

ORDER PLAYERS

The following Order models may play for the Union:



BENEDICTION



GRACE



HARRY 'THE HAT'



MIST





THE UNION

The Union? Dead and gone now, thankfully. And good riddance to them too, the bloodthirsty bastards. Near ruined the game for all of us, back in the day. The Tyrant had his people everywhere, lurking in the shadows like the craven mutts they were. Forced their way into our teams and ran roughshod over the sport. Didn't matter if you won or lost, you were just happy to see the back of them. And that was before the Usurper took charge.

I never thought I'd hear myself saying this, but I almost found myself missing the Pirate King before too long. Rage was none too subtle with his brand of violence, a wounded animal lashing out at anything that dared to draw close. Whored his team with the same abandon too. Before too long, any of the clever manipulation we saw from Blackheart was gone, replaced by a lust for cold, hard money.

Believe me, I've seldom seen people so happy as they were when the Union were broken. The only thing we worry about now is that someone new will come along, and a third dynasty will dawn upon us...

—Mallet, Mason's Guild



BLACKHEART

CHARACTER TRAITS

● **Shadow Like**

At the start of this model's activation, it may make a 2" dodge.

LEGENDARY PLAY

Strike from the Shadows [6" Pulse]

Choose one effect:

- Friendly models within this pulse gain +1 DEF.
- Friendly models within this pulse make a 2" dodge.

Sultarish, Human, Male,
Central Midfielder,
Captain



S4



Size 30 mm



BLACKHEART

Melee Zone 2"

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

1

2
G

KD

↖

1
↖

T

G

3
↖

3
KD

CHARACTER PLAYS

CST

RNG

SUS

OPT

Butchery

2/G 6"

✓ X

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

Misdirection

2 8" X ✓

Target enemy model with at least 1 influence loses 1 influence. Allocate 1 influence to another friendly guild model within 4" of this model.

On My Mark

3/G 6" X X

Target other friendly model may make a pass without spending influence.



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RAGE

CHARACTER TRAITS

Furious

When this model charges during its activation, it may do so without spending influence.

Rising Anger

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

HEROIC PLAY

Bloody Coin

Target friendly model within 4" gains +1 TAC and +1 DMG to playbook damage results while attacking an enemy model that's engaged by another friendly model.

LEGENDARY PLAY

My Gang [6" Aura]

While within this aura, friendly models gain +1 TAC and +1 DMG to playbook damage results while attacking an enemy model that's engaged by another friendly model.

My Gang isn't cumulative with Bloody Coin.

Castellyian, Human, Male,
Attacking Midfielder,
Captain, Veteran



4.2



Size 30 mm



RAGE

Melee Zone 1"

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

KD

T

1

2
➤

3

3
➤



3
➤

4

CHARACTER PLAYS

CST

RNG

SUS

OPT

Concussion



P

✗ ✗

Target enemy model loses 1 influence.

Quick Time

1 4"

✗ ✓

Target friendly model may make a 2" dodge.

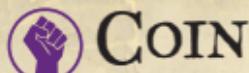
Red Fury

1 4"

✗ ✗

Target friendly model may declare an attack without spending influence.





CHARACTER TRAITS

● *Bag of Coffers*

Once per turn during this model's activation, choose a friendly non-Captain model within 4". The chosen model is allocated 1 influence and may use Bonus Time once during its activation without spending MP.

● *Follow Up*

When an enemy model ends an advance that caused it to leave this model's melee zone, this model may make a jog directly towards that model.

Sultarish, Animal,
Mascot



Size 30 mm



COIN

Melee Zone 2"

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

T

1



CHARACTER PLAYS

CST

RNG

SUS

OPT

Constrict



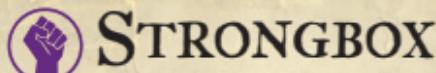
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Target enemy model suffers -4"/-4" MOV.



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STRONGBOX

CHARACTER TRAITS

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.

Tough Hide

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

Sultarish, Animal,
Mascot



4.2



Size 40 mm



STRONGBOX

Melee Zone 1"



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

KD 2

1 T

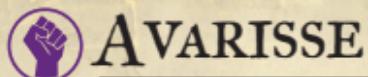
CHARACTER PLAYS

CST|RNG|SUS|OPT

Confidence

1 4" ✓ ✗

Target friendly model may reroll any number of dice during its next attack or character play during its activation.



