



BREWER'S GUILD

Real rough and tumble boys, these lads. You're never going to meet yourself anyone more likely to knock you down into the dirt, mark my words. Tough, thick skulled bastards that love to brawl. But you know? For all of that, they're all right by me. They're just playing the game and they don't take liberties with it none. I'll go ten matches with the Drunks over one with the Meatheads or the Spooks, bruises and all. Play against 'em one day, and you'll see what I mean. They're all aggressive and up in your face on the pitch, and after will sit down to drink with you like you're old comrades.

The current Drunks are nearly all from over Raedland way, around Maldriven and beyond. Considering how hard some of their predecessors have been, they're a fun bunch. Decent in their own way. You wouldn't remember, but before them was the lot from Erskirad. Far too serious for their own good, like their ale had grown stale long since. No one was sad to see the back of them. Let's just hope that the Maldriven Whisky houses keep their hold over the Brewer's Guild for a long time to come, eh?

- Flint, Mason's Guild Team Vice Captain



BREWER'S GUILD

UNION PLAYERS

The following Union models may play for the Brewer's Guild in Season 3:



GUTTER



HEMLOCKE



RAGE



FANGTOOTH



HARRY 'THE HAT'



AVARISSE & GREEDE



TAPPER

Melee Zone 2"

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



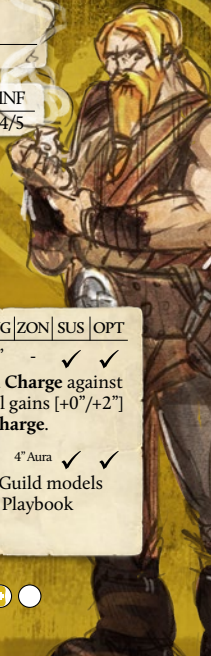
CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Marked Target 1/6B 8" - ✓ ✓

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

Commanding Aura 2/6B S 4" Aura ✓ ✓

While within this aura friendly Guild models gain [+1] TAC and [+1] DMG to Playbook damage results.





TAPPER

CHARACTER TRAITS

Tactical Advice [Scum]

During the Maintenance Phase if the named friendly model is within [4"], this model gains [+0/+1] INF.

Tough Hide

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

HEROIC PLAY

Old Jake's

Immediately allocate [2] Influence between other friendly Guild models within [6"].

Mald, Human, Male,
Central Midfielder,
Captain



Size 30mm



ESTERS

Melee Zone 1"

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



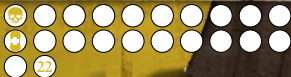
CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Blast Earth 2 10" AOE 3" ✕ ✕

All models hit suffer [2] DMG. This **ongoing-effect** AOE is **rough-ground**.

Fire Blast 2 8" AOE 3" ✕ ✓

All models hit suffer [2] DMG and the **burning** condition. Models entering or ending their activation in this **ongoing-effect** AOE suffer the **burning** condition.





ESTERS

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.

Empowered Voice

Once per turn during this model's activation, choose a friendly Guild model within [6"] to benefit from one of the following *Empowered Voice* effects. The chosen effect lasts until the end of the turn:

Speed: gain [+2"/+2"] MOV.

Strength: gain [+1] DMG to Playbook damage results.

Agility: gain [+1] DEF.

HEROIC PLAY

Soothing Voice [3" Pulse]

Friendly models within the pulse remove any conditions currently on them.

LEGENDARY PLAY

It's not over until...

This model may use *Empowered Voice* three times this turn.

Eisnoran, Human, Female,
Central Midfielder,
Captain



Size 40mm



SCUM

Melee Zone 1"

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



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Hamstring



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Target enemy model suffers [-4"/-4"] MOV.





SCUM

CHARACTER TRAITS

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** in this model's melee zone, this model may immediately make a [2"] **Dodge**.

Ethraynnian, Animal,
Mascot



Size 30mm



QUAFF

Melee Zone 1"

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

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CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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<i>Second Wind</i>	2	4"	-	✓	✓
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When target friendly model next ends an activation it may make a **Jog**.



QUAFF

CHARACTER TRAITS

Loved Creature

When this model suffers damage from an enemy **Attack** or **Play**, except while making an **Advance**, other friendly Guild models gain [+1] TAC for the remainder of the turn.

