

ENGINEER PLAYERS

The following Engineer models may play for the Miner's Guild:



SALVO



COLOSSUS





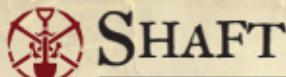
MINER'S GUILD

Blasted dangerous profession, one look at most of 'em will prove that. Their crew looks beaten up before they hit the pitch, let alone afterwards. That's nothing new though. You've got to have stones made of iron to go down in the depths day after day. Or be half mad. Preferably both, if you ask me.

Rumour is, old Ballista set up shop with 'em months ago. I'll bet that suits the dour bastard right down to the ground, spending all his days in the dark, tinkering with the bloody monstrosities he's been making. I thought I'd seen it all with the Engineers, but the mining engines are something else. You'd think they'd be against the rules, until you remember the rules were written when people couldn't even imagine a damn drilling machine, let alone make them illegal.

I'll wager the Lord Artificer is the reason they're here in the Big Leagues, too. He might not be in his Guild's best graces, but don't think Ballista doesn't still have friends in high places. Mark my words, it's a power play—he's seen the First Lady's success story and he's looking to write one of his own...

—Lucky, Free Agent



SHAFT

CHARACTER TRAITS

● **Guild Rule: Secret Tunnel**

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

Tough Hide

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

LEGENDARY PLAY

We're Going Underground [6" pulse]

Friendly models within this pulse may be placed within 2" of their current location.

Indar, Human, Male,
Defensive Midfielder,
Captain



4.1



Size 30 mm



SHAFT

Melee Zone 2"

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



CHARACTER PLAYS

CST

RNG

SUS

OPT

Lodestone

2/ 8"



Choose one:

- Other models within 4" of target enemy model suffer a 2" push directly towards target enemy model.
- Other models within 4" of target enemy model suffer a 2" push directly away from target enemy model.

Weak Point



P



Target enemy model suffers -1 ARM.





DIGGER

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

Once per turn this model may ignore the first tackle playbook result against it.

● **Stop, Drop, and Mole**

Once per turn during this model's activation, target friendly model within 4" may remove all conditions it's suffering.

Skaldic, Animal,
Mascot



4.1



Size 30 mm



DIGGER

Melee Zone 1"

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

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CHARACTER PLAYS

CST

RNG

SUS

OPT

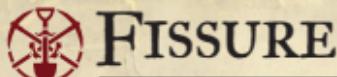
Diggy Hole

1 S ✗ ✓

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



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FISSURE

CHARACTER TRAITS

● **Guild Rule: Secret Tunnel**

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

You're Coming With Me

Once per turn during this model's activation, before this model is placed, it may choose a friendly model within its melee zone. After this model is placed, the chosen model is placed within this model's melee zone.

LEGENDARY PLAY

Tremor Mine

Choose a free ball within 8" of this model and remove it from the pitch. This model's controlling player resolves a goal kick.

Numasai, Mechanica, Human, Female,
Centre Back,
Squaddie



4.1



Size 50 mm



FISSURE

Melee Zone 1"



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



CHARACTER PLAYS

CST

RNG

SUS

OPT

Grinding Tracks

1 S ✓ ✓

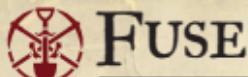
During this model's advances, enemy models whose bases are touched by its base immediately suffer the knocked down condition. Each enemy model may only suffer the knocked down condition once per turn from Grinding Tracks.

Sinkhole

2/6 S X ✓

3" pulse. Enemy models within this pulse suffer a 3" push directly towards this model. This model may then be placed within 2" of its current location.





FUSE

CHARACTER TRAITS

● *Guild Rule: Secret Tunnel*

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

● *Remote Detonation*

Once per turn during this model's activation, if there is a free ball within 6" of this model, this model may make a kick as if it was in possession of the ball. The kick distance and ball path of this kick are measured from the current location of the free ball.

Sapper's Instincts

This model gains +2 DEF against enemy character plays.

Skaldic, Human, Male,
Attacking Midfielder,
Squaddie



Size 30 mm



FUSE

Melee Zone 1"

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



CHARACTER PLAYS

CST

RNG

SUS

OPT

Clear!

2 4" **X** ✓

Position an AOE within range. Enemy models hit are placed within 1" of their current location.

Under the Lines

1 S **X** ✓

Choose an enemy model within 3". Place this model in base contact with the chosen enemy model.





MULE

CHARACTER TRAITS

● *Guild Rule: Secret Tunnel*

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

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.

Tough Hide

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

Figeon, Mechanica,
Central Midfielder,
Squaddie



4.1



Size 50 mm



MULE

Melee Zone 1"

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



CHARACTER PLAYS

CST

RNG

SUS

OPT

Lockdown



P



Target enemy model suffers -4"/-4" MOV and -1 TAC.

Throw



P



Target enemy model is placed within 1" of its current location.



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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

Once per turn this model may ignore the first tackle playbook result against it.

Numasai, Human, Female,
Striker,
Squaddie



Size 30 mm



SPADE

Melee Zone 2"

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

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2

CHARACTER PLAYS

CST

RNG

SUS

OPT

Diggy Hole

1 S ✗ ✓

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

Controlled Explosion

1 S ✗ ✓

Choose an enemy model within 6". The chosen model suffers a 2" push.

