

# BUTCHER'S GUILD

## COOK PLAYERS

*The following Cook models may play for the  
Butcher's Guild:*



CINNAMON



ROAST





## BUTCHER'S GUILD

*Who are they? They're a real heavy set.*

*Killers, every one of them.*

*Yeah, those lads only play Guild Ball one way. Pounding down the pitch in a headlong charge and leaving a mess behind 'em that makes most shipwrecks look more salvageable.*

*Thing that scares everyone though, is that they've got themselves a heavy rep over the years for forgetting the rules on occasion. Against any team you can get wasted, but these boys are much heavier handed. The Butcher's Guild has had to bail its team out more than once for the odd 'accident' where someone goes home a memory, if you follow my meaning.*

*Don't mess with those lads, young blood. You can run around them all you want, staying just out of reach of a brute like the Ox, but you'd best pray that they don't catch you. I'm too old and wise to have made friends in this game, but if I had, I'd have seen plenty of them go home in boxes after games against those maniacs.*

*You're just meat to them. Weak, tender, soft meat.  
And they're the Butchers.*

—Greyscales, Fisherman's Guild Vice Captain



**Ox**

## CHARACTER TRAITS

### *The Owner* [6" Aura]

While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.

## LEGENDARY PLAY

### *Get 'Em Lads!* [6" Aura]

While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results. While within this aura, enemy models suffer -1 ARM.

Skaldic, Human, Male,  
Attacking Midfielder,  
Captain



S4



Size 30 mm



# Ox

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	7	3/6"	3+	2	4/5



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *They Ain't Tough!*

1/ 6"

✓

Target enemy model suffers -1 ARM.

### *Butchery*

2/ 6"

✓

Friendly models gain +1 DMG to playbook damage results while attacking target enemy model.



# FILLET

## CHARACTER TRAITS

### ***Haemophilia [6" Aura]***

In the End Phase, before conditions are resolved, this model may heal 1 HP for each enemy model within this aura suffering the bleed condition.

### ***Smell Blood***

When it charges an enemy model suffering the bleed condition, this model gains +0"/+2" MOV for the duration of the charge. When it attacks an enemy model suffering the bleed condition, this model gains +1 DMG to playbook damage results.

## LEGENDARY PLAY

### ***Exsanguinate [6" Pulse]***

Enemy models within this pulse suffering the bleed condition suffer 3 condition DMG.

Valentian, Human, Female,  
Striker,  
Captain



S4



Size 30 mm



# FILLET

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	8	3/6"	5+	0	4/6



1

1  
<2  
<3  
<<4  
<<

## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Blood Rain



P

X

X

Target enemy model suffers 2 DMG. Enemy models within 3" of the target model suffer the bleed condition.

### Pain Circle

2    6"

X

✓

Position an ongoing effect AOE within range. Models hit suffer 1 DMG and the bleed condition. Models entering or ending their activations within this AOE suffer the bleed condition.

### Quick Foot

2    4"

✓

X

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



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# BOAR

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## CHARACTER TRAITS

### **Berserk**

During its activation, if this model damages an enemy model with an attack, this model may make an additional attack without spending influence. This ability cannot generate a further additional attack from itself.

### **Blood Lust [6" Aura]**

Once per turn when another friendly model starts its activation within this aura, the friendly model may spend 1 influence to gain Berserk for the remainder of the turn.

### **Furious**

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

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## LEGENDARY PLAY

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### **Chop Chop! [6" Aura]**

While within this aura, other friendly models gain Furious.

Skaldic, Human, Male,  
Attacking Midfielder,  
Veteran, Captain



4.2



Size 40 mm



# BOAR

Melee Zone 2"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Singled Out*



P



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

### *Stagger*



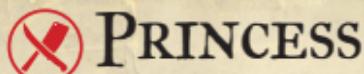
P



Target enemy model suffers -1 DEF.



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# PRINCESS

## CHARACTER TRAITS

### *Loved Creature*

The first time each turn this model suffers damage from an enemy attack or play, other friendly models gain +1 TAC for the remainder of the turn.

