



SOMA
Melee Zone 1"

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

1

CHARACTER PLAYS | CST | RNG | SUS | OPT

Nitro! 3 S X ✓
6" Pulse. Friendly guild models within this pulse may make any number of 1" dodges, up to a total of 6" of movement between all friendly guild models.

Raging Fire 2 6" ✓ X
Target friendly guild model gains Inferno. (Inferno: When this model makes a successful attack, the target enemy model suffers the burning condition. Then enemy models within 2" of this model suffering the burning condition suffer 1 condition damage.)

HP: 16

SOMA

CHARACTER TRAITS

Burning Spirit [2" Aura]
Enemy models entering or starting their activations within this aura suffer the burning condition.

Gimme Fuel...
While this model is on the pitch, when a friendly model makes an attack that targets an enemy model suffering the burning condition, the friendly model may gain +2 TAC for the duration of that attack. Each friendly model may benefit from Gimme Fuel... once per turn.

LEGENDARY PLAY


Gimme Fire! [6" Pulse]
Enemy models within this pulse suffer the burning condition. Replace this model's stat card with Pneuma's stat card.

Unknown, Human, Unknown, Coach, Captain

4.7 6B

Size 30 mm

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PNEUMA
Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	6	3/6"	4+	1	4/4

1 1 2 3 3 4

CHARACTER PLAYS | CST | RNG | SUS | OPT

Unknown, Human, Unknown, Attacking Midfielder, Captain

4.7 6B

Size 30 mm

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PNEUMA

CHARACTER TRAITS

● **Backdraft**
This model gains +2 TAC when attacking an enemy model suffering the Burning condition.

Furious
When this model makes a charge during its activation, it may do so without spending influence.

Inferno
When this model makes a successful attack, the target enemy model suffers the burning condition. Then enemy models within 2" of this model suffering the burning condition suffer 1 condition damage.

Waning Light [6" Pulse]
This model cannot recover HP. When this model suffers the taken out condition, enemy models within this pulse suffer 3 condition DMG and the burning condition. After this model is removed from the pitch, replace this model's stat card with Soma's stat card.

Unknown, Human, Unknown, Attacking Midfielder, Captain

4.7 6B

Size 30 mm

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CALCULUS
Melee Zone 1"

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

1 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Sticky Bomb 2/ 4" ✓ ✓
Position an ongoing effect AOE within range. Enemy models hit suffer -2"/-2" MOV and the poison condition. Models entering or ending their activations within this AOE suffer the poison condition.

Transmute 1 4" X ✓
Target friendly model may remove any conditions it is currently suffering, then suffers the poison condition.

HP: 14

CALCULUS

CHARACTER TRAITS

Toxicity
When an enemy model ends an activation engaging this model, the enemy model suffers 2 condition DMG and the poison condition.

● **Extraction**
Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". This model may then immediately make a 4" dodge.

Noxious Death [3" Pulse]
When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.

Ethraynnian, Human, Female, Winger, Veteran, Squaddie

4.7 6B

Size 30 mm

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MERCURY
Melee Zone 1"

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

1 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Fire Blast 2/ 6" X ✓
Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the burning condition. Models entering or ending their activations in this ongoing effect AOE suffer the burning condition.

Fire Ball 6" X X
Target enemy model suffers 2 DMG and the burning condition.

HP: 14

MERCURY

CHARACTER TRAITS

Burning Spirit [2" Aura]
Enemy models entering or starting their activations within this aura suffer the burning condition.

Fission
When this model causes damage to an enemy model in possession of the ball, this model may remove the burning condition from the enemy model. If it does, the enemy model loses possession of the ball. Perform a circular scatter with the template centred on the enemy model.

Fusion [4" Pulse]
Once per turn during this model's activation, it may remove the burning or poison condition from another model within 4". If it does, models within this pulse suffer the burning condition.

Ethraynnian, Human, Male, Central Midfielder, Squaddie

4.7 6B

Size 30 mm

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ALLOY

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	4/8"	4+	1	1/4

1 ◀

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CHARACTER PLAYS | CST | RNG | SUS | OPT

Acrobatic | 1 | S | ✗ | ✓

This model may make a 2" dodge.

Bladework | 4" | ✗ | ✗

Target enemy model suffers 2 DMG. This model may then make a 2" dodge towards the enemy model. Each enemy model can be targeted by Bladework only once per turn.

⚙️ 12

 **4.7** 

Size 30 mm

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CHARACTER TRAITS

Anatomical Precision
During an attack from this model enemy models suffer -1 ARM.

● **Back to the Shadows**
At the end of this model's activation, if it caused damage during the activation, it may make a 4" dodge.