Bag of Quaffers

Once per turn target friendly non-[Captain] Guild model within [4"] gains [+1] TAC until the end of the turn.

Eisnoran, Animal,
Mascot



Size 40mm



FRIDAY

Melee Zone 1"

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

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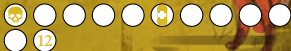


CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Dirty Knives

2/ 6" - ✓ ✗

Target enemy model suffers [-1] DEF, [1] DMG and the **poison** condition.





FRIDAY

CHARACTER TRAITS

Shadow Like

At the start of this model's activation it may make a [2"] **Dodge**.

Defence Support [Spigot]

While within [4"] of the named friendly model this model gains [+1] DEF.

Get Over Here! [Scum]

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.

HEROIC PLAY

I Shoot Better after a Beer...

This model gains [+1/+2"] KICK. During a **Parting Blow** that targets this model, this model gains [+1] DEF.

Mald, Human, Female,
Striker



Size 30mm



HOOPER

Melee Zone 2"

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



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Tough Skin 1 4" - ✓ ✓

Target friendly model gains [+1] ARM.

Smashed Shins ⚙ P - ✓ ✗

Target enemy model suffers [-4/-4"] KICK.



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HOOPER

CHARACTER TRAITS

Tough Hide

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

Shove the Boot In

This model gains [+1] DMG to Playbook damage results while targeting an enemy model that is suffering the **knocked-down** condition.

HEROIC PLAY

True Grit

Immediately remove all conditions from this model.
This model gains [+2] TAC.

Mald, Human, Male,
Attacking Midfielder



Size 30mm



MASH

Melee Zone 2"

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



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Super Shot 1 S - ✓ ✓

This model gains [+1/+2"] KICK.

Howzat!? ⚙ P - ✗ ✗

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





MASH

CHARACTER TRAITS

Volley Threat

While within [8"] of the enemy **goal-post**, this model spends [1] less Momentum to make a **Snap Shot!**

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**.

Protected [Esters]

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

Eisnoran, Human, Male,
Striker



Size 40mm



SPIGOT

Melee Zone 1"

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



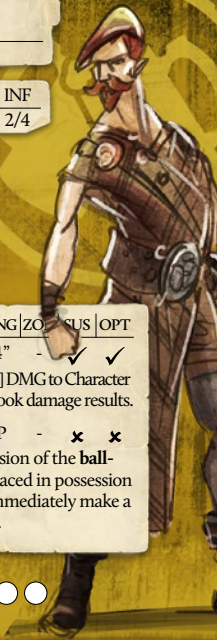
CHARACTER PLAY	CST	RNG	ZO	SUS	OPT
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Tooled Up 1 4" - ✓ ✓

Target friendly Guild model gains [+1] DMG to Character Plays that cause damage and Playbook damage results.

Ball's Gone! ●● P - ✕ ✕

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.





SPIGOT

CHARACTER TRAITS

Football Legend [4" Aura]

While within this aura friendly Guild models gain [+1/+1"] KICK.

Floored

When this model targets an enemy model that is suffering from the **knocked-down** condition with an **Attack**, this model gains [+2] TAC for the duration of the **Attack**.

HEROIC PLAY

Time's Called [4" Aura]

When a friendly Guild model starts an **Advance** within this aura, it gains [+2"/+2"] MOV.

Raed, Human, Male,
Defensive Midfielder



Size 30mm



SPIGOT

Melee Zone 1"



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



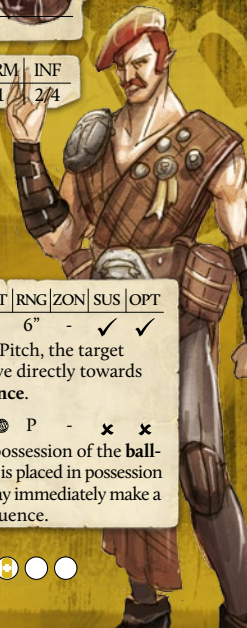
CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Goad 1 6" - ✓ ✓

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

Ball's Gone! 25% 25% P - x x

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.





SPIGOT

CHARACTER TRAITS

Match Fit

While in possession of the **ball-marker**, this model gains [+2"/+2"] MOV.

