ

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

1 S - ✖ ✓

**Acrobatic**

This model may make a [2"] Dodge.

**FERRITE** 1  
Melee Zone 1\* Agile / Apprentice

MOV	TAC	KICK	DEF	ARM	INF
5/7"	5	2/5"	3+	0	1/3

1 Ⓚ 2 Ⓚ 3 Ⓚ 4 Ⓚ

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

1 S - ✖ ✓

**Acrobatic**

This model may make a [2"] Dodge.

**FERRITE** 2  
Melee Zone 1\* Agile / Apprentice

MOV	TAC	KICK	DEF	ARM	INF
5/7"	5	2/6"	3+	0	1/4

1 Ⓚ 2 Ⓚ 3 Ⓚ 4 Ⓚ

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

1 S - ✖ ✓

**Acrobatic**

This model may make a [2"] Dodge.

**Nimble** 1 S - ✓ ✓

This model gains [+1] DEF.

**FERRITE** 3  
Melee Zone 1\* Agile / Apprentice

MOV	TAC	KICK	DEF	ARM	INF
5/8"	6	2/6"	3+	1	1/4

1 Ⓚ 2 Ⓚ 3 Ⓚ 4 Ⓚ 5 Ⓚ 6 Ⓚ

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

1 S - ✖ ✓

**Acrobatic**

This model may make a [2"] Dodge.

**Nimble** 1 S - ✓ ✓

This model gains [+1] DEF.

**FERRITE** 4  
Melee Zone 1\* Agile / Apprentice

MOV	TAC	KICK	DEF	ARM	INF
5/8"	6	2/7"	3+	1	1/5

1 Ⓚ 2 Ⓚ 3 Ⓚ 4 Ⓚ 5 Ⓚ 6 Ⓚ 7 Ⓚ

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

1 S - ✖ ✓

**Acrobatic**

This model may make a [2"] Dodge.

**Nimble** 1 S - ✓ ✓

This model gains [+1] DEF.

**Slip Past** 1 ● S - ✖ ✓

Choose an enemy model within this model's melee zone. Place this model within [1"] of the enemy model.

**FERRITE** 5  
Melee Zone 1\* Agile / Apprentice

MOV	TAC	KICK	DEF	ARM	INF
6/8"	7	3/7"	3+	1	2/5

1 Ⓚ 2 Ⓚ 3 Ⓚ 4 Ⓚ 5 Ⓚ 6 Ⓚ 7 Ⓚ

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

1 ● S - ✖ ✓

**Where'd They Go?**

This model may make a [4"] Dodge.

**Nimble** 1 S - ✓ ✓

This model gains [+1] DEF.

**Slip Past** 1 ● S - ✖ ✓

Choose an enemy model within this model's melee zone. Place this model within [1"] of the enemy model.

**FERRITE** R  
Hobblin

**CHARACTER TRAITS**

**Hobblin**

When damaged by this model, enemy models suffer [-1/-1"] MOV for the remainder of the turn.

Rued, Human, Female, Striker

Size: 10mm

**FERRITE**  
**CHARACTER TRAITS**  
*Hobble*  
 When damaged by this model, enemy models suffer [-1/-1] MOV for the remainder of the turn.

**Poised**  
 Once per turn, this model may make a Counter Attack without spending MP.

**Swifter Strikes**  
 This model may make a [2] Dodge after causing damage to one or more enemy models.

**LEGENDARY PLAY**  
*Go for the Knees! [6" Pulse]*  
 If this model inflicts damage on an enemy model, the enemy model suffers [-1/-2] KICK.

If this model has the [Captain] model type, other friendly Guild models within the pulse gain *Hobble*.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE**  
**CHARACTER TRAITS**  
*Hobble*  
 When damaged by this model, enemy models suffer [-1/-1] MOV for the remainder of the turn.

**Poised**  
 Once per turn, this model may make a Counter Attack without spending MP.

**Swifter Strikes**  
 This model may make a [1] Dodge after causing damage to one or more enemy models.

**LEGENDARY PLAY**  
*Go for the Knees! [8" Pulse]*  
 If this model inflicts damage on an enemy model, the enemy model suffers [-1/-2] KICK.

If this model has the [Captain] model type, other friendly Guild models within the pulse gain *Hobble* and *Swifter Strikes*.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE**  
**CHARACTER TRAITS**  
*Hobble*  
 When damaged by this model, enemy models suffer [-1/-1] MOV for the remainder of the turn.

**Poised, So Poised**  
 This model may make Counter Attacks without spending MP.

**Swifter Strikes**  
 This model may make a [2] Dodge after causing damage to one or more enemy models.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE**  
**CHARACTER TRAITS**  
*Hobble*  
 When damaged by this model, enemy models suffer [-2/-2] MOV for the remainder of the turn.

**Poised, So Poised**  
 This model may make Counter Attacks without spending MP.

**Swifter Strikes**  
 This model may make a [2] Dodge after causing damage to one or more enemy models.

**LEGENDARY PLAY**  
*Go for the Knees! [6" Pulse]*  
 If this model inflicts damage on an enemy model, the enemy model suffers [-1/-2] KICK.

If this model has the [Captain] model type, other friendly Guild models within the pulse gain *Hobble*.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE**  
**CHARACTER TRAITS**  
*Hobble*  
 When damaged by this model, enemy models suffer [-2/-2] MOV for the remainder of the turn.

**Poised, So Poised**  
 This model may make Counter Attacks without spending MP.

**Swifter Strikes**  
 This model may make a [2] Dodge after causing damage to one or more enemy models.

**LEGENDARY PLAY**  
*Go for the Knees! [8" Pulse]*  
 If this model inflicts damage on an enemy model, the enemy model suffers [-1/-2] KICK.

If this model has the [Captain] model type, other friendly Guild models within the pulse gain *Hobble* and *Swifter Strikes*.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE**  
**CHARACTER TRAITS**  
*Lead the Way*  
 While this model is the closest friendly model to the enemy goal-post, this model gains [+1] ARM.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE**  
**CHARACTER TRAITS**  
*Get Over Here! [Iron]*  
 Once during this model's activation, if the named friendly model is within [10"] of this model, the named friendly model may make a Dodge up to its base-move towards this model.

**Lead the Way**  
 While this model is the closest friendly model to the enemy goal-post, this model gains [+1] ARM.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE**  
**CHARACTER TRAITS**  
*Dart Forward*  
 Once per turn during this model's activation, this model may make a [1] Dodge directly towards the enemy goal-post.

**Get Over Here! [Iron]**  
 Once during this model's activation, if the named friendly model is within [10"] of this model, the named friendly model may make a Dodge up to its base-move towards this model.

**Lead the Way**  
 While this model is the closest friendly model to the enemy goal-post, this model gains [+1] ARM.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE**  
**CHARACTER TRAITS**  
*Dash Forward*  
 Once per turn during this model's activation, this model may make a [2] Dodge directly towards the enemy goal-post.

**Follow Me! [Apprentice]**  
 Once during this model's activation, choose a friendly model of the named type within [10"] of this model. The chosen model may make a Dodge up to its base-move towards this model.

**Lead the Way**  
 While this model is the closest friendly model to the enemy goal-post, this model gains [+1] ARM.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE** Vanguard

**CHARACTER TRAITS**  
*Dash Forward*  
 Once per turn during this model's activation, this model may make a [2] Dodge directly towards the enemy goal-post.

*Follow Me! [Apprentice]*  
 Once during this model's activation, choose a friendly model of the named type within [10"] of this model. The chosen model may make a Dodge up to its base-move towards this model.

*Lead the Way*  
 While this model is the closest friendly model to the enemy goal-post, this model gains [+1] ARM.

**LEGENDARY PLAY**  
*With Me! [6" Pulse]*  
 This model gains [+2"/+2"] MOV.

If this model has the [Captain] model type, other friendly Guild models within this pulse gain [+2"/+2"] MOV.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE** Vanguard

**CHARACTER TRAITS**  
*Dash Forward*  
 Once per turn during this model's activation, this model may make a [2] Dodge directly towards the enemy goal-post.

*Follow Me! [Apprentice]*  
 Once during this model's activation, choose a friendly model of the named type within [10"] of this model. The chosen model may make a Dodge up to its base-move towards this model.

*Lead the Way*  
 While this model is the closest friendly model to the enemy goal-post, this model gains [+1] ARM.

**LEGENDARY PLAY**  
*With Me! [8" Pulse]*  
 This model gains [+2"/+2"] MOV.

If this model has the [Captain] model type, other friendly Guild models within this pulse gain [+2"/+2"] MOV and *Dash Forward*.

Raed, Human, Female, Striker  
 Size 30mm

**FERRITE** R  
 Melee Zone 1 Sundering / Master

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

1 2 3 4 5 6 7 8 9 10 11 12

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 Disarm ● P - ✓  
 Target enemy model suffers [-2] TAC

**FERRITE** I  
 Melee Zone 1 Sundering / Master

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

1 2 3 4 5 6 7 8 9 10 11 12

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 Disarm ● P - ✓  
 Target enemy model suffers [-2] TAC

**FERRITE** 2  
 Melee Zone 1 Sundering / Master

MOV	TAC	KICK	DEF	ARM	INF
4/7"	5	2/7"	2+	2	2/3

1 2 3 4 5 6 7 8 9 10 11 12

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 Disarm ● P - ✓  
 Target enemy model suffers [-2] TAC

*Weak Point*  
 ● P - ✓  
 Target enemy model suffers [-1] ARM.

**FERRITE** 3  
 Melee Zone 1 Sundering / Master

MOV	TAC	KICK	DEF	ARM	INF
5/7"	5	3/7"	3+	2	3/3

1 2 3 4 5 6 7 8 9 10 11 12

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 Disarm ● P - ✓  
 Target enemy model suffers [-2] TAC

*Weak Point*  
 ● P - ✓  
 Target enemy model suffers [-1] ARM.

