

**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.*)

Unknown, Human, Unknown, Coach, Captain  
Size 30 mm

TM & © Steamforged Games LTD 2025

**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  
Size 30 mm

TM & © Steamforged Games LTD 2025

**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, Coach, Captain  
Size 30 mm

TM & © Steamforged Games LTD 2025

**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  
Size 30 mm

TM & © Steamforged Games LTD 2025

**CALCULUS**  
Melee Zone 1"

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

1 2 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.

Ethraynnian, Human, Unknown, Coach, Captain  
Size 30 mm

TM & © Steamforged Games LTD 2025

**CALCULUS**

**CHARACTER TRAITS**

**Toxicity**  
When an enemy model ends an activation engaging this model, the enemy model suffers 2 condition DMG and the poisoning 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  
Size 30 mm

TM & © Steamforged Games LTD 2025

**MERCURY**  
Melee Zone 1"

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

1 >

T 2 >> 3

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Fire Blast** 2/ 6" ✗ ✓  
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" ✗ ✗  
Target enemy model suffers 2 DMG and the burning condition.

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

TM & © Steamforged Games LTD 2025

**ALLOY**  
Melee Zone 1"

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

1 <<

< T 3 T << 5

**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

**ALLOY**

**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

4.7 6B

Size 30 mm

TM & © Steamforged Games LTD 2025

**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

**ESTERS**

**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

4.7 6B

Size 40 mm

TM & © Steamforged Games LTD 2025

## BRISKET

Melee Zone 1"

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

T 1 << 6B

1 T 2 << 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Quick Time</b>	1	4"	✗	✓
Target friendly model may make a 2" dodge.				
<b>Jagged Blade</b>	2/6B	4"	✗	✓
Target enemy model suffers 2 DMG and the bleed condition.				

HP: 14

Valentian, Human, Female, Winger, Veteran, Squaddie

Size 30 mm

TM & © Steamforged Games LTD 2025

## BRISKET

### 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

Size 30 mm

TM & © Steamforged Games LTD 2025

## HOIST

Melee Zone 1"

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

1 6B 6B

T << 2 << 3

CHARACTER PLAYS	CST	RNG	SUS	OPT

HP: 13

Raed, Animal, Mascot, Planter

Size 30 mm

TM & © Steamforged Games LTD 2025

## HOIST

### 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

Size 30 mm

TM & © Steamforged Games LTD 2025

## PECK

Melee Zone 1"

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

2 < T <<

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Cocksure</b>	1	4"	✓	✓
Target friendly model may ignore the next condition that it suffers except the taken out condition.				
<b>Annoyance</b>	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)				

HP: 6

Raed, Animal, Mascot, Planter

Size 30 mm

TM & © Steamforged Games LTD 2025

## 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

TM & © Steamforged Games LTD 2025

## HARROW

Melee Zone 2"

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

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Pick of the Crop</b>	1/10"	✓	✗	
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.				
<b>Sow the Seeds</b>	S	✗	✗	
This model may place a friendly harvest marker within 2".				
<b>Maximum Effort</b>	1 6"	✓	✓	
Target friendly model's non-momentous playbook damage results are momentous.				

## 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

™ & © Steamforged Games LTD 2025

## HONOUR

Melee Zone 1"

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

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

## 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

™ & © Steamforged Games LTD 2025

## SHARK

Melee Zone 2"

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

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

## 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

™ & © Steamforged Games LTD 2025

**SAKANA**  
Melee Zone 2"

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

1 2 3  
< T >> << >>

**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  
Size 30 mm

™ & © Steamforged Games LTD 2025

**SAKANA**

**CHARACTER TRAITS**

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

**Cover of Darkness**  
When this model starts an advance while benefitting from cover, it gains +2"/+2" MOV for the duration of the advance.

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

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

™ & © Steamforged Games LTD 2025

**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  
Size 40 mm

™ & © Steamforged Games LTD 2025

**HEARNE**

**CHARACTER TRAITS**

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

● **Nature's Blessing**  
Once per turn during its activation, this model may choose a piece of forest terrain within 4". This model may be placed anywhere within the chosen forest terrain.

**HEROIC PLAY**  
**Blessing of the Sun Father**  
Once during its activation, target friendly model within 6" may use a character play without spending influence.

Unknown, Human, Male, Centre Back, Squaddie  
Size 40 mm

™ & © Steamforged Games LTD 2025

**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, Squaddie  
Size 40 mm

™ & © Steamforged Games LTD 2025

**HEARNE**

**CHARACTER TRAITS**

● **Last Light**  
Once per turn during this model's activation, choose a friendly model within 6". The chosen model may spend MP instead of influence to pay the CST of a character play once this turn.

● **Lunar Eclipse**  
Each time this model hits an enemy model with an attack or character play, after the action is resolved this model may be placed within 1" of the enemy model.

**Winter's Blessing**  
When this model makes an advance, it ignores the MOV penalty for rough terrain. When this model moves within one or more pieces of rough terrain during an advance, it gains +2"/+2" MOV for the remainder of the advance.

Unknown, Human, Male, Centre Back, Veteran, Squaddie  
Size 40 mm

™ & © Steamforged Games LTD 2025

**MINX**  
Melee Zone 2"

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

1 T

< 2 > << >> 3 <

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Marked for Death** 2/ 6 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!** 6 S ✓ ✗

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

13

Size 30 mm

TM & © Steamforged Games LTD 2025

**MINX**

**CHARACTER TRAITS**

● **Big Game Traps**

Once per turn during this model's activation, it may place a friendly trap marker within 2".

**Heightened Senses**

Damaged enemy models suffer -1 TAC while attacking this model.