### *Vicious*

This model gains +2 TAC and +1 DMG to playbook damage results when making a parting blow.

Raed, Animal,  
Mascot



S4



Size 30 mm



# PRINCESS

Melee Zone 1"

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

T

1

2



3

## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Rabid Animal



P



Target enemy model suffers -4"/-4" MOV and the poison condition.



8

# TRUFFLES

## CHARACTER TRAITS

### ***Sturdy***

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

### ***Tough Hide***

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

### ***Vindictive***

When this model charges during its activation, it may spend 1 less influence to do so.

Castellyian, Animal,  
Mascot



S4



Size 40 mm



# TRUFFLES

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT



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# BOAR

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## CHARACTER TRAITS

### ***Berserk***

During its activation, if this model damages an enemy model with an attack, this model may make an additional attack without spending influence. This ability cannot generate a further additional attack from itself.

### ***Furious***

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

### ***Life Drinker***

When it damages an enemy model with one or more playbook damage results, this model may recover 1 HP.

Skaldic, Human, Male,  
Attacking Midfielder,  
Squaddie



S4



Size 40 mm



# BOAR

Melee Zone 2"



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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Concussion*

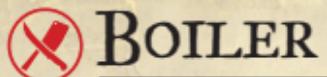


P

X X

Target enemy model loses 1 Influence.





# BOILER

## CHARACTER TRAITS

### *Anatomical Precision*

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

### *Assist [Princess]*

While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.

### *Crucial Artery*

Enemy models damaged by this model suffer the bleed condition.

Figeon, Human, Male,  
Winger,  
Squaddie



Size 30 mm



# BOILER

Melee Zone 1"

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



T



2



3



## CHARACTER PLAYS

CST

RNG

SUS

OPT

*Axe Throw*

2 6"

✗ ✓

Target enemy model suffers 3 DMG.

*Marked Target*

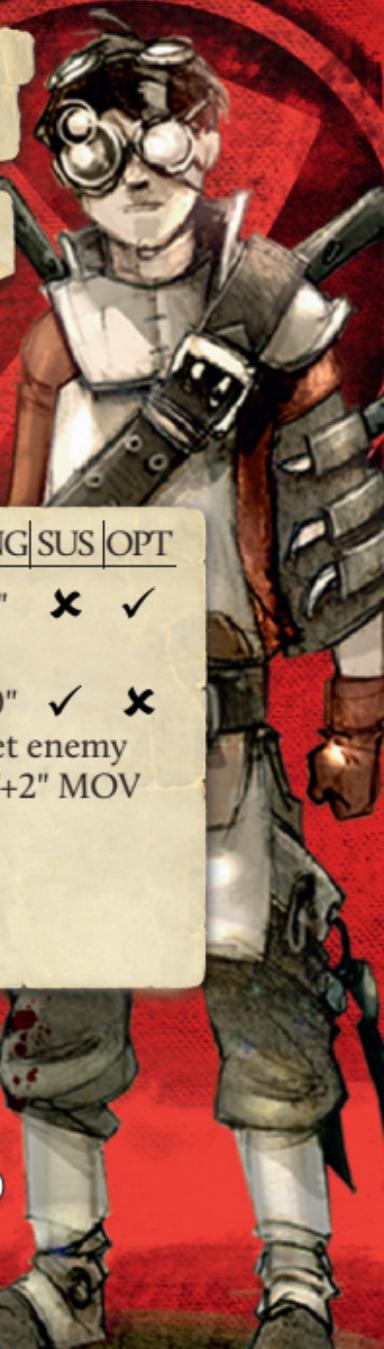
1/6" 10"

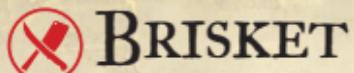
✓ ✗

When a friendly model charges target enemy model, the friendly model gains +0"/+2" MOV for the duration of the charge.