Close Control

Once per turn this model may ignore the first **Tackle** Playbook result against it.

Paint on your Boots

While within [8"] of the edge of the Pitch this model gains *Poised*. (Once per turn, this model may make a Counter-Attack without spending MP.)

HEROIC PLAY

Back to His Best

This model gains [+1] DEF. While in possession of the **ball-marker**, this model may make a **Kick** without spending Influence.

Raed, Human, Male,
Striker,
Veteran



Size 30mm



STAVE

Melee Zone 1"

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

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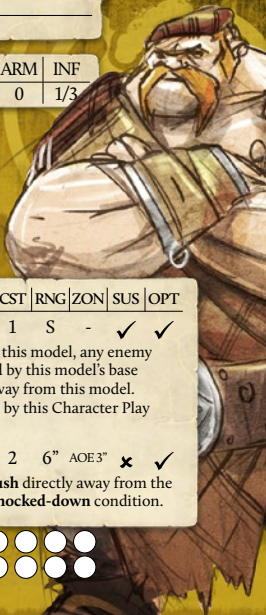
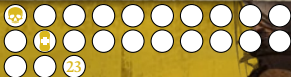
CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Ramming Speed	1	S	-	✓	✓
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During an **Advance** made by this model, any enemy model whose base is touched by this model's base suffers a [2"] **Push** directly away from this model. A model can only be affected by this Character Play once per turn.

Lob Barrel	2	6"	AOE 3"	✗	✓
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All models hit suffer a [4"] **Push** directly away from the centre of the AOE and the **knocked-down** condition.





STAVE

CHARACTER TRAITS

Tough Hide

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

HEROIC PLAY

Explosive Brew

When this model uses the *Lob Barrel* Character Play this turn, enemy models hit additionally suffer [2] DMG.

Mald, Human, Male,
Centre Back

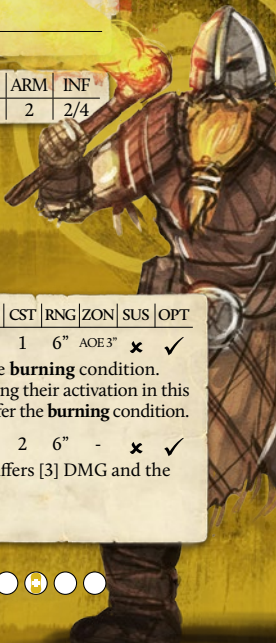


Size 40mm



STOKER

Melee Zone 1"



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

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CHARACTER PLAY

CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
Molotov	1	6"	AOE 3"	x	✓

All models hit suffer the **burning** condition.
Models entering or ending their activation in this **ongoing-effect** AOE suffer the **burning** condition.

Flame Jet	2	6"	-	x	✓
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Target enemy model suffers [3] DMG and the **burning** condition.





STOKER

CHARACTER TRAITS

Burning Passion

This model gains [+1] DMG to Character Plays that cause damage and Playbook damage results while targeting an enemy model that is suffering the **burning** condition.

Magical Brew

At the start of this model's activation, remove all conditions from this model. This model also recovers [2] HP.

HEROIC PLAY

Human Ball of Fire

A model whose base is touched by this model's base during an **Advance** made by this model suffers the **burning** condition. At the end of this model's activation, this model suffers [4] DMG.

Eisnoran, Human, Male,
Defensive Midfielder



Size 30mm



PINTPOT

Melee Zone 1"

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



CHARACTER PLAY	CST	RNG	ZON	SUS	OPT
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Concussion P - x x

Target enemy model loses [1] Influence.

Smashing Face 2 S - x ✓

All models within this model's melee zone suffer [2] DMG and the **bleed** condition.





PINTPOT

CHARACTER TRAITS

Rowdy

This model does not gain **Ganging Up** bonuses.

This model does not suffer **Crowding Out** penalties.

Six Pack

This model begins the game with [6] **beer-tokens**.

During its activation, this model may spend up to [3] Beer tokens. A Beer token can be spent to make an **Attack** without spending Influence, use a Character Play without spending Influence, or use a Heroic Play without spending Momentum.

HEROIC PLAY

Come On Then!

The next time 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.

Mald, Human, Male,
Central Midfielder



Size 40mm