**HEROIC PLAY**

**Blessing of the Sun Father**

Once during its activation, target friendly model within 6" may use a character play without spending influence.

Unknown, Female, Attacking Midfielder, Veteran, Squaddie

4.7 6S

Size 30 mm

TM & © Steamforged Games LTD 2025

**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).

12

Size 30 mm

TM & © Steamforged Games LTD 2025

**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

4.7 6S

Size 30 mm

TM & © Steamforged Games LTD 2025

**HAMMER**  
Melee Zone 1"

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

>

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.

Raed, Human, Male, Attacking Midfielder, Captain

4.7 6S

Size 30 mm

TM & © Steamforged Games LTD 2025

**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

4.7 6S

Size 30 mm

TM & © Steamforged Games LTD 2025

**TOWER**  
Melee Zone 1"

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

**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)

Castellyian, Human, Male, Defensive Midfielder, Squaddie Size 30 mm

TM & © Steamforged Games LTD 2025

**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

TM & © Steamforged Games LTD 2025

**OBULUS**  
Melee Zone 2"

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

**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.

Raed, Animal, Mascot Size 40 mm

TM & © Steamforged Games LTD 2025

**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

TM & © Steamforged Games LTD 2025

**VILESWARM**  
Melee Zone 1"

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

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Scatter** 1 S ✗ ✓

1" pulse. All models within the pulse suffer 1 DMG. Then place this model within 1".

Raed, Animal, Mascot Size 40 mm

TM & © Steamforged Games LTD 2025

**VILESWARM**

**CHARACTER TRAITS**

**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.

**Rabid Frenzy**  
When this model makes a charge during its activation, it may do so without spending influence. If it does, at the end of its activation it suffers 4 DMG.

**Verminthirst** [3" Aura]  
When another model suffers the taken out condition while within this aura, after current actions are resolved, this model may recover 2 HP.

Raed, Animal, Mascot Size 40 mm

TM & © Steamforged Games LTD 2025

**Ω BONESAW**  
Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	5	3/8"	5+	0	2/4

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Spirit Strings** 4" **X** **X**

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

**Ω BONESAW**

**CHARACTER TRAITS**

**Dread Omen**  
This model gains +2 TAC while a model is suffering the taken out condition.

● **Stamina**  
Once per turn at the start of this model's activation, this model may make a jog.

**Wrath Walk**  
When this model moves by advancing or dodging, it may pass over other models' bases. It can't end its movement overlapping another model's base.

**HEROIC PLAY**  
**Grave Wind**  
The next time this model pushes an enemy model, the enemy model suffers the knocked down condition.

Piert, Human, Male,  
Striker,  
Squaddie

Size 50 mm

™ & © Steamforged Games LTD 2025

**✊ STRONGBOX**  
Melee Zone 1"

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

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Tortoise Power** 1 S ✓ ✓

This model gains Battering Ram.  
(Battering Ram: During this model's advances, models whose bases are touched by its base immediately suffer a 2" push directly away from it. This model can only push each model once per turn with Battering Ram.)

**✊ STRONGBOX**

**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.

**Shelling Out [4" Aura]**  
Friendly models within this aura gain +1 TAC. When a friendly model within this aura inflicts the taken out condition on an enemy model, the friendly team gains an additional 1 MP.

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

Sultarish, Animal,  
Mascot

Size 40 mm

™ & © Steamforged Games LTD 2025

**✊ SNAKESKIN**  
Melee Zone 1"

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

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Where'd They Go?** 1/ S **X** ✓

This model may make a 4" dodge.

**Aqua Tofana** 1/ S ✓ ✓

4" aura. While within this aura, enemy models suffering the poison condition suffer -1 TAC and suffer 3 DMG from poison in the End Phase instead of 2 DMG.

**✊ SNAKESKIN**

**CHARACTER TRAITS**

**Stealthy**  
Enemy character plays targeting this model suffer -5" RNG.

**Poisoner**  
Each time this model dodges, after the current action is resolved, choose an enemy model within 4". The chosen model suffers the poison condition.

**Chameleon**  
When this model returns to the pitch after suffering the taken out condition, it may treat the enemy team's deployment zone as its own.

Sultarish, Human, Female,  
Winger,  
Squaddie

Size 30 mm

™ & © Steamforged Games LTD 2025



**MINERVA**  
Melee Zone 2"

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

1 > T

KD 2 >> 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Eye Spy</b>	2/	6"	✓	✓

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

**Harrier** 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.

16

Sultarish, Human, Female, Winger, Squaddie

4.7 6B

Size 30 mm

TM & © Steamforged Games LTD 2025

**MINERVA**

**CHARACTER TRAITS**

**Feathered Friends**  
While within a friendly Harrier AOE, this model gains +1 TAC and cover.

● **Nocturnal Hunting** [6" Aura]  
When an enemy model suffers the taken out condition while within this aura, after current actions are resolved this model may use Encourage without spending MP.

Sultarish, Human, Female, Winger, Squaddie

4.7 6B

Size 30 mm

TM & © Steamforged Games LTD 2025

**SPADE**  
Melee Zone 2"

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

1

T > ✗ 2

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Diggy Hole</b>	1	S	✗	✓

This model may be placed within 2" of its current location.

**Destructive Impulse** 2 8" ✗ ✓  
Target enemy model suffers 2 DMG and a 2" push.

15

Numasai, Human, Female, Striker, Squaddie

4.7 6B

Size 30 mm

TM & © Steamforged Games LTD 2025

**SPADE**

**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.

Numasai, Human, Female, Striker, Squaddie

4.7 6B

Size 30 mm

TM & © Steamforged Games LTD 2025