



ENGINEER'S GUILD

MINER PLAYERS

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



FUSE



SPADE



ENGINEER'S GUILD

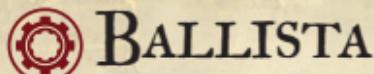
Although nowhere near as new as some of the fledgling Guilds that have come into being since the end of the Century Wars, the Engineer's Guild is certainly not much older, barely more longstanding than our own enterprise. They were originally formed just prior to the conflict, as siege engines and fortifications began to be constructed. All rather pedestrian to an Alchemist of course. Their science is a trite and laborious one. Advancement is far too slow, and their attitudes often boorish and condescending, especially amongst the older Magisters and Artificers.

I discern an intriguing division that is very apparent to me in their houses; the tired old science sitting uncomfortably alongside their new discoveries. They have the most devastating potential of all at their fingertips, but their own innate animosity and stubborn pride stops them from achieving greatness.

But to be fair and pay them their due, not all are that way. The keenest amongst them have lent their hands to the construction of clockwork instruments and devices of far more interest to our enlightened minds.

In these, I see the path to immortality.

—Midas, Alchemist's Guild Team Captain



BALLISTA

CHARACTER TRAITS

Momentous Inspiration [4" Aura]

While within this aura, when friendly models hit one or more enemy models with a character play that causes damage, after resolving the play the friendly team gains 1 MP.

Tough Hide

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

LEGENDARY PLAY

Breach!

During its activation, this model gains +0/+4" KICK and may make a kick without spending influence. When this model makes a kick, the kick ignores intervening models.

Figeon, Human, Male,
Defensive Midfielder,
Captain



Size 30 mm



BALLISTA

Melee Zone 1"

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



CHARACTER PLAYS

CST|RNG|SUS|OPT

Deadbolt

2 8" ✗ ✓

Target enemy model suffers a 2" push directly away from this model, the knocked down condition, and 3 DMG.

Minefield

2/�名 S ✓ ✓

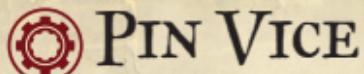
4" aura. Enemy models starting an advance within this aura or entering it as part of an advance suffer 4 DMG. This aura triggers only once per advance.

Second Wind

1 4" ✓ ✓

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





PIN VICE

CHARACTER TRAITS

Close Control

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

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.

LEGENDARY PLAY

Well Oiled Machine [6" Aura]

The first time each friendly model receives a successful pass while within this aura, the friendly model may immediately make a pass without spending influence instead of using Pass & Move or Snap Shot.

Erskirii, Mechanica, Human, Female,
Striker,
Captain



S4



Size 30 mm



PIN VICE

Melee Zone 1"

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



CHARACTER PLAYS

CST|RNG|SUS|OPT

Controller

3 6" ✓ ✓

When this model's activation ends, target friendly guild model may immediately take its activation if able to do so.

Alternator

2 6" ✓ ✗

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

Deletion

1 6" ✓ ✓

Target friendly guild model gains +1 DMG to playbook damage results.





CHARACTER TRAITS

Follow My Lead

While this model is on the pitch, friendly Squaddie models gain +1 TAC.

● Tow

At the end of an advance made by this model during its activation, friendly models that this model moved within 2" of during the advance may make a jog directly towards this model.

HEROIC PLAY

Protect Those Close [4" Aura]

While within this aura, friendly models gain Sturdy.
(Sturdy: Once per turn this model may ignore the first knocked down condition placed upon it.)

Valentian, Human, Female,
Centre Back,
Captain



4.2



Size 30 mm



RIVET

Melee Zone 1"

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

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4

CHARACTER PLAYS

CST

RNG

SUS

OPT

Elbow Grease

1 6" ✓ ✗

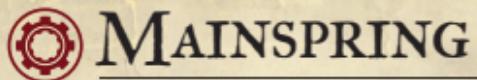
Target friendly model's non-momentous
playbook damage results are momentous.

Use This!

1 6" ✓ ✓

Target friendly guild model's melee zone is 2".