**FERRITE** 4  
 Melee Zone 1 Sundering / Master

MOV	TAC	KICK	DEF	ARM	INF
5/7"	6	3/8"	3+	2	3/4

1 2 3 4 5 6 7 8 9 10 11 12

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 Disarm ● P - ✓  
 Target enemy model suffers [-2] TAC

*Weak Point*  
 ● P - ✓  
 Target enemy model suffers [-1] ARM.

**FERRITE** 5  
 Melee Zone 1 Sundering / Master

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

1 2 3 4 5 6 7 8 9 10 11 12

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 Disarm ● P - ✓  
 Target enemy model suffers [-2] TAC

*Sunder*  
 ● P - ✓  
 Target enemy model suffers [-2] ARM.

**GHAIST** R  
 Melee Zone 1\* Hovirising

MOV	TAC	KICK	DEF	ARM	INF
3/6"	5	1/4"	2+	1	0/3

1 2 3 4 5 6 7 8 9 10 11 12

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 Run Away 1 ● S - ✓  
 An enemy model that begins an Advance within this model's melee zone may only Advance away from this model







**JAC** Malee Zone 2<sup>+</sup> Controlling

MOV	TAC	KICK	DEF	ARM	INF
6/8"	5	3/7"	3+	1	3/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Good** 1 6" - ✓ ✓

While this model is on the Pitch the target enemy model can only move directly towards this model during an Advance.

**Throwing It Back** ● 4" - ✓ ✓

While this model is on the Pitch the target enemy model can only move away from this model during an Advance.

**JAC** Malee Zone 2<sup>+</sup> Controlling

MOV	TAC	KICK	DEF	ARM	INF
6/8"	5	3/8"	3+	1	3/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Good** 1 8" - ✓ ✓

While this model is on the Pitch the target enemy model can only move directly towards this model during an Advance.

**Throwing It Back** ● 4" - ✓ ✓

While this model is on the Pitch the target enemy model can only move away from this model during an Advance.

**JAC** Trawler

**CHARACTER TRAITS**

*Get Moving!* [Salt]

Once during this model's activation, if the named friendly model is within [10"] of this model, the named friendly model may make an Advance up to its base-move towards this model.

Skaldic, Human, Male, Defensive Midfielder

Size 30mm

**JAC** Trawler

**CHARACTER TRAITS**

*Get Over Here!* [Salt]

Once during this model's activation, if the named friendly model is within [10"] of this model, the named friendly model may make a Dodge up to its base-move towards this model.

**Otterly Cute** [Salt]

If the named friendly model begins its activation within [4"] of this model, the named friendly model gains [+0/+2"] KICK until the end of the turn.

**HEROIC PLAY**

*Trident Test* [3" Pulse]

Enemy models within the pulse suffer a [4"] Push directly away from this model.

Skaldic, Human, Male, Defensive Midfielder

Size 30mm

**JAC** Trawler

**CHARACTER TRAITS**

*Get Over Here!* [Salt]

Once during this model's activation, if the named friendly model is within [10"] of this model, the named friendly model may make a Dodge up to its base-move towards this model.

**Otterly Cute** [Salt]

If the named friendly model begins its activation within [4"] of this model, the named friendly model gains [+40/+2"] KICK until the end of the turn.

**HEROIC PLAY**

*Trident Test* [3" Pulse]

Enemy models within the pulse suffer a [2"] Push directly away from this model.

Skaldic, Human, Male, Defensive Midfielder

Size 30mm

**JAC** Trawler

**CHARACTER TRAITS**

*Otterly Adorable* [Salt]

If the named friendly model begins its activation within [4"] of this model, the named friendly model gains [+1/+2"] KICK until the end of the turn.

**With Me!** [Animal]

Once during this model's activation, choose a friendly model of the named type within [10"] of this model. The chosen model may make a Dodge up to its base-move towards this model.

**HEROIC PLAY**

*Trident Test* [3" Pulse]

Enemy models within the pulse suffer a [3"] Push directly away from this model.

Skaldic, Human, Male, Defensive Midfielder

Size 30mm

**JAC** Trawler

**CHARACTER TRAITS**

*Otterly Adorable* [Salt]

If the named friendly model begins its activation within [4"] of this model, the named friendly model gains [+1/+2"] KICK until the end of the turn.

**Sea Life** [4" Aura]

Friendly (Animal) models gain [+1] DEF while within the aura.

**With Me!** [Animal]

Once during this model's activation, choose a friendly model of the named type within [10"] of this model. The chosen model may make a Dodge up to its base-move towards this model.

**HEROIC PLAY**

*Trident True* [3" Pulse]

Enemy models within the pulse suffer a [4"] Push directly away from this model.

Skaldic, Human, Male, Defensive Midfielder

Size 30mm

**JAC** Trawler

**CHARACTER TRAITS**

*Otterly Adorable* [Salt]

If the named friendly model begins its activation within [4"] of this model, the named friendly model gains [+1/+2"] KICK until the end of the turn.

**Sea Life for Life** [4" Aura]

Friendly (Animal) models gain [+1] DEF while within the aura. While one or more friendly (Animal) models are within within this aura, this model gains [+1] DEF.

**With Me!** [Animal]

Once during this model's activation, choose a friendly model of the named type within [10"] of this model. The chosen model may make a Dodge up to its base-move towards this model.

**HEROIC PLAY**

*Trident True* [3" Pulse]

Enemy models within the pulse suffer a [4"] Push directly away from this model.

Skaldic, Human, Male, Defensive Midfielder

Size 30mm

**JAC** Bruiser

**CHARACTER TRAITS**

*Big Fish*

This model gains [+1] TAC when attacking a model with lower max HP than this model.

Skaldic, Human, Male, Defensive Midfielder

Size 30mm

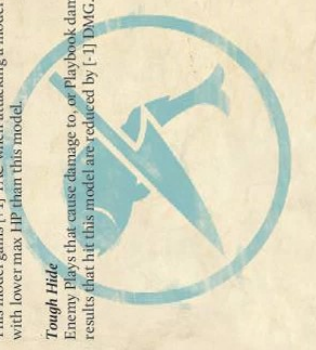
**JAC** Bruiser  
Size 30mm

**CHARACTER TRAITS**

**Big Fish**  
This model gains [+1] TAC when attacking a model with lower max HP than this model.

**Tough Hide**  
Enemy Plays that cause damage to, or Playbook damage results that hit this model are reduced by [-1] DMG.

Skaldic Human, Male, Defensive Midfielder



**JAC** Bruiser  
Size 30mm

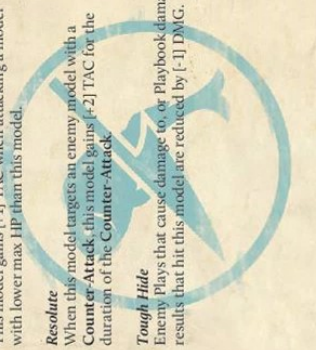
**CHARACTER TRAITS**

**Big Fish**  
This model gains [+1] TAC when attacking a model with lower max HP than this model.

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

**Tough Hide**  
Enemy Plays that cause damage to, or Playbook damage results that hit this model are reduced by [-1] DMG.

Skaldic Human, Male, Defensive Midfielder



**JAC** Bruiser  
Size 30mm

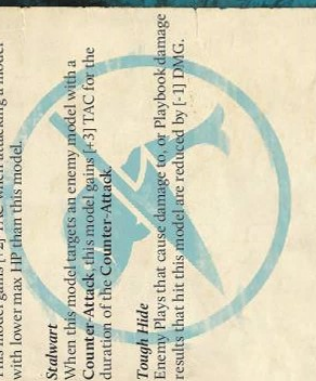
**CHARACTER TRAITS**

**Bigger Fish**  
This model gains [+2] TAC when attacking a model with lower max HP than this model.

**Stalwart**  
When this model targets an enemy model with a Counter-Attack, this model gains [+3] TAC for the duration of the Counter-Attack.

**Tough Hide**  
Enemy Plays that cause damage to, or Playbook damage results that hit this model are reduced by [-1] DMG.

Skaldic Human, Male, Defensive Midfielder



**JAC** Bruiser  
Size 30mm

**CHARACTER TRAITS**

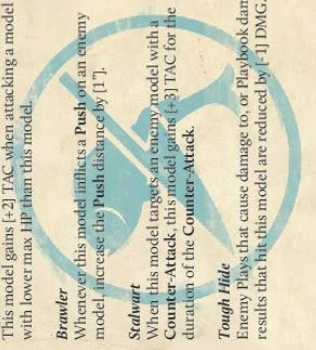
**Bigger Fish**  
This model gains [+2] TAC when attacking a model with lower max HP than this model.

**Brawler**  
Whenever this model inflicts a Push on an enemy model, increase the Push distance by [1].

**Stalwart**  
When this model targets an enemy model with a Counter-Attack, this model gains [+3] TAC for the duration of the Counter-Attack.

**Tough Hide**  
Enemy Plays that cause damage to, or Playbook damage results that hit this model are reduced by [-1] DMG.

Skaldic Human, Male, Defensive Midfielder



**JAC** Bruiser  
Size 30mm

**CHARACTER TRAITS**

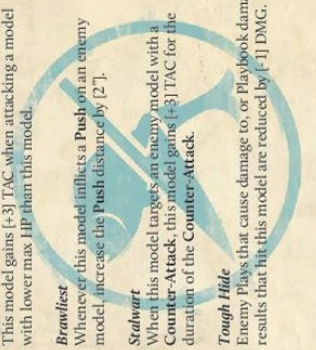
**Biggest Fish**  
This model gains [+3] TAC when attacking a model with lower max HP than this model.