● **Arsenal [Hearth]**
If this model starts its activation within 6" of the named friendly model, this model gains a benefit for the remainder of the turn.
Choose one of the following benefits:
• 2" Melee
• Instruction
(Instruction: This model's next attack gains +2 net hits)

Skald, Human, Male, Striker, Apprentice, Squaddie



ESTERS

Melee Zone 1"

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

1 T

> 2 KD 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Tooled Up | 1 | 4" | ✓ | ✓

Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.

Quick Foot | 2 | 4" | ✓ | ✗

Target friendly model gains +2"/+2" MOV.

Voice of Command | 2 | S | ✗ | ✓

4" pulse. Friendly models within this pulse suffer a 3" push away from this model.

⚙️ 22

 **4.7** 

Size 40 mm

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CHARACTER TRAITS

Resilience
The first time each turn this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

Aria [6" Aura]
While within this aura, other friendly guild models may use heroic plays without spending MP.

HEROIC PLAY
Soothing Voice [4" Pulse]
Friendly models within this pulse remove all conditions they're suffering.

Eisnoran, Human, Female, Central Midfielder, Captain



BRISKET

Melee Zone 1"

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

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1 T 2 ⚔️ 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Quick Time | 1 | 4" | ✗ | ✓

Target friendly model may make a 2" dodge.

Jagged Blade | 2/⚙️ | 4" | ✗ | ✓

Target enemy model suffers 2 DMG and the bleed condition.

⚙️ 14

 **4.7** 

Size 30 mm

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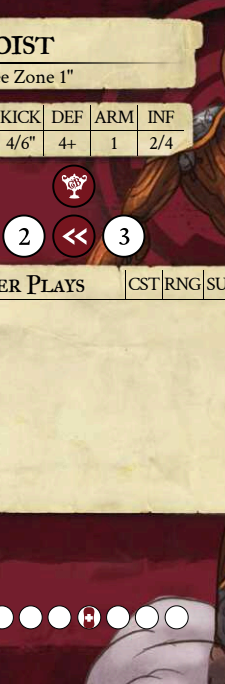
CHARACTER TRAITS

● **Field Medic [4" Aura]**
During this model's activation, when it damages an enemy model, choose a friendly model within this aura and remove all conditions the chosen model is suffering.

Pragmatic
When this model charges or makes a pass during its activation, it may pay 1 less influence to do so.

● **Unpredictable Movement**
Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

Valentian, Human, Female, Winger, Veteran, Squaddie



HOIST

Melee Zone 1"



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

1 ⚙️ ⚔️

T ⚔️ 2 ◀ 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

⚙️ 13

 **4.7** 

Size 30 mm

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CHARACTER TRAITS

● **Reanimate**
Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

Sturdy
This model may ignore the first knocked down condition placed upon it each turn.

● **True Replication [6" Aura]**
This model may use the character plays of friendly non-Captain models within this aura as though they were on this model's stat card. When this model uses a character play that inflicts damage, it becomes OPT ✓ and its RNG is reduced by 2".

HEROIC PLAY
Locked & Loaded
Once during its activation, this model may use a character play without spending influence.

Erskirii, Mechanica, Attacking Midfielder, Squaddie

PECK

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	3	2/4"	5+	0	1/2

2

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CHARACTER PLAYS	CST	RNG	SUS	OPT
Cocksure	1	4"	✓	✓
Target friendly model may ignore the next condition that it suffers except the taken out condition.				
Annoyance	1	S	✓	✓
This model gains Protective Instinct. (Protective Instinct: While engaging this model, an enemy model can't declare an attack against any other friendly model.)				

Raed, Animal, Mascot, Planter

Size 30 mm

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PECK

CHARACTER TRAITS

Pain Response
Once per turn when this model suffers damage, except during an advance, it may make a jog.

HEROIC PLAY

When the Cock Crows...
Place a friendly harvest marker within 2" of this model.

Raed, Animal, Mascot, Planter

Size 30 mm

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HARROW

Melee Zone 2"

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

> 2 >>

2 6B T KD 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
Pick of the Crop	1/6B	10"	✓	✗
When a friendly model charges target enemy model, the friendly model gains +0"/+2" MOV and may move over harvest markers without removing them for the duration of the charge.				
Sow the Seeds	6B	S	✗	✗
This model may place a friendly harvest marker within 2".				
Maximum Effort	1	6"	✓	✓
Target friendly model's non-momentous playbook damage results are momentous.				

Piert, Human, Male, Defensive Midfielder, Planter, Squaddie

Size 30 mm

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HARROW

CHARACTER TRAITS

● **Planting Season**
Once per turn during this model's activation, it may place a friendly harvest marker within 2".

Rejuvenation [6" Aura]
When a friendly model within this aura recovers HP, they recover an additional 1 HP.