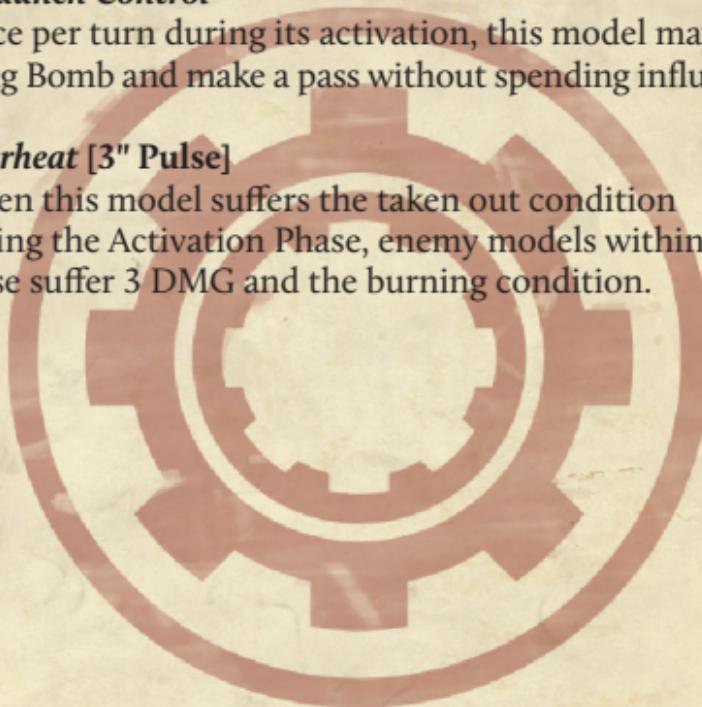
CHARACTER TRAITS

● *Launch Control*

Once per turn during its activation, this model may use Long Bomb and make a pass without spending influence.

Overheat [3" Pulse]

When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the burning condition.



Indar, Mechanica,
Mascot



S4



Size 30 mm



MAINSPRING

Melee Zone 1"

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



CHARACTER PLAYS

CST | RNG | SUS | OPT

Long Bomb

1 S ✓ ✓

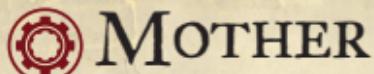
When this model makes a pass, it gains +0/+4" KICK for the duration of the action. This pass can't be intercepted.

Thief

1/GB 1" ✗ ✓

Target enemy model loses possession of the ball to this model.





MOTHER

CHARACTER TRAITS

● *Spider Nests*

Once per turn during its activation, this model may place a friendly 30mm nest marker within 4". A player may have up to three friendly nest markers on the pitch at once. When a model moves into base contact with a nest marker during a sprint or charge, the nest marker is removed from the pitch.

Spiderlings

While within 1" of one or more friendly nest markers, enemy models suffer the crowding out penalty.

● *Webbing*

Once per turn during this model's activation, if there is a friendly nest marker within 4" of this model and within 2" of a free ball this model may gain possession of the ball.

Erskirii, Mechanica,
Mascot



S4



Size 40 mm



MOTHER

Melee Zone 1"

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

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2

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CHARACTER PLAYS

CST

RNG

SUS

OPT

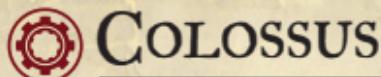
Burrow

1 4" ✗ ✓

Place this model in base contact with target friendly nest marker.



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CHARACTER TRAITS

Close Control

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

Light Footed

When this model makes an advance it ignores the MOV penalty for rough terrain.

Stoic

This model may ignore the first push that it suffers each turn.

Tough Hide

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

Raed, Mechanica, Human, Male,
Central Midfielder,
Squaddie



Size 50 mm



COLOSSUS

Melee Zone 2"

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



CHARACTER PLAYS

CST

RNG

SUS

OPT

Singled Out



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

Unexpected Arrival



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3" pulse. Enemy models within this pulse suffer a 4" push directly away from this model.



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HARRIET 'THE HAT'

CHARACTER TRAITS

If You Can Dodge a Wrench...

When this model causes damage to an enemy model in possession of the ball, the enemy model loses possession of the ball. Perform a circular scatter with the template centred on the target enemy model.

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.

Learn From The Best [Captain]

When it starts its activation within 4" of a friendly model of the named type, this model may use a character play once during the activation without spending influence.