**Brawler**  
Whenever this model inflicts a Push on an enemy model, increase the Push distance by [2].

**Stalwart**  
When this model targets an enemy model with a Counter-Attack, this model gains [+3] TAC for the duration of the Counter-Attack.

**Tough Hide**  
Enemy Plays that cause damage to, or Playbook damage results that hit this model are reduced by [-1] DMG.

Skaldic Human, Male, Defensive Midfielder



**JAC** Heavy  
Melee Zone 1\*  
Size 30mm

MOV	TAC	KICK	DEF	ARM	INF
3/5*	4	1/5*	2+	1	1/3

CHARACTER PLAY | CST | RNG | ZON | SUS | OPT

**Rammer Speed**  
During an Advance made by this model, any enemy model whose base is touched by this model's base suffers a [1] Push directly away from this model.

1 S - ✓  
1 S - ✓



**JAC** Heavy  
Melee Zone 1\*  
Size 30mm

MOV	TAC	KICK	DEF	ARM	INF
3/6*	4	1/5*	2+	1	1/3

CHARACTER PLAY | CST | RNG | ZON | SUS | OPT

**Rammer Speed**  
During an Advance made by this model, any enemy model whose base is touched by this model's base suffers a [2] Push directly away from this model.

1 S - ✓  
1 S - ✓



**JAC** Heavy  
Melee Zone 1\*  
Size 30mm

MOV	TAC	KICK	DEF	ARM	INF
4/7*	5	2/5*	2+	2	1/4

CHARACTER PLAY | CST | RNG | ZON | SUS | OPT

**Rammer Speed**  
During an Advance made by this model, any enemy model whose base is touched by this model's base suffers a [2] Push directly away from this model.

**Soak It Up**  
While within this aura, when a friendly Guild model suffers damage, this model may suffer the damage instead.

1 S Aura? ✓  
1 S Aura? ✓



**JAC** Heavy  
Melee Zone 2\*  
Size 30mm

MOV	TAC	KICK	DEF	ARM	INF
4/7*	5	2/6*	2+	2	2/4

CHARACTER PLAY | CST | RNG | ZON | SUS | OPT

**Rammer Speed**  
During an Advance made by this model, any enemy model whose base is touched by this model's base suffers a [2] Push directly away from this model.

**Soak It Up**  
While within this aura, when a friendly Guild model suffers damage, this model may suffer the damage instead.

1 S Aura? ✓  
1 S Aura? ✓





**JAC** Melee Zone 2<sup>o</sup> Henry 4

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Ramming Speed** 1 S - ✓ ✓  
 During an Advance made by this model, any enemy model whose base is touched by this model's base suffers a [2] Push directly away from this model.

**Soak It Up** 1 S <sup>Aura</sup> ✓ ✓  
 While within this aura, when a friendly Guild model suffers damage, this model may suffer the damage instead.

**JAC** Melee Zone 2<sup>o</sup> Henry 5

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Ramming Speed** 1 S - ✓ ✓  
 During an Advance made by this model, any enemy model whose base is touched by this model's base suffers a [2] Push directly away from this model.

**Soak It Up** 1 S <sup>Aura</sup> ✓ ✓  
 While within this aura, when a friendly Guild model suffers damage, this model may suffer the damage instead.

**MASH** Melee Zone 1<sup>o</sup> R Footballing

MOV	TAC	KICK	DEF	ARM	INF
4/6"	4	2/5"	3+	0	1/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Super Shot** 1 S - ✓ ✓  
 This model gains [+1/+2] KICK.

**MASH** Melee Zone 2<sup>o</sup> Footballing

MOV	TAC	KICK	DEF	ARM	INF
4/7"	4	2/6"	3+	0	1/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Super Shot** 1 S - ✓ ✓  
 This model gains [+1/+2] KICK.

**MASH** Melee Zone 2<sup>o</sup> Footballing

MOV	TAC	KICK	DEF	ARM	INF
4/7"	4	3/6"	3+	1	1/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Super Shot** 1 S - ✓ ✓  
 This model gains [+1/+2] KICK.

**Chip Shot** 1/● S - ✓ ✓  
 This model ignores LOS and intervening models when making a Kick.

**MASH** Melee Zone 2<sup>o</sup> Footballing

MOV	TAC	KICK	DEF	ARM	INF
4/7"	4	3/7"	4+	1	2/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Super Shot** 1 S - ✓ ✓  
 This model gains [+1/+2] KICK.

**Chip Shot** 1/● S - ✓ ✓  
 This model ignores LOS and intervening models when making a Kick.

**MASH** Melee Zone 2<sup>o</sup> Footballing

MOV	TAC	KICK	DEF	ARM	INF
5/7"	5	3/8"	4+	1	2/4

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Super Shot** 1 S - ✓ ✓  
 This model gains [+1/+2] KICK.

**Chip Shot** 1/● S - ✓ ✓  
 This model ignores LOS and intervening models when making a Kick.

**MASH** Melee Zone 2<sup>o</sup> Footballing

MOV	TAC	KICK	DEF	ARM	INF
5/8"	5	4/8"	4+	1	2/5

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Super Shot** 1 S - ✓ ✓  
 This model gains [+1/+2] KICK.

**Chip Shot** 1/● S - ✓ ✓  
 This model ignores LOS and intervening models when making a Kick.

**MASH** R Bateman

**CHARACTER TRAITS**

**Volley Prepared**  
 Once per turn, while within [4'] of the enemy goal-post, this model spends [1] less Momentum to make a Snap Shot

Eisnorant, Human, Male, Striker

Size: ubmm

**MASH** 1  
 Batsman

**CHARACTER TRAITS**

*Wicket Keeper*  
 Once per turn, when this model receives a **Pass**, it may immediately make a **Pass** with [+1/-0] **KICK** without spending Influence.

*Volley Ready*  
 Once per turn, while within [8"] of the enemy goal-post, this model spends [1] less Momentum to make a **Snap Shot!**

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH** 2  
 Batsman

**CHARACTER TRAITS**

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

*Wicket Keeper*  
 Once per turn, when this model receives a **Pass**, it may immediately make a **Pass** with [+1/-0] **KICK** without spending Influence.

*Volley Shot*  
 Once per turn, while within [8"] of the enemy goal-post, this model spends [2] less Momentum to make a **Snap Shot!**

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH** 3  
 Batsman

**CHARACTER TRAITS**

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

*Great Wicket Keeper*  
 Once per turn, when this model receives a **Pass**, it may immediately make a **Pass** with [+1/-2] **KICK** without spending Influence.

*Volley Shot*  
 Once per turn, while within [8"] of the enemy goal-post, this model spends [2] less Momentum to make a **Snap Shot!**

**HEROIC PLAY**  
*Hit For Six*  
 This model's next **Attack** gains [+2] net hits and the targeted enemy model suffers a [2"] **Push** directly away from this model.

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH** 4  
 Batsman

**CHARACTER TRAITS**

*Batter Up*  
 When this model targets an enemy model with a **Counter-Attack**, this model gains [+3] TAC for the duration of the **Counter-Attack**.

*Great Wicket Keeper*  
 Once per turn, when this model receives a **Pass**, it may immediately make a **Pass** with [+1/-2] **KICK** without spending Influence.

*Volley Shot*  
 Once per turn, while within [8"] of the enemy goal-post, this model spends [2] less Momentum to make a **Snap Shot!**

**HEROIC PLAY**  
*Hit For Six!*  
 This model's next **Attack** gains [+3] net hits and the targeted enemy model suffers a [2"] **Push** directly away from this model.

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH** 5  
 Batsman

**CHARACTER TRAITS**

*Bat Blasted*  
 When this model targets an enemy model with a **Counter-Attack**, this model gains [+4] TAC for the duration of the **Counter-Attack**.

*Top Wicket Keeper*  
 Once per turn, when this model receives a **Pass**, it may immediately make a **Pass** with [+1/-4] **KICK** without spending Influence.

*Volley Shot*  
 Once per turn, while within [8"] of the enemy goal-post, this model spends [2] less Momentum to make a **Snap Shot!**

**HEROIC PLAY**  
*HIT FOR SIX!*  
 This model's next **Attack** gains [+4] net hits and the targeted enemy model suffers a [2"] **Push** directly away from this model.

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH** R  
 Husband

**CHARACTER TRAITS**

*Protected [Esters]*  
 While within [4"] of the named friendly model, this model gains [+1] ARM.

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH** I  
 Husband

**CHARACTER TRAITS**

*Protected [Esters]*  
 While within [4"] of the named friendly model, this model gains [+1] ARM.

*Supportive [Esters]*  
 The named friendly model gains [+1] TAC while within [4"] of this model.

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH** 2  
 Husband

**CHARACTER TRAITS**

*Partnership [Esters]*  
 While within [4"] of the named friendly model, both this model and the named friendly model gain [+1] ARM.

*Supportive [Esters]*  
 The named friendly model gains [+1] TAC while within [4"] of this model.

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH** 3  
 Husband

**CHARACTER TRAITS**

*Partnership [Esters]*  
 While within [4"] of the named friendly model, both this model and the named friendly model gain [+1] ARM.

*Supportive [Esters]*  
 The named friendly model gains [+1] TAC while within [4"] of this model.

*Unpredictable Movement*  
 Once per turn, when an enemy model ends an **Advance** in this model's melee zone, this model may immediately make a [2"] **Dodge**.

Eisnoran, Human, Male, Striker RL Size 40mm

**MASH**  
Melee Zone 1<sup>†</sup> Brawling

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


1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER TRAITS**  
*Partnership [Esters]*  
While within [4"] of the named friendly model, both this model and the named friendly model gain [+1] ARM.

*Support One Another [Esters]*  
While within [4"] of the named friendly model, both this model and the named friendly model gain [+1] TAC.

*Unpredictable Movement*  
Once per turn, when an enemy model ends an Advance in this model's melee zone, this model may immediately make a [2"] Dodge.