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# BRISKET

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## CHARACTER TRAITS

### *Above and Beyond*

Each time this model scores a goal, it gains +1/+0 INF for the remainder of the game.

### ● *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,  
Striker,  
Squaddie



4.2



Size 30 mm



# BRISKET

Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Super Shot*

1    S    ✓    ✓

This model gains +1/+2" KICK.

### *Dirty Knives*

2/GB    6"    ✓    ✗

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





## 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.

### ***Support from the Wing***

While within 8" of the edge of the pitch, this model may spend 1 less influence to charge.

### ● ***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



4.2



Size 30 mm



# BRISKET

Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Ball's Gone!*

P X X

Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

### *Quick Time*

1 4" X ✓

Target friendly model may make a 2" dodge.





# GUTTER

## CHARACTER TRAITS

### *Anatomical Precision*

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

### *Fan Favourite*

When this model inflicts the taken out condition on an enemy model, the friendly team gains +1 additional MP.

### *Sweeping Charge*

When this model makes a charge during its activation, in addition to one or more playbook damage results, models within this model's melee zone suffer 3 DMG.

Erskirii, Human, Female,  
Central Midfielder,  
Veteran, Squaddie



S4



Size 30 mm



# GUTTER

Melee Zone 2"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Route One

2/GB 6" X ✓

This model may make a jog directly towards target enemy model.



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# LAYNE

## CHARACTER TRAITS

### *Bleed the Cleats*

Each time this model inflicts damage on an enemy model, this model gains +1/+0" KICK for the remainder of the turn.

### *Close Control*

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

### ● *Get On With It, Boy! [Ox]*

If this model begins its activation within 6" of the named friendly model, this model may immediately use a character play without spending influence or remove all conditions it is currently suffering.

### *Magic Touch*

When this model makes a successful attack, it may add an additional (T) playbook result.

Ethraynnian, Human, Male,  
Striker,  
Squaddie



S4



Size 30 mm



# LAYNE

Melee Zone 1"

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



2

T



## CHARACTER PLAYS

CST

RNG

SUS

OPT

*Acrobatic*

1 S X ✓

This model may immediately make a 2" dodge.



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# MEATHOOK

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## CHARACTER TRAITS

### *Hooked*

Enemy models damaged by this model suffer the bleed and snared conditions.

### HEROIC PLAY

#### *Sanguine Pool [3" Pulse]*

Enemy models within this pulse suffering the bleed condition suffer -4"/-4" MOV.

Erskirii, Human, Female,  
Attacking Midfielder,  
Squaddie



S4



Size 30 mm



# MEATHOOK

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Scything Blow



S

X

X

Models within this model's melee zone suffer 3 DMG.

### Tooled Up

1    4"    ✓    ✓

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



14





**Ox**

## CHARACTER TRAITS

### **Lash Out**

When this model ends its activation, enemy models within its melee zone suffer 3 DMG.

### **Rowdy**

This model doesn't suffer crowding out penalties.

### **The Old Ways**

Once per turn, when this model inflicts the taken out condition on an enemy model, this model gains The Owner [6" Aura] for the remainder of the turn.

*(The Owner: While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.)*

Skaldic, Human, Male,  
Attacking Midfielder,  
Veteran, Squaddie



**4.1**



Size 40 mm



# Ox

Melee Zone 2"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Whirling Chains*

2/ S

4" pulse. Enemy models within this pulse suffer a 4" push directly towards this model.