Ethraynnian, Human, Female,
Defensive Midfielder,
Veteran, Squaddie



Size 30 mm



HARRIET 'THE HAT'

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/9"	5	4/6"	4+	1	2/3



CHARACTER PLAYS

CST|RNG|SUS|OPT

Disarm

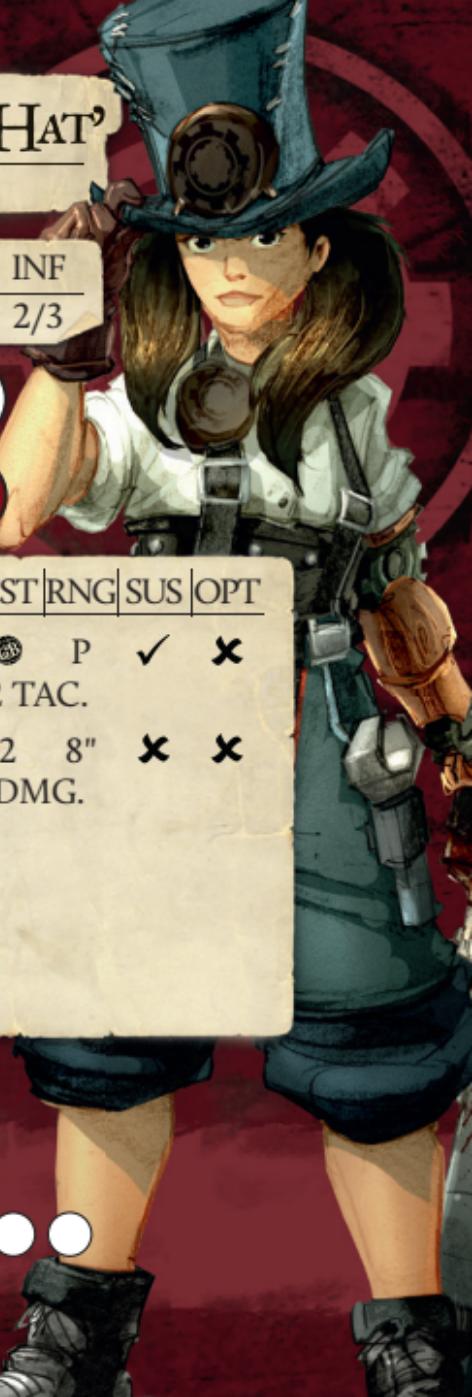
• P ✓ ✗

Target enemy model suffers -2 TAC.

Sucker Punch

2 8" ✗ ✗

Target enemy model suffers 2 DMG.





CHARACTER TRAITS

● *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.

Sturdy

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

● *True Replication*

Once per turn during this model's activation, choose a character play of a friendly non-Captain guild model within 6". This model gains the chosen character play for the remainder of the turn.

Erskirii, Mechanica,
Attacking Midfielder,
Squaddie



S4



Size 30 mm



Hoist

Melee Zone 1"

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

1



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2



3

CHARACTER PLAYS

CST

RNG

SUS

OPT



13





LOCUS

CHARACTER TRAITS

● **Gravity Well**

When an enemy model ends an advance engaging this model, the enemy model immediately suffers a 2" push directly towards this model.

● **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.

Erskirii, Mechanica,
Central Midfielder,
Squaddie



4.1



Size 40 mm



LOCUS

Melee Zone 1"

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



CHARACTER PLAYS

CST|RNG|SUS|OPT

Destructive Impulse

2 8" ✗ ✓

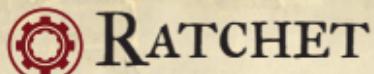
Target enemy model suffers 2 DMG and a 2" push.

Remote Control

1 6" ✗ ✓

Target free ball. This model may make a kick without spending influence as if it were in possession of the ball. The kick distance and ball path of this kick are measured from the current location of the free ball.





RATCHET

CHARACTER TRAITS

● Fixer

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

HEROIC PLAY

Overclocked

Choose a friendly Mechanica model within 4". During its next activation, the chosen model may sprint or charge without spending influence.

Indar, Human, Male,
Defensive Midfielder,
Squaddie



Size 30 mm



RATCHET

Melee Zone 1"

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



CHARACTER PLAYS

CST

RNG

SUS

OPT

Blast Earth

2 6" ✗ ✗

Position an ongoing effect AOE within range.
Models hit suffer 2 DMG. This AOE is rough terrain.