**HEROIC PLAY**  
*Relationship Goals [Esters]*  
While the named friendly model is within [6"] of this model, both this model and the named friendly model gain [+1] DEF.

Eisnoran, Human, Male, Striker  Size 40mm

**MASH**  
Melee Zone 1<sup>†</sup> Brawling

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER TRAITS**  
*Partnership [Esters]*  
While within [4"] of the named friendly model, both this model and the named friendly model gain [+1] ARM.

*Support One Another [Esters]*  
While within [4"] of the named friendly model, both this model and the named friendly model gain [+1] TAC.

*Unpredictable Movement*  
Once per turn, when an enemy model ends an Advance in this model's melee zone, this model may immediately make a [2"] Dodge.

**HEROIC PLAY**  
*Relationship Goals [Esters]*  
While the named friendly model is within [6"] of this model, both this model and the named friendly model gain [+1] DEF.

Eisnoran, Human, Male, Striker  Size 40mm

**MASH**  
Melee Zone 1<sup>†</sup> Brawling

MOV	TAC	KICK	DEF	ARM	INF
3/6"	5	1/4"	3+	0	1/3

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
*Mash 'Em Up*  
Target enemy model suffers [2] DMG and the knocked-down condition.

**MASH**  
Melee Zone 1<sup>†</sup> Brawling

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
*Mash 'Em Up*  
Target enemy model suffers [2] DMG and the knocked-down condition.

**MASH**  
Melee Zone 1<sup>†</sup> Brawling

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
*Mash 'Em Up*  
Target enemy model suffers [2] DMG and the knocked-down condition.

**MASH**  
Melee Zone 2<sup>†</sup> Brawling

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
*Mash 'Em Up*  
Target enemy model suffers [2] DMG and the knocked-down condition.

**MASH**  
Melee Zone 2<sup>†</sup> Brawling

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
*Mash 'Em Up*  
Target enemy model suffers [2] DMG and the knocked-down condition.

*Howzat?!*  
Target enemy model suffers a [4"] Push directly away from this model and the knocked-down condition.

**MASH**  
Melee Zone 2<sup>†</sup> Brawling

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
*Mash 'Em Up*  
Target enemy model suffers [2] DMG and the knocked-down condition.

*Howzat?!*  
Target enemy model suffers a [4"] Push directly away from this model and the knocked-down condition.

**SALVO**  
Melee Zone 1<sup>†</sup> Sniper

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
*Long Shot*  
Target enemy model suffers [1] DMG.

**SALVO**  
Melee Zone 1<sup>\*</sup>

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

1

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

*Arrow to the Shin* 2 8" ✓ ✓  
Target enemy model suffers [-1/-2] KICK and [2] DMG.

*Long Shot* 1 10" \* \*  
Target enemy model suffers [1] DMG.

Icons: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

**SALVO**  
Melee Zone 1<sup>\*</sup>

MOV	TAC	KICK	DEF	ARM	INF
4/6"	3	2/8"	3+	1	2/4

1

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

*Arrow to the Shin* 2 8" ✓ ✓  
Target enemy model suffers [-1/-2] KICK and [2] DMG.

*Sniper Shot* 2 10" \* \*  
Target enemy model suffers [3] DMG.

**SALVO**  
Melee Zone 1<sup>\*</sup>

MOV	TAC	KICK	DEF	ARM	INF
4/7"	3	2/9"	4+	1	2/4

1

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

*Arrow to the Knee* 2 8" ✓ ✓  
Target enemy model suffers [-2/-2] KICK and [2] DMG.

*Sniper Shot* 2 10" \* \*  
Target enemy model suffers [3] DMG.

**SALVO**  
Melee Zone 1<sup>\*</sup>

MOV	TAC	KICK	DEF	ARM	INF
5/7"	4	2/9"	4+	1	3/4

1

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

*Arrows to the Knees* 2 8" ✓ \*  
Target enemy model suffers [-2/-2] KICK and [2] DMG.

*Sniper Shot* 2 10" \* \*  
Target enemy model suffers [3] DMG.

**SALVO**  
Melee Zone 1<sup>\*</sup>

MOV	TAC	KICK	DEF	ARM	INF
5/8"	4	2/10"	4+	1	3/4

1

**CHARACTER PLAY** | CST | RSG | ZON | SUS | OPT

*Arrows to the Knees* 2 8" ✓ \*  
Target enemy model suffers [-2/-2] KICK and [2] DMG.

*Sniper Headshot* 2 10" \* \*  
Target enemy model suffers [6] DMG.

**SALVO**  
Brother/Mechanica

**CHARACTER TRAITS**

*Guardian [Velocity]*  
If the friendly named model is hit by an enemy Attack or Character Play while within [4"] of this model, after the Attack or Character Play is resolved, this model may make a [1] Dodge.

Ethraynnian, Human, Mechanica, Male, Winger

**SALVO**  
Brother/Mechanica

**CHARACTER TRAITS**

*Sister's Keeper [Velocity]*  
If the friendly named model is hit by an enemy Attack or Character Play while within [4"] of this model, after the Attack or Character Play is resolved, this model or the friendly named model may make a [1] Dodge.

Ethraynnian, Human, Mechanica, Male, Winger

**SALVO**  
Brother/Mechanica

**CHARACTER TRAITS**

*Empowered Spirit [6" Aura]*  
Once per turn during this model's activation, one friendly [Mechanica] model within the aura may immediately make a Cost [1] Character Play without spending Influence.

*Sister's Keeper [Velocity]*  
If the friendly named model is hit by an enemy Attack or Character Play while within [4"] of this model, after the Attack or Character Play is resolved, this model or the friendly named model may make a [1] Dodge.

Ethraynnian, Human, Mechanica, Male, Winger

**SALVO**  
Brother/Mechanica

**CHARACTER TRAITS**

*Empowered Soul [6" Aura]*  
Once per turn during this model's activation, one friendly [Mechanica] model within the aura may immediately make a Cost [1] or Cost [2] Character Play without spending Influence.

*Sister's Keeper [Velocity]*  
If the friendly named model is hit by an enemy Attack or Character Play while within [4"] of this model, after the Attack or Character Play is resolved, this model or the friendly named model may make a [1] Dodge.

**HEROIC PLAY**

*Bring 'em Back Online [4" Aura]*  
Each time this model inflicts [1] or more damage on an enemy model, this model may heal a friendly [Mechanica] model within the aura for [1] HP.

Ethraynnian, Human, Mechanica, Male, Winger

**SALVO** 4  
Accelerator  
Brother/Mechanica

**CHARACTER TRAITS**  
*Empowerment [6" Aura]*  
Once per turn during this model's activation, one friendly [Mechanical] model within the aura may immediately make a Character Play without spending Influence.

*Sister's Keeper [Velocity]*  
If the friendly named model is hit by an enemy Attack or Character Play while within [6"] of this model, after the Attack or Character Play is resolved, this model or the friendly named model may make a [1] Dodge.

**HEROIC PLAY**  
*Bring 'Em Back Online [6" Aura]*  
Each time this model inflicts [1] or more damage on an enemy model, this model may heal a friendly [Mechanical] model within the aura for [1] HP.

Ethraynnian, Human, Male, Winger  
Size 30mm

**SALVO** 5  
Accelerator  
Brother/Mechanica

**CHARACTER TRAITS**  
*Creator's Wrath*  
The first time each turn a friendly [Mechanical] model receives the taken-out condition while within [6"] of this model, this model gains [+2/+2] MOV and [+2] TAC for the remainder of the turn.

*Empowerment [6" Aura]*  
Once per turn during this model's activation, one friendly [Mechanical] model within the aura may immediately make a Character Play without spending Influence.

*Sister's Keeper [Velocity]*  
If the friendly named model is hit by an enemy Attack or Character Play while within [6"] of this model, after the Attack or Character Play is resolved, this model or the friendly named model may make a [1] Dodge.

**HEROIC PLAY**  
*Bring 'Em Back Online [6" Aura]*  
Each time this model inflicts [1] or more damage on an enemy model, this model may heal a friendly [Mechanical] model within the aura for [1] HP.

Ethraynnian, Human, Male, Mechanica, Winger  
Size 30mm

**SALVO** R  
Accelerator

**CHARACTER TRAITS**  
*Swift Strikes*  
This model may make a [1] Dodge after causing damage to one or more enemy models.

Ethraynnian, Human, Male, Winger  
Size 30mm

**SALVO** I  
Accelerator

**CHARACTER TRAITS**  
*Keen Instincts*  
Once per turn during this model's activation, if an enemy model has possession of the ball-marker, this model may make a [2] Dodge directly towards that enemy model.

*Swift Strikes*  
This model may make a [1] Dodge after causing damage to one or more enemy models.

Ethraynnian, Human, Male, Winger  
Size 30mm

**SALVO** 2  
Accelerator

**CHARACTER TRAITS**  
*Keen Instincts*  
Once per turn during this model's activation, if an enemy model has possession of the ball-marker, this model may make a [2] Dodge directly towards that enemy model.

*Revving Up [4" Aura]*  
When an other friendly model begins its activation within this aura, it gains [+1/+1] MOV for the remainder of the turn.

*Swift Strikes*  
This model may make a [1] Dodge after causing damage to one or more enemy models.

Ethraynnian, Human, Male, Winger  
Size 30mm

**SALVO** 3  
Accelerator

**CHARACTER TRAITS**  
*Keen Instincts*  
Once per turn during this model's activation, if an enemy model has possession of the ball-marker, this model may make a [2] Dodge directly towards that enemy model.

*Revving Up [5" Aura]*  
When an other friendly model begins its activation within this aura, it gains [+1/+1] MOV for the remainder of the turn.

*Swift Strikes*  
This model may make a [2] Dodge after causing damage to one or more enemy models.