Piert, Human, Male, Defensive Midfielder, Planter, Squaddie

Size 30 mm

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HONOUR

Melee Zone 1"

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

2 KD

T >> << 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
Smelling Salts	2	2"	✗	✓
Position an AOE within range. Friendly models within this AOE remove any conditions they're currently suffering.				

Castellyian, Human, Female, Coach, Planter, Veteran, Squaddie

Size 40 mm

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HONOUR

CHARACTER TRAITS

Faithful Protector
Enemy models suffer -1 TAC while attacking this model.

● **Fields of Wheat [4" Aura]**
Once per turn during a friendly model's activation, when a friendly harvest marker is removed from the pitch, place a friendly harvest marker within this aura.

● **Planting Season**
Once per turn during this model's activation, it may place a friendly harvest marker within 2".

HEROIC PLAY

Surpassing Strategy
Target friendly non-captain model within 4" gains Faithful Protector. That model may immediately make a 4" dodge.

Castellyian, Human, Female, Coach, Planter, Veteran, Squaddie

Size 40 mm

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SHARK

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	6	4/8"	4+	1	4/6

1 << KD >>

< T 2 <> 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
Quick Foot	2	4"	✓	✗
Target friendly model gains +2"/+2" MOV.				
Tidal Surge	2/6B	6"	✗	✓
Target model may make a 4" dodge. The target model is a friendly model during this action.				

Eisnoran, Human, Male, Striker, Captain

Size 30 mm

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SHARK

CHARACTER TRAITS

Light Footed
When this model makes an advance it ignores the MOV penalty for rough terrain.

Showboater
Once per turn, when this model targets itself with a character play, it may reduce the CST of the character play by 1.

LEGENDARY PLAY

Caught in a Net [6" Pulse]
Enemy models within this pulse suffer -4"/-4" MOV.

Eisnoran, Human, Male, Striker, Captain

Size 30 mm

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SAKANA

Melee Zone 2"

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

1 2 3

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CHARACTER PLAYS | CST | RNG | SUS | OPT

Smoke Bomb | 1 | 4" | ✗ | ✓

Position an ongoing effect AOE within range. While within this AOE, models gain cover.

Netted | 2/⊙ | 4" | ✗ | ✗

Target enemy model suffers the knocked down condition.

Numasai, Human, Male,
Striker,
Squaddie


4.7


Size 30 mm

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HEARNE

Melee Zone 2"

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

1 > KD T

⊙ 2 >> 3 ⊙

CHARACTER PLAYS | CST | RNG | SUS | OPT

Singled Out | ⊙ | P | ✓ | ✗

Friendly models gain +2 TAC while attacking target enemy model.

Skewered | 2/⊙ | 6" | ✗ | ✓

Target enemy model suffers 3 DMG and the snared condition.

Forest Grove | 2 | 4" | ✗ | ✓

Position a 3" AOE within range and not in contact with terrain. The AOE is forest terrain and is removed in the End Phase.

Unknown, Human, Male,
Centre Back,
Squaddie


4.7


Size 40 mm

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HEARNE

Melee Zone 2"

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

1 T 2

> KD >> 3 ⊙

CHARACTER PLAYS | CST | RNG | SUS | OPT

Skewered | 2/⊙ | 6" | ✗ | ✓

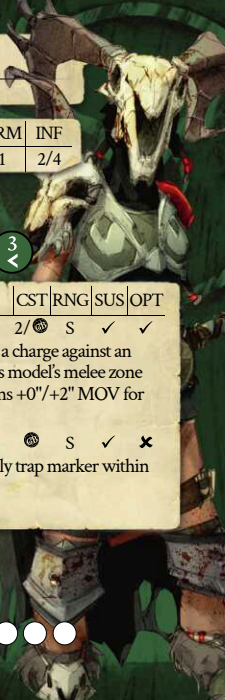
Target enemy model suffers 3 DMG and the snared condition.

Unknown, Human, Male,
Centre Back,
Veteran, Squaddie


4.7


Size 40 mm

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MINX

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	3/6"	4+	1	2/4

1 T

< 2 ⊙ << >

CHARACTER PLAYS | CST | RNG | SUS | OPT



Marked for Death | 2/⊙ | S | ✓ | ✓

A friendly model that declares a charge against an enemy model that's within this model's melee zone spends 1 less influence and gains +0"/+2" MOV for the duration of the charge.

More Teeth! | ⊙ | S | ✓ | ✗

This model may place a friendly trap marker within 2".

Unknown, Female,
Attacking Midfielder,
Veteran, Squaddie


4.7


Size 30 mm

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ZAROLA
Melee Zone 1"

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

1 << T

< 2 << 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Chain Bolas 2/ 6" ✗ ✓

Target enemy model suffers the snared condition and knocked down condition.