AVARISSE

CHARACTER TRAITS

Contract [Greede]

While the named friendly model is on the pitch, this model activates simultaneously with it.

● *Drop Off [Greede]*

Once per turn during this model's activation, if the named friendly model isn't on the pitch and isn't suffering the taken out condition, it may be placed on the pitch in base contact with this model.

Thuggery [Greede]

While this model is within 1" of the named friendly model, this model gains +1 DMG to playbook damage results and may add a  playbook result to each successful attack it makes.

Tough Hide

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

Raed, Human, Male,
Centre Back,
Squaddie



4.2



Size 40 mm



AVARISSE

Melee Zone 1"

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

T 3

1

>>

2

KD

3
>>

CHARACTER PLAYS

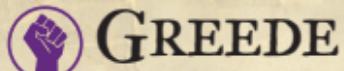
CST

RNG

SUS

OPT





GREEDE

CHARACTER TRAITS

Bench [Avarisse]

This model can't be selected for a team but is automatically added when the named friendly model is selected for a team. This model doesn't count towards your maximum team size allowance.

Contract [Avarisse]

While the named friendly model is on the pitch, this model activates simultaneously with it.

● *Pick Up*

Once per turn during this model's activation, if this model isn't in possession of the ball and is in base contact with the friendly Avarisse, this model may remove all conditions it's suffering and remove itself from the pitch.

Ready to Go

This model may be allocated influence while not on the pitch.

Raed, Human, Male,
Central Midfielder,
Squaddie



4.2



Size 30 mm



GREEDE

Melee Zone 1"

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

1



T

2

3

CHARACTER PLAYS

CST

RNG

SUS

OPT

Singled Out



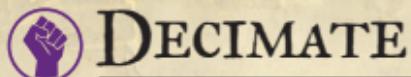
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Friendly models gain +2 TAC while attacking target enemy model.



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DECIMATE CHARACTER TRAITS

Anatomical Precision

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



Erskirii, Human, Female,
Winger,
Squaddie



4.2



Size 30 mm



DECIMATE

Melee Zone 1"

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



CHARACTER PLAYS

CST | RNG | SUS | OPT

Second Wind

1 4" ✓ ✓

The next time target friendly guild model ends an activation, it may make a 4" dodge.

Thousand Cuts

3/ 6" ✓ ✓

Target enemy model suffers -2 DEF and 1 DMG.





FANGTOOTH

CHARACTER TRAITS

Foul Odour [3" Aura]

Enemy models treat this aura as rough terrain.

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.

HEROIC PLAY

Fangtooth Unleashed

This model suffers 4 DMG and gains +2"/+2" MOV and +1 DMG to character plays that cause damage and to playbook damage results.

Ethraynnian, Human, Male,
Centre Back,
Squaddie



4.1



Size 40 mm



FANGTOOTH

Melee Zone 1"

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



CHARACTER PLAYS

CST

RNG

SUS

OPT

The Unmasking



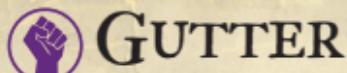
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X

X

3" pulse. Other models within this pulse suffer a 4" push directly away from this model and 3 DMG.