Ethraynnian, Human, Male, Winger  
Size 30mm

**SALVO** 4  
Accelerator

**CHARACTER TRAITS**  
*Keen Senses*  
Once per turn during this model's activation, if an enemy model has possession of the ball-marker, this model may make a [3] Dodge directly towards that enemy model.

*Revving Up [6" Aura]*  
When an other friendly model begins its activation within this aura, it gains [+1/+1] MOV for the remainder of the turn.

*Swift Strikes*  
This model may make a [2] Dodge after causing damage to one or more enemy models.

**HEROIC PLAY**  
*Locked and Loaded*  
The next time this model uses a Character Play this turn it may do so without spending Influence.

Ethraynnian, Human, Male, Winger  
Size 30mm

**SALVO** 5  
Accelerator

**CHARACTER TRAITS**  
*Keen Extreme*  
Once per turn during this model's activation, if an enemy model has possession of the ball-marker, this model may make a [4] Dodge directly towards that enemy model.

*Revving Up [6" Aura]*  
When an other friendly model begins its activation within this aura, it gains [+2/+2] MOV for the remainder of the turn.

*Swift Strikes*  
This model may make a [2] Dodge after causing damage to one or more enemy models.

**HEROIC PLAY**  
*Locked and Loaded*  
The next time this model uses a Character Play this turn it may do so without spending Influence.

Ethraynnian, Human, Male, Winger  
Size 30mm

**SALVO** R  
Blaster  
Melee Zone 1"

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

**CHARACTER PLAY** CSI | RNG | ZON | SUS | OPT

*Flurry of Bolts* 2 4" Pulse? \* \*

Target enemy model suffers [2] DMG. All other models within this pulse suffer [2] DMG.

Ethraynnian, Human, Male, Winger  
Size 30mm

**SALVO**  
Melee Zone 1\*  
Blaster

MOV	TAC	KICK	DEF	ARM	INF
4/7"	4	3/4"	4+	0	1/3

1 2  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Flurry of Bolts** 2 4" Pulse? \*  
Target enemy model suffers (2) DMG. All other models within this pulse suffer (2) DMG.

**Tether Ball** 2 6" \*  
Target free-ball is immediately placed in possession of this model.

**SALVO**  
Melee Zone 1\*  
Blaster

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

1 2  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Flurry of Heavy Bolts** 2 4" Pulse? \*  
Target enemy model suffers (3) DMG. All other models within this pulse suffer (3) DMG.

**Tether Ball** 2 6" \*  
Target free-ball is immediately placed in possession of this model.

**SALVO**  
Melee Zone 1\*  
Blaster

MOV	TAC	KICK	DEF	ARM	INF
5/8"	5	3/6"	4+	1	2/4

1 2  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Flurry of Heavy Bolts** 2 4" Pulse? \*  
Target enemy model suffers (3) DMG. All other models within this pulse suffer (3) DMG.

**Tether Ball** 2 6" \*  
Target free-ball is immediately placed in possession of this model.

**SALVO**  
Melee Zone 1\*  
Blaster

MOV	TAC	KICK	DEF	ARM	INF
6/8"	5	4/6"	4+	1	2/4

1 2  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Flurry of Heavy Bolts** 2 4" Pulse? \*  
Target enemy model suffers (3) DMG. All other models within this pulse suffer (3) DMG.

**Tether Ball** 2 6" \*  
Target free-ball is immediately placed in possession of this model.

**SALVO**  
Melee Zone 1\*  
Blaster

MOV	TAC	KICK	DEF	ARM	INF
6/9"	6	4/6"	4+	2	2/5

1 2 3  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Flurry of Deadly Bolts** 2 4" Pulse? \*  
Target enemy model suffers (4) DMG. All other models within this pulse suffer (4) DMG.

**Tether Ball** 1 6" \*  
Target free-ball is immediately placed in possession of this model.

**VENIN**  
Melee Zone 1\*  
Reflective

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

1  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sacrificial Puppet** 1 6" \*  
The next time this model would suffer damage from a Playbook damage result, target enemy model suffers the damage instead.

**VENIN**  
Melee Zone 1\*  
Reflective

MOV	TAC	KICK	DEF	ARM	INF
4/7"	4	1/7"	4+	0	2/3

1 2  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sacrificial Puppet** 1 6" \*  
The next time this model would suffer damage from a Playbook damage result, target enemy model suffers the damage instead.

**VENIN**  
Melee Zone 1\*  
Reflective

MOV	TAC	KICK	DEF	ARM	INF
4/7"	4	2/7"	4+	0	2/3

1 2  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sacrificial Puppet** 1 6" \*  
The next time this model would suffer damage from a Playbook damage result, target enemy model suffers the damage instead.

**Tenuous Replication** 1 6" \*  
Choose a Character Play on a target friendly non-[Captain] Guild model's card and replace this Character Play with it for the rest of the turn.

**VENIN**  
Melee Zone 1\*  
Reflective

MOV	TAC	KICK	DEF	ARM	INF
5/7"	5	2/8"	4+	1	2/3

1 2 3  
T

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sacrificial Puppet** 1 6" \*  
The next time this model would suffer damage from a Playbook damage result, target enemy model suffers the damage instead.

**True Replication** 0 6" \*  
Choose a Character Play on a target friendly non-[Captain] Guild model's card and replace this Character Play with it for the rest of the turn.

**VENIN**  
Malec Zone 1<sup>1</sup> Reflective

MOV	TAC	KICK	DEF	ARM	INF
5	2/9"	4+	1	2/4	

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sacrificial Puppet** 1/● 6" ✓  
The next time this model would suffer damage from a Playbook damage result, target enemy model suffers the damage instead.

**True Replication** 0 6" ✓  
Choose a Character Play on a target friendly non-[Captain] Guild model's card and replace this Character Play with it for the rest of the turn.

**VENIN**  
Malec Zone 2<sup>2</sup> Reflective

MOV	TAC	KICK	DEF	ARM	INF
5	2/10"	4+	1	2/4	

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Sacrificial Puppet** 1/● 6" ✓  
The next time this model would suffer damage, target enemy model suffers the damage instead.

**True Replication** 0 6" ✓  
Choose a Character Play on a target friendly non-[Captain] Guild model's card and replace this Character Play with it for the rest of the turn.

**VENIN**  
Poisoner

**CHARACTER TRAITS**  
**Poison Mist [1" Aura]**  
Enemy models entering this aura suffer the poison condition.

Valentian, Human, Male, Attacking Midfielder

**RL**  
Size 30mm

**VENIN**  
Poisoner

**CHARACTER TRAITS**  
**Poison Mist [1" Aura]**  
Enemy models entering this aura suffer the poison condition.

**Venomous Strike**  
When damaged by this model enemy models suffer the poison condition.

Valentian, Human, Male, Attacking Midfielder

**RL**  
Size 30mm

**VENIN**  
Poisoner

**CHARACTER TRAITS**  
**Enhanced Toxins [3" Aura]**  
Enemy models that suffer damage from the poison condition while within this aura suffer an additional [+1] DMG.

**Poisonous Fumes [1" Aura]**  
Enemy models entering or starting their activation in this aura suffer the poison condition.

**Venomous Strike**  
When damaged by this model enemy models suffer the poison condition.

Valentian, Human, Male, Attacking Midfielder

**RL**  
Size 30mm

**VENIN**  
Poisoner

**CHARACTER TRAITS**  
**Enhanced Toxins [6" Aura]**  
Enemy models that suffer damage from the poison condition while within this aura suffer an additional [+1] DMG.

**Poisonous Fumes [1" Aura]**  
Enemy models entering or starting their activation in this aura suffer the poison condition.

**Venomous Strike**  
When damaged by this model enemy models suffer the poison condition.

Valentian, Human, Male, Attacking Midfielder

**RL**  
Size 30mm

**VENIN**  
Poisoner

**CHARACTER TRAITS**  
**Chemical Immunity**  
This model does not suffer condition-damage.

**Enhanced Toxins [6" Aura]**  
Enemy models that suffer damage from the poison condition while within this aura suffer an additional [+1] DMG.

**Poisonous Fumes [2" Aura]**  
Enemy models entering or starting their activation in this aura suffer the poison condition.

**Venomous Strike**  
When damaged by this model enemy models suffer the poison condition.

Valentian, Human, Male, Attacking Midfielder

**RL**  
Size 30mm

**VENIN**  
Poisoner

**CHARACTER TRAITS**  
**Chemical Immunity**  
This model does not suffer condition-damage.

**Extreme Toxins [6" Aura]**  
Enemy models that suffer damage from the poison condition while within this aura suffer an additional [+2] DMG.

**Poisonous Fumes [3" Aura]**  
Enemy models entering or starting their activation in this aura suffer the poison condition.

**Venomous Strike**  
When damaged by this model enemy models suffer the poison condition.

Valentian, Human, Male, Attacking Midfielder

**RL**  
Size 30mm

**VENIN**  
Combiter

**CHARACTER TRAITS**  
**Chemical Reaction [3" Aura]**  
When a friendly model within the aura suffers a condition, apart from the taken-out condition, this model's Controlling Player may place the poison condition on an enemy model within the aura.

Valentian, Human, Male, Attacking Midfielder

**RL**  
Size 30mm

**VENIN**  
Males: Zone 1<sup>†</sup> Married

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

1 T 2 KD

**CHARACTER TRAITS**  
*Chemical Reaction [ 3" Aura ]*  
When a friendly model within the aura suffers a condition, apart from the **taken-out** condition, this model's Controlling Player may place the **poison** condition on an enemy model within the aura.

**HEROIC PLAY**  
*Coagulation [ 3" Pulse ]*  
Enemy models within the pulse suffering the **poison** condition additionally suffer the **bleed** condition.

