

## RATCATCHER'S GUILD

### GUILD RULE

#### *Disease [1]*

When a model suffering the disease condition ends an activation, models within 2" suffer the disease condition. An additional +1 MP must be spent when a model suffering the disease condition uses Rest or is targeted by Encourage.

## HUNTER'S GUILD

### GUILD RULE

#### *Trap Markers*

Trap markers have a 30 mm base. A player may have up to five friendly trap markers on the pitch at once. When an enemy model moves within 1" of a friendly trap marker, the trap marker is removed from the pitch and the enemy model suffers the snared condition and 1 DMG.

## BLACKSMITH'S GUILD

### GUILD RULES

#### *Forge Master*

Immediately before setting up, choose one friendly Master model to be the Captain. The Captain loses the Squaddie model type and gains +0/+2 INF and the Captain model type for the duration of the game.

#### *Apprenticeship*

When picking a Blacksmith team, exactly half the models must have the Master model type, and the other half must have the Apprentice model type.

## FALCONER'S GUILD

### GUILD RULE

#### *Birds of a Feather*

If Devana is the captain of your team, friendly models may spend 1 less influence to use Harrier.

## MINER'S GUILD

#### ● *Guild Rule: Secret Tunnel*

At the start of this model's activation, it may be placed within 2" of its current location.

## FARMER'S GUILD

### GUILD RULE

#### *Harvest Markers*

Harvest markers have a 30mm base. A player may have up to five friendly harvest markers on the pitch at once. When a model moves into base contact with a harvest marker during a sprint or charge, the harvest marker is removed from the pitch. During the Maintenance Phase, before influence is allocated, a player may remove any number of friendly harvest markers from the pitch and add +1 influence to the friendly team's influence pool for that turn for each harvest marker removed.

## THE ORDER

### GUILD RULE

#### *Chosen of Solthecius*

If Brisket is the captain of your team, the friendly team gains Ball of Light.

#### *Ball of Light*

Immediately after the kick off has been resolved, this team's controlling player may place an additional ball in possession of a friendly model within their deployment zone. This ball cannot be used to make a Shot. Each time an enemy model gains possession of this ball, the enemy model suffers 4 DMG.

## BREWERS'S GUILD

### GUILD RULE

#### *Beer Tokens*

A model may have up to 2 beer tokens. During its activation, a model may spend a beer token to declare an attack or make a character play without spending influence or to use a heroic play without spending momentum. A model can spend up to 3 beer tokens during an activation.

## COOK'S GUILD

#### *Guild Rule: Intimidation*

During an attack from this model enemy models suffer -1 DEF.

## NAVIGATOR'S GUILD

#### *Guild Rule: Precise Calculations*

This model may reroll any number of dice during its attacks and kicks.