GUTTER

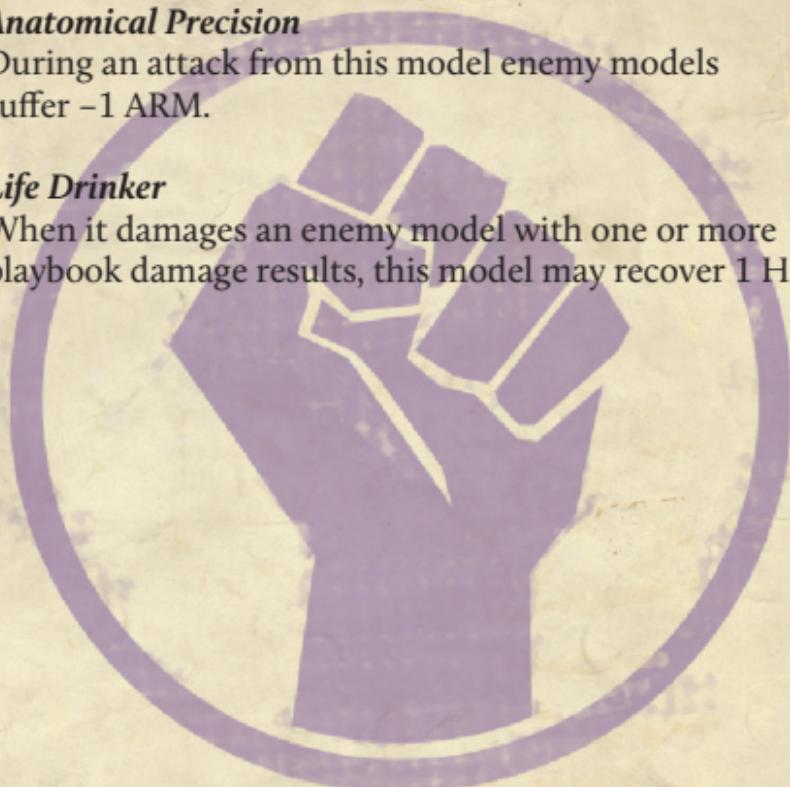
CHARACTER TRAITS

Anatomical Precision

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

Life Drinker

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



Erskirii, Human, Female,
Central Midfielder,
Squaddie



S4



Size 30 mm



GUTTER

Melee Zone 2"

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



1



2

T



CHARACTER PLAYS

CST

RNG

SUS

OPT

Chain Grab



6"

X X

Target enemy model suffers a 6" push directly towards this model.

Scything Blow



S

X X

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



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HEMLOCKE

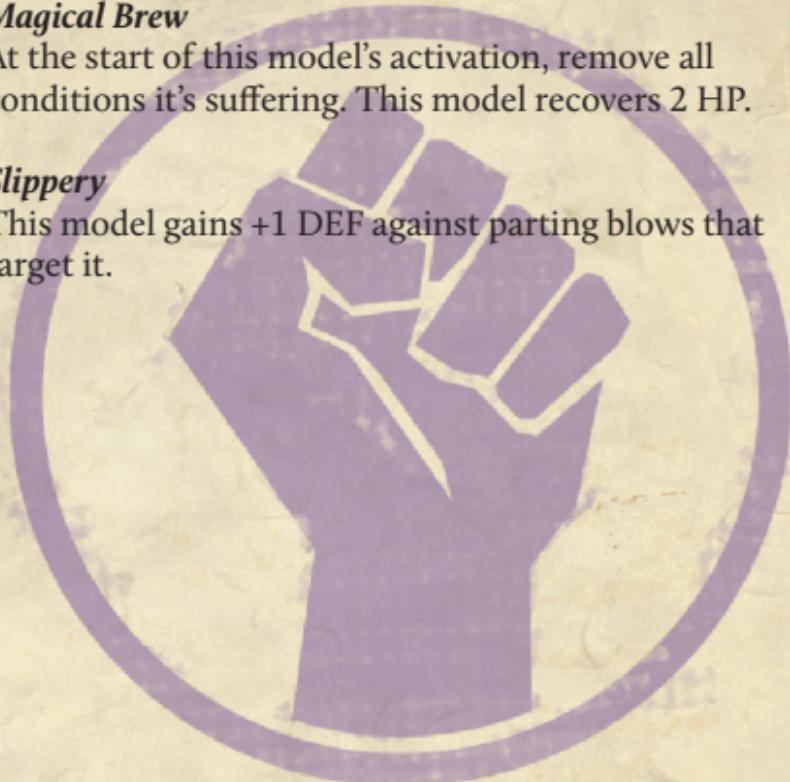
CHARACTER TRAITS

Magical Brew

At the start of this model's activation, remove all conditions it's suffering. This model recovers 2 HP.

Slippery

This model gains +1 DEF against parting blows that target it.