Valentian, Human, Male,  
Attacking Midfielder

Size 30mm

**VENIN**  
Males: Zone 1<sup>†</sup> Married

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

1 T 2 KD 3

**CHARACTER TRAITS**  
*Chemical Reaction [ 6" Aura ]*  
When a friendly model within the aura suffers a condition, apart from the **taken-out** condition, this model's Controlling Player may place the **poison** condition on an enemy model within the aura.

**HEROIC PLAY**  
*Coagulation [ 3" Pulse ]*  
Enemy models within the pulse suffering the **poison** condition additionally suffer the **bleed** condition.

Valentian, Human, Male,  
Attacking Midfielder

Size 30mm

**VENIN**  
Males: Zone 1<sup>†</sup> Married

MOV | TAC | KICK | DEF | ARM | INF  
4 | 7" | 4 | 2/4" | 3+ | 0 | 1/3

1 T 2 KD

**CHARACTER TRAITS**  
*Chemical Reaction [ 6" Aura ]*  
When a friendly model within the aura suffers a condition, apart from the **taken-out** condition, this model's Controlling Player may place the **poison** condition on an enemy model within the aura.

**HEROIC PLAY**  
*Combustive Coagulation [ 3" Pulse ]*  
Choose **bleed** or **burning**. Enemy models within the pulse suffering the **poison** condition additionally suffer the chosen condition.

Valentian, Human, Male,  
Attacking Midfielder

Size 30mm

**VENIN**  
Males: Zone 1<sup>†</sup> Married

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

1 T 2 KD

**CHARACTER TRAITS**  
*Chemical Reaction [ 6" Aura ]*  
When a friendly model within the aura suffers a condition, apart from the **taken-out** condition, this model's Controlling Player may place the **poison** condition on an enemy model within the aura.

**HEROIC PLAY**  
*Constricting Combustive Coagulation [ 3" Pulse ]*  
Choose **bleed**, **burning**, or **snared**. Enemy models within the pulse suffering the **poison** condition additionally suffer the chosen condition.

Valentian, Human, Male,  
Attacking Midfielder

Size 30mm

**VENIN**  
Males: Zone 1<sup>†</sup> Married

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

1 T 2 KD 3

**CHARACTER TRAITS**  
*Chemical Reaction [ 6" Aura ]*  
When a friendly model within the aura suffers a condition, apart from the **taken-out** condition, this model's Controlling Player may place the **poison** condition on an enemy model within the aura.

*We Have Chemistry [ 4" Aura ]*  
When this model declares an **Attack** or **Charge**, it may replace its Playbook with the Playbook of a friendly model within the aura for the duration of the **Attack** or **Charge**.

**HEROIC PLAY**  
*Constricting Combustive Coagulation [ 3" Pulse ]*  
Choose **bleed**, **burning**, or **snared**. Enemy models within the pulse suffering the **poison** condition additionally suffer the chosen condition.

Valentian, Human, Male,  
Attacking Midfielder

Size 30mm

**VENIN**  
Males: Zone 1<sup>†</sup> Married

MOV | TAC | KICK | DEF | ARM | INF  
4 | 7" | 4 | 2/4" | 3+ | 0 | 1/3

1 T 2 KD

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
0 S - - ✓ ✓

**Melting Body**  
This model suffers the **poison** condition and gains [+1] ARM.

**VENIN**  
Males: Zone 1<sup>†</sup> Married

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

1 T 2 KD

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
0 S - - ✓ ✓

**Melting Body**  
This model suffers the **poison** condition and gains [+1] ARM.

**VENIN**  
Males: Zone 1<sup>†</sup> Married

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

1 T 2 KD 3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
0 S - - ✓ ✓

**Melting Body**  
This model suffers the **poison** condition and gains [+1] ARM.

**Outbreak Sample** 0 4" - - x ✓  
Target a friendly model in range that is suffering a condition that this model is not suffering. Remove the condition from the friendly model. This model suffers that condition.

**VENIN**  
Males: Zone 1<sup>†</sup> Married

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

1 T 2 KD 3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
0 S - - ✓ ✓

**Melting Body**  
This model suffers the **poison** condition and gains [+2] ARM.

**Specimen Sample** 0 6" - - ✓ ✓  
Target a friendly model in range that is suffering a condition that this model is not suffering. Remove the condition from the friendly model. This model suffers that condition.



**VENIN**  
Melee Zone 1\*  
Martyred

MOV	TAC	KICK	DEF	ARM	INF
6/8"	5	3/7"	3+	1	2/4

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 0 S - ✓ ✓

**Melted Body**  
 This model suffers the **poison** condition and gains [+2] ARM.

**Specimen Collection** 0 6" - ✗ ✗  
 Target a friendly model in range that is suffering a condition that this model is not suffering. Remove the condition from the friendly model. This model suffers that condition.

**VENIN**  
Melee Zone 1\*  
Martyred

MOV	TAC	KICK	DEF	ARM	INF
7/9"	6	3/8"	3+	1	2/5

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 0 S - ✓ ✓

**Melted Body**  
 This model suffers the **poison** condition and gains [+2] ARM.

**Specimen Collection** 0 6" - ✗ ✗  
 Target a friendly model in range that is suffering a condition that this model is not suffering. Remove the condition from the friendly model. This model suffers that condition.

**WINDLE**  
Melee Zone 1\*  
R Husky

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/0 S - ✗ ✓

**Snack Time**  
 This model recovers [4] HP.

**WINDLE**  
Melee Zone 1\*  
Husky

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/0 S - ✗ ✗

**Snacking**  
 This model recovers [4] HP.

**WINDLE**  
Melee Zone 1\*  
Husky

MOV	TAC	KICK	DEF	ARM	INF
3/4"	3	3/5"	2+	0	1/2

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/0 S - ✓ ✓

**Braced**  
 This model gains [+2] ARM against the next enemy Attack.

**Snacking**  
 This model recovers [4] HP.

**WINDLE**  
Melee Zone 1\*  
Husky

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/0 S - ✓ ✓

**Braced**  
 This model gains [+2] ARM against the next enemy Attack.

**Snacking**  
 This model recovers [4] HP.

**WINDLE**  
Melee Zone 2\*  
Husky

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

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/0 S - ✓ ✓

**Bobtred**  
 This model gains [+3] ARM against the next enemy Attack.

**Snackmaster**  
 This model recovers [4] HP and you may remove one condition from this model.

**WINDLE**  
Melee Zone 2\*  
Husky

MOV	TAC	KICK	DEF	ARM	INF
4/5"	5	4/6"	2+	1	2/2

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
 1/0 S - ✓ ✓

**Buttressed**  
 This model gains [+4] ARM against the next enemy Attack.

**Snackmaster**  
 This model recovers [4] HP and you may remove one condition from this model.

**WINDLE**  
Slasher / Hammer  
R

**CHARACTER TRAITS**  
*Hate & Heavy* [11]  
 If this model is below the specified HP, Playbook results that include damage that hit this model do not generate MP.

Raed, Human, Male, Centre Back, Planter

RU  
Size: ubmm

**WINDLE**  
Slacker / Planter

**CHARACTER TRAITS**

*I Was Saving That!* [4" Aura]  
When this model starts its activation, if one or more other friendly models are within the aura, **place up to** [1] **harvest-marker** in base contact with another friendly model in the aura, and this model gains [1] Influence.

*Hale & Hearty* [12]  
If this model is below the specified HP, Playbook results that include damage that hit this model do not generate MP.

Raed, Human, Male,  
Centre Back, Planter

**RI**  
Size 40mm

**WINDLE**  
Slacker / Planter

**CHARACTER TRAITS**

*I Was Saving That!* [4" Aura]  
When this model starts its activation, if one or more other friendly models are within the aura, **place up to** [1] **harvest-marker** in base contact with another friendly model in the aura, and this model gains [1] Influence.

*Hale & Hearty* [13]  
If this model is below the specified HP, Playbook results that include damage that hit this model do not generate MP.

*Stop Slacking!* [4" Aura]  
When an other friendly model ends an **Advance** within this aura, if this model is not suffering the **knocked-down** condition, this model may make a [1] **Dodge**.

Raed, Human, Male,  
Centre Back, Planter

**RI**  
Size 40mm

**WINDLE**  
Slacker / Planter

**CHARACTER TRAITS**

*I Need That, Thought!* [4" Aura]  
When this model starts its activation, if one or more other friendly models are within the aura, **place up to** [2] **harvest-markers** in base contact with another friendly model in the aura, and this model gains [1] Influence.

*Hale & Hearty* [14]  
If this model is below the specified HP, Playbook results that include damage that hit this model do not generate MP.

*Stop Slacking!* [4" Aura]  
When an other friendly model ends an **Advance** within this aura, if this model is not suffering the **knocked-down** condition, this model may make a [1] **Dodge**.

Raed, Human, Male,  
Centre Back, Planter

**RI**  
Size 40mm

**WINDLE**  
Slacker / Planter

**CHARACTER TRAITS**

*I Need That, Thought!* [4" Aura]  
When this model starts its activation, if one or more other friendly models are within the aura, **place up to** [2] **harvest-markers** in base contact with another friendly model in the aura, and this model gains [1] Influence.

*Hale & Hearty* [15]  
If this model is below the specified HP, Playbook results that include damage that hit this model do not generate MP.

*Seriously, Stop Slacking!* [4" Aura]  
When an other friendly model ends an **Advance** within this aura, if this model is not suffering the **knocked-down** condition, this model may make a [2] **Dodge**.

Raed, Human, Male,  
Centre Back, Planter

**RI**  
Size 40mm

**WINDLE**  
Slacker / Planter

**CHARACTER TRAITS**

*I Said, That's Mine!* [4" Aura]  
When this model starts its activation, if one or more other friendly models are within the aura, **place up to** [2] **harvest-markers** in base contact with another friendly model in the aura, and this model gains [2] Influence.