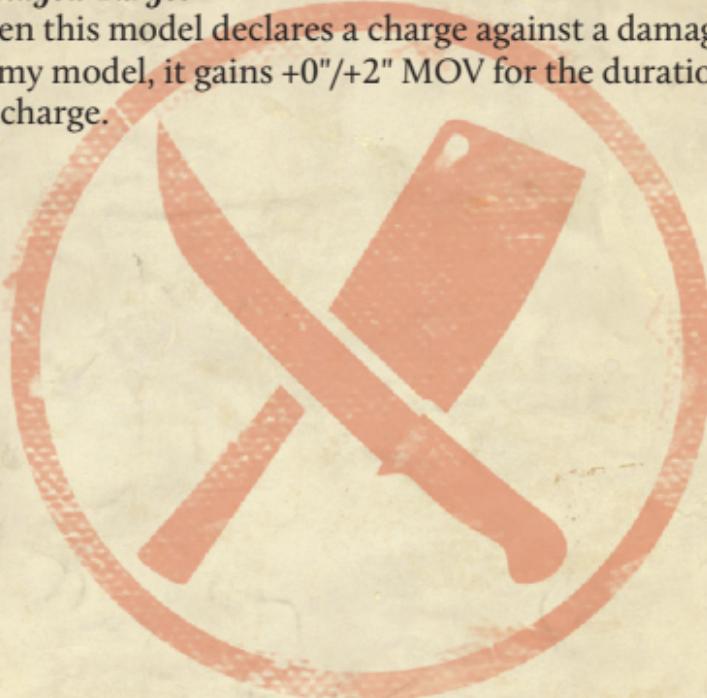


# SHANK

## CHARACTER TRAITS

### *Damaged Target*

When this model declares a charge against a damaged enemy model, it gains +0"/+2" MOV for the duration of the charge.



Erskirii, Human, Male,  
Winger,  
Squaddie



Size 30 mm



# SHANK

Melee Zone 2"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Thousand Cuts*

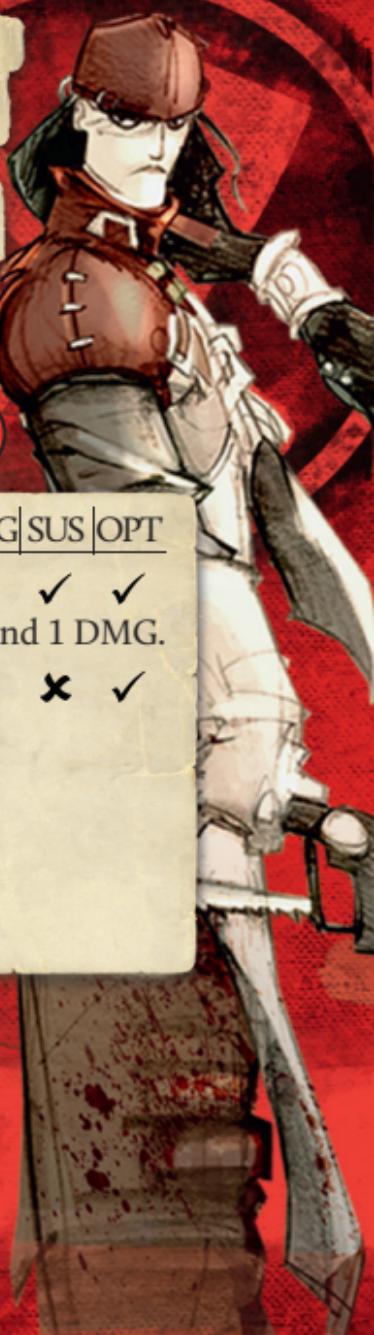
3/ 6" ✓ ✓

Target enemy model suffers -2 DEF and 1 DMG.

### *Where'd They Go?*

1/ S ✗ ✓

This model may make a 4" dodge.



# TENDERISER

## CHARACTER TRAITS

### *Celebrate THIS!*

While this model is within 6" of a friendly goalpost, when an enemy model scores a goal this model's controlling player may choose to have the enemy model suffer 4 DMG.

### *Outfield Defence*

Enemy models suffer +1 TN to Shots while this model is within 6" of a friendly goalpost.

Castellyian, Human, Male,  
Goalkeeper,  
Squaddie



Size 40 mm



# TENDERISER

Melee Zone 2"

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



1



2

3



5

## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Ground Pound

3/ S

Models within this model's melee zone suffer a 2" push directly away from this model, 2 DMG and the knocked down condition.

