



THE ORDER

GUILD RULE

Chosen of Solthecius

If Brisket is the captain of your team, the friendly team gains Ball of Light.

Ball of Light

Immediately after the kick off has been resolved, this team's controlling player may place an additional ball in possession of a friendly model within their deployment zone. This ball cannot be used to make a Shot. Each time an enemy model gains possession of this ball, the enemy model suffers 4 DMG.



THE ORDER

The Supreme Order of Solthecius? Pfft, those lads have some gall floating around a lofty name like that. To watch them strut around the pitch with all their airs, I think they believe it too. What a crock of shit. I'll call them what they are – damned mercenaries and outcasts to a man, that's what. No matter how good they play, they'll never be able to hide that truth from veterans like me.

I don't think anyone on the pitch is blind to what the church is doing, buying up faces that people in the stands recognise. With no history behind them, they couldn't very well drop a team into the big leagues and expect a following overnight, after all. Still, it hasn't made them any friends, believe me. There's a reason most of their number were able to jump ship from their old teams, and it's no secret most were pushed.

Bad combination, that. An institution universally hated by the Guilds – and their team full of men and women most would rather stick with a knife than shake their hand. That might sound hard, lad, but go ask any of the Butchers about Brisket, you'll see what I mean in a hurry.

— Corsair, Fisherman's Guild



BRISKET CHARACTER TRAITS

Scores for Fun

When this model makes a Shot during its activation, the TN is reduced by 1.

● 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

Worthy Sacrifice [6" Aura]

Place this model in base contact with another friendly model within 6". The other friendly model may then make a 6" dodge.

Valentian, Human, Female,
Striker,
Captain, Seasoned



S4



Size 30 mm



BRISKET

Melee Zone 1"

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



CHARACTER PLAYS

CST|RNG|SUS|OPT

I'm Open

2 6" ✗ ✓

Target friendly model may make a pass targeting this model without spending influence.

Route One

2/GB 6" ✗ ✓

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

With Aplomb

trophy S ✓ ✓

The next time this model scores a goal, the friendly team gains +1 VP.





PRIDE

CHARACTER TRAITS

● Rush Keeper

While this model is within 4" of a friendly goalpost, once per turn when an enemy model ends an advance within 6" of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

Piert, Animal,
Goalkeeper,
Mascot



S4



Size 50 mm



PRIDE

Melee Zone 1"



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



CHARACTER PLAYS

CST|RNG|SUS|OPT

Feral Instincts

1 4" ✓ ✓

Target friendly model gains Anatomical Precision.
(Anatomical Precision: During an attack from this model enemy models suffer -1 ARM.)

Predatory Gaze

1/GB S ✓ ✓

While this model is within 10" of a friendly goalpost, enemy models must spend 1 additional influence to make a Shot.





BENEDICTION

CHARACTER TRAITS

● **Playmaker [6" Aura]**

Once per turn when a friendly model within this aura makes a pass, it may make that pass without spending influence.

● **Poised**

Once per turn this model may make a counter-attack without spending MP.

Rapid Growth [6" Aura]

In the End Phase, before conditions are resolved, friendly models within this aura may recover 2 HP.

Piert, Human, Male,
Defensive Midfielder,
Squaddie



4.2



Size 40 mm



BENEDICTION

Melee Zone 2"

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



CHARACTER PLAYS

CST|RNG|SUS|OPT

Braced

1/ S ✓ ✓

This model gains +2 ARM against the next enemy attack that targets it.

Stand Firm

1 4" ✓ ✓

Target friendly model gains Sturdy.

(Sturdy: This model may ignore the first knocked down condition that it suffers each turn.)





FANGTOOTH

CHARACTER TRAITS

● *Flagellant*

Once per turn during this model's activation, this model may choose a friendly model within 4". The chosen model removes all conditions on it and this model suffers 4 DMG.

● *Potbellied Pass*

Once per turn when this model receives a successful pass, instead of using Pass & Move or making a Snap Shot, it may spend 1 MP to make a pass without spending influence.

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.

Ethraynnian, Human, Male,
Centre Back,
Veteran, Squaddie



4.1



Size 40 mm



FANGTOOTH

Melee Zone 2"

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



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.



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GRACE

CHARACTER TRAITS

Impart Faith [6" Aura]

When this model makes a character play, the range of the play may be measured from a friendly model within this aura instead of this model.

● *Talisman*

Once per turn during this model's activation, it may use a character play without spending influence.

LEGENDARY PLAY

Reclamation

If Ball of Light is in effect for the friendly team, this model gains possession of the friendly Ball of Light.

Piert, Human, Female,
Winger,
Squaddie



4.2



Size 30 mm



GRACE

Melee Zone 1"

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



CHARACTER PLAYS

CST|RNG|SUS|OPT

Healing Light

2 4" ✗ ✓

Position an AOE within range. Friendly models within this AOE recover 3 HP.

Quick Foot

2 4" ✓ ✗

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





HARRY 'THE HAT'

CHARACTER TRAITS

Inspiring Hat [4" Aura]

While within this aura, other friendly models may spend 1 less MP to use Pass & Move or make a Snap Shot.

Rising Anger

The first time this model is damaged by an enemy model each turn, the friendly team gains 2 MP.

Unknown, Human, Male,
Attacking Midfielder,
Squaddie



S4



Size 30 mm



HARRY 'THE HAT'

Melee Zone 2"

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



CHARACTER PLAYS

CST|RNG|SUS|OPT

Molotov

1 4" ✕ ✓

Position an ongoing effect AOE within range.
Models hit suffer the burning condition.

Models entering or ending their activations
within this AOE suffer the burning condition.

Singled Out

◎ P ✓ ✕

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





MIST

CHARACTER TRAITS

Cover of Darkness

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

Skilled within Shadow

While attacking an enemy model that's benefitting from cover, this model gains +2 TAC for the duration of the attack.

Unknown, Human, Male
Striker
Squaddie



S4



Size 30 mm



MIST

Melee Zone 2"

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

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CHARACTER PLAYS

CST

RNG

SUS

OPT

Acrobatic

1 S ✗ ✓

This model may make a 2" dodge.

Smoke Bomb

1 4" ✗ ✓

Position an ongoing effect AOE within range.

While within this AOE, models gain cover.



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SPIGOT

CHARACTER TRAITS

Close Control

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

Floored

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

HEROIC PLAY

Reading the Game

Target friendly model within 6" may immediately make a pass without spending influence.

Raed, Human, Male,
Attacking Midfielder,
Seasoned, Squaddie



S4



Size 30 mm



SPIGOT

Melee Zone 1"

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



CHARACTER PLAYS

CST | RNG | SUS | OPT

Ball's Gone

P

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



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