*Hale & Hearty* [16]  
If this model is below the specified HP, Playbook results that include damage that hit this model do not generate MP.

*Seriously, Stop Slacking!* [4" Aura]  
When an other friendly model ends an **Advance** within this aura, if this model is not suffering the **knocked-down** condition, this model may make a [2] **Dodge**.

*Too Tired to Work Today!* [4" Aura]  
At the start of this model's activation, it may suffer the **knocked-down** condition and end its activation. If it does, a friendly model within the aura is immediately allocated [3] Influence.

Raed, Human, Male,  
Centre Back, Planter

**RI**  
Size 40mm

**WINDLE**  
Scrapper / Reaper

**CHARACTER TRAITS**

*Breakfast*  
Once per turn during this model's activation, the Controlling Player may choose a friendly **harvest-marker** within [2"] of this model and remove it from the Pitch. If a friendly **harvest-marker** is removed, this model gains [1] Influence.

Raed, Human, Male,  
Centre Back, Reaper

**RI**  
Size 40mm

**WINDLE**  
Scrapper / Reaper

**CHARACTER TRAITS**

*Berserkish*  
Once per turn during its activation, if this model damages an enemy model with an **Attack**, this model may make an additional **Attack** without spending Influence. This ability cannot generate a further additional **Attack** from itself.

*Big Breakfast*  
Once per turn during this model's activation, the Controlling Player may choose a friendly **harvest-marker** within [2"] of this model and remove it from the Pitch. If a friendly **harvest-marker** is removed, this model gains [1] Influence and [+2] TAC for the remainder of the turn.

Raed, Human, Male,  
Centre Back, Reaper

**RI**  
Size 40mm

**WINDLE**  
Scrapper / Reaper

**CHARACTER TRAITS**

*Berserkish*  
Once per turn during its activation, if this model damages an enemy model with an **Attack**, this model may make an additional **Attack** without spending Influence. This ability cannot generate a further additional **Attack** from itself.

*Bigger Breakfast*  
Once per turn during this model's activation, the Controlling Player may choose a friendly **harvest-marker** within [2"] of this model and remove it from the Pitch. If a friendly **harvest-marker** is removed, this model gains [1] Influence and [+3] TAC for the remainder of the turn.

Raed, Human, Male,  
Centre Back, Reaper

**RI**  
Size 40mm

**WINDLE**  
Scrapper / Reaper

**CHARACTER TRAITS**

*Berserkish*  
Once per turn during its activation, if this model damages an enemy model with an **Attack**, this model may make an additional **Attack** without spending Influence. This ability cannot generate a further additional **Attack** from itself.

*Bigger Breakfast*  
Once per turn during this model's activation, the Controlling Player may choose a friendly **harvest-marker** within [2"] of this model and remove it from the Pitch. If a friendly **harvest-marker** is removed, this model gains [1] Influence and [+3] TAC for the remainder of the turn.

**HEROIC PLAY**  
*Leave My Sister Alone!*  
This model gains [+1] DMG to Playbook damage results against enemy models engaging the friendly [Bushel].

Raed, Human, Male,  
Centre Back, Reaper

**RI**  
Size 40mm

**WINDLE**  
Melee Zone 4  
Scrapper / Reaper

**CHARACTER TRAITS**  
*Berserk*  
During its activation, if this model damages an enemy model with an **Attack**, this model may make an additional **Attack** without spending Influence. This ability cannot generate a further additional **Attack** from itself.

*Bigger Breakfast*  
Once per turn during this model's activation, the Controlling Player may choose a friendly **harvest-marker** within [2] of this model and remove it from the Pitch. If a friendly **harvest-marker** is removed, this model gains [1] Influence and [+3] TAC for the remainder of the turn.

**LEGENDARY PLAY**  
*Leave My Sister Alone!*  
This model gains [+1] DMG to Playbook damage results against enemy models engaging the friendly [Bushman].

Raed, Human, Male, Centre Back, Reaper

Size 40mm

**WINDLE**  
Melee Zone 5  
Scrapper / Reaper

**CHARACTER TRAITS**  
*Berserk*  
During its activation, if this model damages an enemy model with an **Attack**, this model may make an additional **Attack** without spending Influence. This ability cannot generate a further additional **Attack** from itself.

*Full English Breakfast*  
Once per turn during this model's activation, the Controlling Player may choose a friendly **harvest-marker** within [2] of this model and remove it from the Pitch. If a friendly **harvest-marker** is removed, this model gains [1] Influence and [+4] TAC for the remainder of the turn.

**LEGENDARY PLAY**  
*I Said... Leave My Sister Alone!*  
This model gains [+2] DMG to Playbook damage results against enemy models engaging the friendly [Bushman].

Raed, Human, Male, Centre Back, Reaper

Size 40mm

**WINDLE**  
Melee Zone 1  
Bully

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

1 ● 2 ● 3 ● 4 ● 5 ● 6 ● 7 ● 8 ● 9 ● 10 ● 11 ● 12 ● 13 ● 14 ● 15 ● 16 ● 17 ● 18 ● 19 ● 20 ●

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
1 ● S - ✓ ✓  
The next time this model inflicts the **taken-out** condition, the friendly team gains an additional [1] VP.

**WINDLE**  
Melee Zone 1  
Bully

MOV	TAC	KICK	DEF	ARM	INF
2/5"	4	1/4"	2+	0	0/2

1 ● 2 ● 3 ● 4 ● 5 ● 6 ● 7 ● 8 ● 9 ● 10 ● 11 ● 12 ● 13 ● 14 ● 15 ● 16 ● 17 ● 18 ● 19 ● 20 ●

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
1 ● S - ✓ ✓  
**Fight Time**  
The next time this model inflicts the **taken-out** condition, the friendly team gains an additional [1] MP and [1] VP.

**WINDLE**  
Melee Zone 2  
Bully

MOV	TAC	KICK	DEF	ARM	INF
3/5"	4	1/5"	2+	0	0/2

1 ● 2 ● 3 ● 4 ● 5 ● 6 ● 7 ● 8 ● 9 ● 10 ● 11 ● 12 ● 13 ● 14 ● 15 ● 16 ● 17 ● 18 ● 19 ● 20 ●

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
0 2" - ✓ \*  
**Energy Bar**  
Remove target friendly **harvest-marker** from the Pitch. If a friendly **harvest-marker** is removed, this model's next **Attack** gains [+3] net hits.

**Fight Time**  
1 ● S - ✓ ✓  
The next time this model inflicts the **taken-out** condition, the friendly team gains an additional [1] MP and [1] VP.

**WINDLE**  
Melee Zone 2  
Bully

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

1 ● 2 ● 3 ● 4 ● 5 ● 6 ● 7 ● 8 ● 9 ● 10 ● 11 ● 12 ● 13 ● 14 ● 15 ● 16 ● 17 ● 18 ● 19 ● 20 ●

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
0 2" - ✓ \*  
**Energy Bar**  
Remove target friendly **harvest-marker** from the Pitch. If a friendly **harvest-marker** is removed, this model's next **Attack** gains [+3] net hits.

**Fight Time**  
1 ● S - ✓ ✓  
The next time this model inflicts the **taken-out** condition, the friendly team gains an additional [1] MP and [1] VP.

**WINDLE**  
Melee Zone 2  
Bully

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

1 ● 2 ● 3 ● 4 ● 5 ● 6 ● 7 ● 8 ● 9 ● 10 ● 11 ● 12 ● 13 ● 14 ● 15 ● 16 ● 17 ● 18 ● 19 ● 20 ●

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
0 2" - ✓ \*  
**Energy Bar**  
Remove target friendly **harvest-marker** from the Pitch. If a friendly **harvest-marker** is removed, this model's next **Attack** gains [+3] net hits.

**Fight Night**  
1 ● S - ✓ ✓  
The next time this model inflicts the **taken-out** condition, the friendly team gains an additional [2] MP and [1] VP.

**WINDLE**  
Melee Zone 2  
Bully

MOV	TAC	KICK	DEF	ARM	INF
4/7"	6	2/6"	3+	0	1/2

1 ● 2 ● 3 ● 4 ● 5 ● 6 ● 7 ● 8 ● 9 ● 10 ● 11 ● 12 ● 13 ● 14 ● 15 ● 16 ● 17 ● 18 ● 19 ● 20 ●

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
0 4" - ✓ \*  
**Energy Burst**  
Remove target friendly **harvest-marker** from the Pitch. If a friendly **harvest-marker** is removed, this model's next **Attack** gains [+3] net hits.

**Fight Night**  
1 ● S - ✓ ✓  
The next time this model inflicts the **taken-out** condition, the friendly team gains an additional [2] MP and [1] VP.

**ZAROLA**  
Melee Zone 1  
Maverick

MOV	TAC	KICK	DEF	ARM	INF
5/7"	3	2/5"	4+	0	1/3

1 ● 2 ● 3 ● 4 ● 5 ● 6 ● 7 ● 8 ● 9 ● 10 ● 11 ● 12 ● 13 ● 14 ● 15 ● 16 ● 17 ● 18 ● 19 ● 20 ●

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
2 6" - ✓ \*  
**Midnight Offering**  
Target friendly model may immediately make a Jog.

**ZAROLA**  
Mystic  
Melee Zone 1\*

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

1 2  
T X  
T X  
T X

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Be Very Quiet** 1 6" - ✓  
Target friendly model gains *Light Footed*. [When this model makes an *Advance* it ignores the MOV penalty for *rough-ground*.]

**Midnight Offering** 2 6" - ✗ ✓  
Target friendly model may immediately make a log.

**ZAROLA**  
Mystic  
Melee Zone 1\*

MOV	TAC	KICK	DEF	ARM	INF
5/8"	3	3/5"	5+	0	2/3

1 2  
T X  
T X  
T X

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Be Very Quiet** 1 6" - ✓  
Target friendly model gains *Light Footed*. [When this model makes an *Advance* it ignores the MOV penalty for *rough-ground*.]