Catching the Scent 1 4" ✓ ✓

Target friendly Mascot model gains +1 TAC and Feral.
(Feral: Once per turn during its activation, this model may declare an attack without spending influence).

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Size 30 mm

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ZAROLA

CHARACTER TRAITS

Light Footed
When this model makes an advance it ignores the MOV penalty for rough terrain.

● **Linked** [Fahad]
When this model's activation ends, the named friendly model may immediately take its activation if able to do so.

● **Unpredictable Movement**
Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

LEGENDARY PLAY
The Power of Voodoo
Target friendly model within 6" may immediately make a jog.

Eisnoran, Human, Female, Winger, Squaddie

Size 30 mm

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HAMMER
Melee Zone 1"

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

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1 T KD 2 2 KD 3 >> 4 >>

CHARACTER PLAYS | CST | RNG | SUS | OPT

Freemason 2 6" ✗ ✓

Target other friendly model makes a charge without spending influence.

Impetus 1 S ✓ ✓

This model gains +2"/+2" MOV.

Iron Fist 1 S ✓ ✓

This model gains +1 DMG to playbook damage results.

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Size 30 mm

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HAMMER

CHARACTER TRAITS

Knockback
When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

Repointing [6" Aura]
This model may spend influence allocated to other friendly models within this aura to pay the CST of character plays.

Tough Hide
This model suffers -1 DMG from enemy plays and playbook damage results.

LEGENDARY PLAY
Hammer Time! [6" Pulse]
Each other friendly model within the pulse may choose one of the following benefits:
• +2"/+2" MOV
• +1 DMG to Playbook damage results

Raed, Human, Male, Attacking Midfielder, Captain

Size 30 mm

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TOWER
Melee Zone 1"

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

> T >> 3

1 2 KD 2 KD 4

CHARACTER PLAYS | CST | RNG | SUS | OPT

Quoining 1/ S ✓ ✓

This model gains Protective Instinct.
(While engaging this model, an enemy model can't declare an attack against any other friendly model)

18

Size 30 mm

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TOWER

CHARACTER TRAITS

Floored
While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

Knockback
When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

HEROIC PLAY
Protect Those Close [4" Aura]
While within this aura, friendly models gain Sturdy.
(Sturdy: Once per turn this model may ignore the first knocked down condition placed upon it.)

Castellyian, Human, Male, Defensive Midfielder, Squaddie

Size 30 mm

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OBULUS
Melee Zone 2"

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

1 T 3

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CHARACTER PLAYS | CST | RNG | SUS | OPT

Misdirection 2 8" ✗ ✓

Target enemy model with at least 1 influence loses 1 influence. Allocate 1 influence to another friendly guild model within 4" of this model.

Puppet Master 4 8" ✗ ✓

Allocate 1 influence to this model. Target model may make a jog, make a pass, or declare an attack without spending influence. The target model is a friendly model during this action.

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Size 30 mm

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OBULUS

CHARACTER TRAITS

● **Confidence**
Once during this model's activation, you may choose a friendly model within 4". The chosen model may reroll any number of dice during its next TN test this turn.

● **Shadow Like**
At the start of this model's activation, it may make a 2" dodge.

● **Unpredictable Movement**
Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

LEGENDARY PLAY
Rigor Mortis
The enemy team loses all current MP, and the friendly team gains MP equal to the amount lost by the enemy team.

Figeon, Human, Male, Defensive Midfielder, Captain

Size 30 mm

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MINERVA

Melee Zone 2"

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

1

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2

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CHARACTER PLAYS

CHARACTER PLAY	CST	RNG	SUS	OPT
<i>Eye Spy</i>	2/	6"	✓	✓
Friendly models gain +2 TAC while attacking target enemy model.				
<i>Harrier</i>	2/	4"	✗	✓
Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.				

Sultarish, Human, Female, Winger, Squaddie	  
	Size 30 mm

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SPADE

Melee Zone 2"

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

1

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2

CHARACTER PLAYS

CHARACTER PLAY	CST	RNG	SUS	OPT
<i>Diggy Hole</i>	1	S	✗	✓
This model may be placed within 2" of its current location.				
<i>Destructive Impulse</i>	2	8"	✗	✓
Target enemy model suffers 2 DMG and a 2" push.				

Numasai, Human, Female, Striker, Squaddie	  
	Size 30 mm

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CHARACTER TRAITS

● **Guild Rule: Secret Tunnel**
At the start of this model's activation, it may be placed within 2" of its current location.

Close Control
This model may ignore the first tackle playbook result that it suffers each turn.

Tutelage [Shaft]
If it starts its activation within 6" of the named friendly model, this model may use a character play once during its activation without spending influence.