Eisnoran, Human, Female,
Defensive Midfielder,
Squaddie



S4



Size 30 mm



HEMLOCKE

Melee Zone 1"

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

1



2

T



CHARACTER PLAYS

CST

RNG

SUS

OPT

Blind

1 6" ✓ ✓

Target enemy model suffers -2 TAC, -2/-2" KICK, and -2"/-2" MOV.

Noxious Blast

2/● 6" ✗ ✓

Position an ongoing effect AOE within range.
Models hit suffer 2 DMG and the poison condition.
Models entering or ending their activations within this AOE suffer the poison condition.

Smelling Salts

2 2" ✗ ✓

Position an AOE within range. Friendly models within this AOE remove any conditions they are currently suffering.



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MINX

CHARACTER TRAITS

● *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.

Damaged Target

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

Hunter's Prey

Enemy models damaged by this model suffer the snared condition.

Unknown, Female,
Winger,
Squaddie



4.2



Size 30 mm



MINX

Melee Zone 1"

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



CHARACTER PLAYS

CST

RNG

SUS

OPT

Axe Throw

2 6"

Target enemy model suffers 3 DMG.

Marked Target

1/ 10"

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





RAGE

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.

Crucial Artery

Enemy models damaged by this model suffer the bleed condition.

Furious

When this model charges during its activation, it may do so without spending influence.

HEROIC PLAY

Intensity

Once during its activation, this model may use a character play without spending influence.

Castellyian, Human, Male,
Attacking Midfielder,
Squaddie



4.2



Size 30 mm



RAGE

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	6	2/6"	4+	0	1/1

KD



CHARACTER PLAYS

CST | RNG | SUS | OPT

Concussion



P

✗ ✗

Target enemy model loses 1 influence.

Tooled Up



1 4"

✓ ✓

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





SNAKESKIN

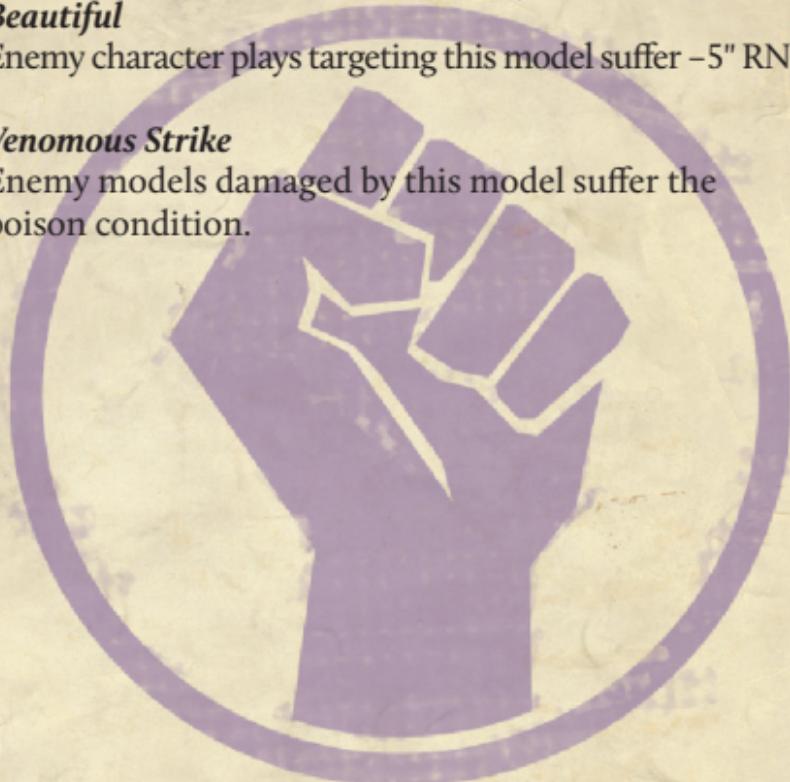
CHARACTER TRAITS

Beautiful

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

Venomous Strike

Enemy models damaged by this model suffer the poison condition.



Sultarish, Human, Female,
Winger,
Squaddie



4.2



Size 30 mm



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

Nimble

1 S ✓ ✓

This model gains +1 DEF.

Where'd They Go?

1/GB S ✗ ✓

This model may make a 4" dodge.