**Midnight Offering** 2 6" - ✗ ✓  
Target friendly model may immediately make a log.

**ZAROLA**  
Mystic  
Melee Zone 1\*

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

1 2  
T X  
T X  
T X

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Be Very Quiet** 1 6" - ✓  
Target friendly model gains *Light Footed* and [+1/+1] MOV. [When this model makes an *Advance* it ignores the MOV penalty for *rough-ground*.]

**Midnight Offering** 2 6" - ✗ ✓  
Target friendly model may immediately make a log.

**ZAROLA**  
Mystic  
Melee Zone 1\*

MOV	TAC	KICK	DEF	ARM	INF
6/9"	4	4/5"	5+	0	2/4

1 2  
T X  
T X  
T X

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Be Very Quiet** 1 6" - ✓  
Target friendly model gains *Light Footed* and [+1/+1] MOV. [When this model makes an *Advance* it ignores the MOV penalty for *rough-ground*.]

**Midnight Sacrifice** 1 6" - ✗ ✓  
Target friendly model may immediately make a log.

**ZAROLA**  
Mystic  
Melee Zone 1\*

MOV	TAC	KICK	DEF	ARM	INF
7/9"	5	4/6"	5+	0	2/4

1 2 3  
T X  
T X  
T X

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**We're Hunting Rabbits** 1 6" - ✓  
Target friendly model gains *Light Footed* and [+2/+2] MOV. [When this model makes an *Advance* it ignores the MOV penalty for *rough-ground*.]

**Midnight Sacrifice** 1 6" - ✗ ✓  
Target friendly model may immediately make a log.

**ZAROLA**  
Trainer  
Eishnoran, Human, Female,  
Winger

**CHARACTER TRAITS**

**Linked [Fahad]**  
When this model's activation ends, the named friendly model may take its activation next if able to do so.

RL  
Size 30mm

**ZAROLA**  
Trainer  
Eishnoran, Human, Female,  
Winger

**CHARACTER TRAITS**

**Linked [Fahad]**  
When this model's activation ends, the named friendly model may take its activation next if able to do so.

**Pack Hunter [Fahad]**  
This model gains [+1] TAC while within [6"] of the friendly named model.

RL  
Size 30mm

**ZAROLA**  
Trainer  
Eishnoran, Human, Female,  
Winger

**CHARACTER TRAITS**

**Here Kitty Kitty [Fahad]**  
Once per turn during this model's activation, if this model is within [6"] of the named friendly model, the named friendly model may immediately make a log without spending Influence.

**Linked [Fahad]**  
When this model's activation ends, the named friendly model may take its activation next if able to do so.

**Pack Hunter [Fahad]**  
This model gains [+1] TAC while within [6"] of the friendly named model.

RL  
Size 30mm

**ZAROLA**  
Trainer  
Eishnoran, Human, Female,  
Winger

**CHARACTER TRAITS**

**Here Kitty Kitty [Fahad]**  
Once per turn during this model's activation, if this model is within [6"] of the named friendly model, the named friendly model may immediately make a log without spending Influence.

**Linked [Fahad]**  
When this model's activation ends, the named friendly model may take its activation next if able to do so.

**Pack Mates [Fahad]**  
This model gains [+2] TAC while within [6"] of the friendly named model.

**LEGENDARY PLAY**

**Treat Time! [Pulse 6"]**  
Friendly [Animal] models within the Pulse recover [2] HP.

RL  
Size 30mm

**ZAROLA** 4 Trainer  
Size 30mm

**CHARACTER TRAITS**  
*Get 'Em Kitty!* [Tahad]  
Once per turn during this model's activation, if this model is within [6"] of the named friendly model, the named friendly model may immediately make a Charge without spending Influence.

*Linked!* [Tahad]  
When this model's activation ends, the named friendly model may take its activation next if able to do so.

*Pack Mates!* [Tahad]  
This model gains [+2] TAC while within [6"] of the friendly named model.

**LEGENDARY PLAY**  
*Feeding Time!* [Pulse 6"]  
Friendly [Animal] models within the Pulse recover [4] HP.

Eisnoran, Human, Female, Winger

**ZAROLA** 5 Trainer  
Size 30mm

**CHARACTER TRAITS**  
*Get 'Em Kitty!* [Tahad]  
Once per turn during this model's activation, if this model is within [6"] of the named friendly model, the named friendly model may immediately make a Charge without spending Influence.

*Linked!* [Tahad]  
When this model's activation ends, the named friendly model may take its activation next if able to do so.

*Pack Master!* [Tahad]  
This model gains [+3] TAC while within [6"] of the friendly named model.

**LEGENDARY PLAY**  
*Feeding Frenzy!* [Pulse 6"]  
Friendly [Animal] models within the Pulse recover [6] HP.

Eisnoran, Human, Female, Winger

**ZAROLA** R Provler  
Size 30mm

**CHARACTER TRAITS**  
*Light Footed*  
When this model makes an Advance it ignores the MOV penalty for rough-ground.

Eisnoran, Human, Female, Winger

**ZAROLA** 1 Provler  
Size 30mm

**CHARACTER TRAITS**  
*Light Footed*  
When this model makes an Advance it ignores the MOV penalty for rough-ground.

*Unpredictable Movement*  
Once per turn, when an enemy model ends an Advance in this model's melee zone, this model may immediately make a [2"] Dodge.

Eisnoran, Human, Female, Winger

**ZAROLA** 2 Provler  
Size 30mm

**CHARACTER TRAITS**  
*Light Footed*  
When this model makes an Advance it ignores the MOV penalty for rough-ground.

*Prowl!*  
While this model is in fast-ground, rough-ground, or cover, enemy Character Plays directly targeting this model suffer [-3"] RNG.

*Unpredictable Movement*  
Once per turn, when an enemy model ends an Advance in this model's melee zone, this model may immediately make a [2"] Dodge.

Eisnoran, Human, Female, Winger

**ZAROLA** 3 Provler  
Size 30mm

**CHARACTER TRAITS**  
*Lightfoot*  
When this model makes an Advance it ignores the MOV penalty for rough-ground. This model may Charge over obstacles.

*Prowl!*  
While this model is in fast-ground, rough-ground, or cover, enemy Character Plays directly targeting this model suffer [-3"] RNG.

*Unpredictable Movement*  
Once per turn, when an enemy model ends an Advance in this model's melee zone, this model may immediately make a [2"] Dodge.

*Lone Hunter*  
While this model is not within [4"] of another friendly model, this model gains [+1] TAC.

Eisnoran, Human, Female, Winger

**ZAROLA** 4 Provler  
Size 30mm

**CHARACTER TRAITS**  
*Lightfoot*  
When this model makes an Advance it ignores the MOV penalty for rough-ground. This model may Charge over obstacles.

*Prowling*  
While this model is in fast-ground, rough-ground, or cover, enemy Character Plays directly targeting this model suffer [-4"] RNG.

*Unpredictability*  
Once per turn, when an enemy model ends an Advance engaging this model, this model may immediately make a [2"] Dodge.

*Lonely Hunter*  
While this model is not within [4"] of another friendly model, this model gains [+2] TAC.

Eisnoran, Human, Female, Winger

**ZAROLA** 5 Provler  
Size 30mm

**CHARACTER TRAITS**  
*Lightfoot*  
When this model makes an Advance it ignores the MOV penalty for rough-ground. This model may Charge over obstacles.

*Prowling*  
While this model is in fast-ground, rough-ground, or cover, enemy Character Plays directly targeting this model suffer [-4"] RNG.

*Unpredictability*  
Once per turn, when an enemy model ends an Advance engaging this model, this model may immediately make a [2"] Dodge.

*Loneliest Hunter*  
While this model is not within [4"] of another friendly model, this model gains [+3] TAC.

Eisnoran, Human, Female, Winger

**ZAROLA** R Encourager  
Melee Zone 1"  
Size 30mm

MOV	TAC	KICK	DEF	ARM	INF
4/7"	4	1/4"	4+	0	2/2

1 2 3 4 5 6 7 8 9 10

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT  
Chain Bolas 2 8" - \* ✓  
Chain Bolas: Target enemy model suffers [2] DMG and the snared condition.

Eisnoran, Human, Female, Winger

**ZAROLA**  
Melee Zone 1<sup>†</sup> Ensoulment 1

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Chain Bolus**  
Chain Bolus: target enemy model suffers [2] DMG and the snared condition.

**It's a Trap**  
1 ● S - ✓  
When an enemy model moves within [1"] of this model, that model immediately suffers the snared condition.

**ZAROLA**  
Melee Zone 1<sup>†</sup> Ensoulment 2

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Chain Bolus**  
Target enemy model suffers [2] DMG and the snared condition.

**It's a Trap**  
1 ● S - ✓  
When an enemy model moves within [1"] of this model, that model immediately suffers the snared condition.

**ZAROLA**  
Melee Zone 1<sup>†</sup> Ensoulment 3

MOV	TAC	KICK	DEF	ARM	INF
5/8"	5	2/5"	5+	0	3/3

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Chainy Bolus**  
Target enemy model suffers [2] DMG, the knocked-down condition, and the snared condition.

**IT'S A TRAP**  
1 ● S - ✓  
When an enemy model moves within [1"] of this model, that model immediately suffers the snared and bleed conditions.

**ZAROLA**  
Melee Zone 1<sup>†</sup> Ensoulment 4

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

**CHARACTER PLAY** | CST | RNG | ZON | SUS | OPT

**Chainy Bolus**  
Target enemy model suffers [2] DMG, the knocked-down condition, and the snared condition.

**IT'S A TRAP**  
1 ● S - ✓  
When an enemy model moves within [1"] of this model, that model immediately suffers the snared and bleed conditions.