Long Bomb

1 S ✓ ✓

When this model makes a pass, it gains +0/+4"
KICK for the duration of the action. This pass
can't be intercepted.

Tooled Up

1 4" ✓ ✓

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





CHARACTER TRAITS

Swift Strikes

During this model's activation, when it damages one or more enemy models it may make a 2" dodge.

HEROIC PLAY

Locked & Loaded

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

Ethraynnian, Human, Male,
Winger,
Squaddie



S4



Size 30 mm



SALVO

Melee Zone 1"

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



CHARACTER PLAYS

CST

RNG

SUS

OPT

Arrow to the Knee

2 8" ✓ ✗

Target enemy model suffers -2/-2" KICK and 2 DMG.

Floored Bolt

2 8" ✗ ✓

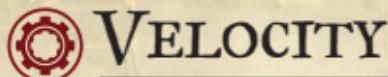
Target enemy model suffers the knocked down condition and 2 DMG.

Tether Ball

2 6" ✗ ✓

This model gains possession of target free ball.





VELOCITY

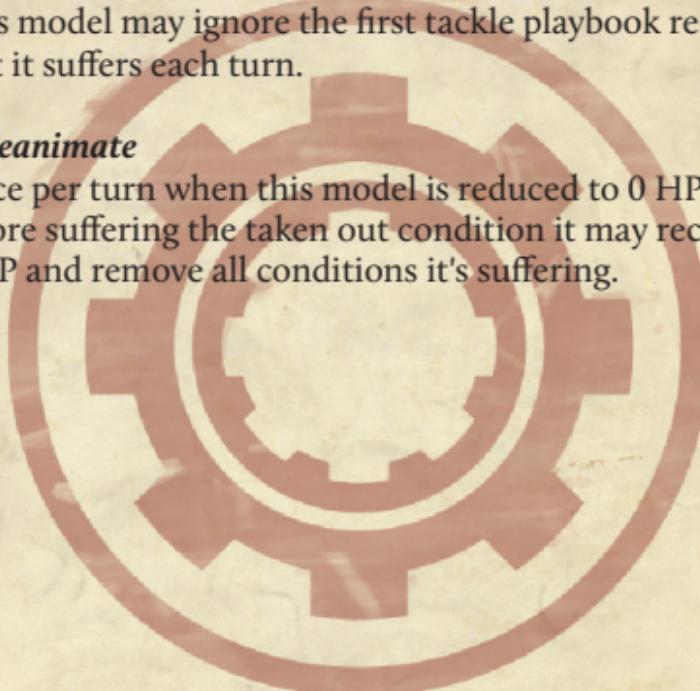
CHARACTER TRAITS

Close Control

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

● 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.



Ethraynnian, Mechanica,
Striker,
Squaddie



S4



Size 30 mm



VELOCITY

Melee Zone 1"

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



CHARACTER PLAYS

CST|RNG|SUS|OPT

Acrobatic

1 S ✗ ✓

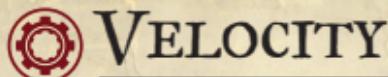
This model may make a 2" dodge.

Nimble

1 S ✓ ✓

This model gains +1 DEF.





CHARACTER TRAITS

Lend a Hand

When a friendly model gains the ganging up bonus from this model, the friendly model gains an additional +1 TAC.

● 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.

Ethraynnian, Mechanica,
Striker,
Veteran, Squaddie



4.1



Size 30 mm



VELOCITY

Melee Zone 1"

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



CHARACTER PLAYS

CST | RNG | SUS | OPT

Route One

2/GB 6" ✗ ✓

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





COMPOUND

CHARACTER TRAITS

Noxious Death [3" Pulse]

When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.

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.

● 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.

Figeon, Mechanica, Human, Male,
Goalkeeper,
Squaddie



Size 40 mm



COMPOUND

Melee Zone 2"

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

2



CHARACTER PLAYS

CST

RNG

SUS

OPT

Horrfic Odour

1 S ✓ ✓

6" aura. While within this aura, enemy models must spend 1 additional influence to make a kick.

