



# BLACKSMITH'S GUILD

## GUILD RULES

### ***Forge Master***

Immediately before setting up, choose one friendly Master model to be the Captain. The Captain loses the Squaddie model type and gains +0/+2 INF and the Captain model type for the duration of the game.

### ***Apprenticeship***

When picking a Blacksmith team, exactly half the models must have the Master model type, and the other half must have the Apprentice model type.





## BLACKSMITH'S GUILD

*Time was the Blacksmith's Guild made a fortune in outfitting the armies of the Century Wars. But then, that was years past, and they were hit hard in the aftermath. A lot came out of the unification of the Empire of the Free Cities, but one of the sanctions which doesn't get talked about? A law limiting the sale of weaponry by the Blacksmith's Guild to an exclusive contract.*

*And who can they sell weapons to under this law? That's it, you guessed it. The other Guilds, and not a soul else.*

*Sounds unfair, doesn't it? It should! Came directly from the other Guilds, when they saw how rich the Smithy's were getting.*

*You've probably never seen their like. No captain, oh no... instead, they invite Masters from all over to come and play for the Guild. The actual captain for each game is chosen behind the scenes. Makes for a varied playstyle, that's for sure. Clever way of keeping your opponents guessing, I reckon. But I don't know that it's not their worst enemy too. Must be hard to figure out a game plan when you have no idea who your captain will be...*

*—Tapper, Brewer's Guild Team Captain*



# ANVIL

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## CHARACTER TRAITS

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### **Sentinel [1" Aura]**

While within this aura, friendly Apprentice models gain +1 ARM.

### **Tough Hide**

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

## LEGENDARY PLAY

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### **Tested Mettle [6" Aura]**

This model gains Stoic.

If this model has the Captain model type, while within this aura other friendly Master models gain Stoic and friendly Apprentice models gain Tough Hide.

*(Stoic: This model may ignore the first push that it suffers each turn.)*

Mald, Human, Male,  
Centre Back,  
Master, Squaddie



4.2



Size 40 mm



## ANVIL

## Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

## *Singled Out*



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

## ***While the Iron is Hot***

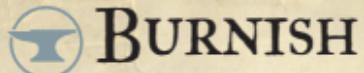


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6" pulse. Choose either the friendly or the enemy goalpost. Friendly models within this pulse may make a 2" dodge directly toward the chosen goalpost.





# BURNISH

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## CHARACTER TRAITS

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### ● *Reduction*

Once per turn during this model's activation, position an AOE within 2" of this model. Friendly models within this AOE remove all conditions they're suffering and then suffer the burning condition.

### ● *Reinforced Plating [1" Aura]*

Once per turn when a friendly model within this aura is hit by an enemy character play, the model hit may ignore all damage and effects of the character play.

## LEGENDARY PLAY

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### *Covering Fire*

This model may use a character play once during its activation without spending influence.

If this model has the Captain model type, its Reinforced Plating becomes a 6" aura and may be used twice instead of only once.

Numasai, Human, Male,  
Defensive Midfielder,  
Master, Squaddie



S4



Size 40 mm



# BURNISH

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Flame Belch*

2    4"    ✗    ✗

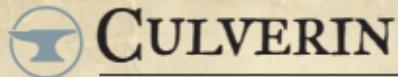
Position an ongoing effect AOE within range.  
Models hit suffer 2 DMG and the burning condition.  
Models entering or ending their activations  
within this AOE suffer the burning condition.

### *Kill the Ball*

1    6"    ✗    ✓

Remove target free ball from the pitch. This  
model's controlling player resolves a goal kick.





# CULVERIN

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## CHARACTER TRAITS

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### ● Quench [1" Aura]

When a friendly model within this aura suffers damage from an enemy character play, after the character play is resolved, the friendly model may recover 1 HP.

## LEGENDARY PLAY

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### *Batten Down The Hatches [6" Pulse]*

Friendly models within this pulse may remove any conditions they're currently suffering.

If this model has the Captain model type, friendly models within this pulse may recover 3 HP.

Sultarish, Human, Female,  
Goalkeeper,  
Master



S4



Size 40 mm



# CULVERIN

Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### Eye Spy

2/ 6" ✓ ✓

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

### Get In the Goal!

1 4" ✓ ✓

Target friendly model gains Goal Defence.

(Goal Defence: Enemy models suffer +1 TN to Shots while this model is within 4" of a friendly goalpost.)





# FARRIS

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## CHARACTER TRAITS

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### ***Give It a Whack***

When a free ball is within this model's melee zone during its activation, it may make a kick 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.

### ***Sentinel [1" Aura]***

While within this aura, friendly Apprentice models gain +1 ARM.

## **LEGENDARY PLAY**

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### ***Ride Off [6" Aura]***

This model gains +1/+0" KICK and once during its activation may make a kick without spending influence.

If this model has the Captain model type, while within this aura, friendly models gain +1/+0" KICK and may make a kick once during their activations without spending influence.

Sultarish, Human, Female,  
Attacking Midfielder,  
Master, Squaddie



4.2



Size 50 mm



# FARRIS

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/10"	6	2/6"	2+	3	3/3



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Stagger*



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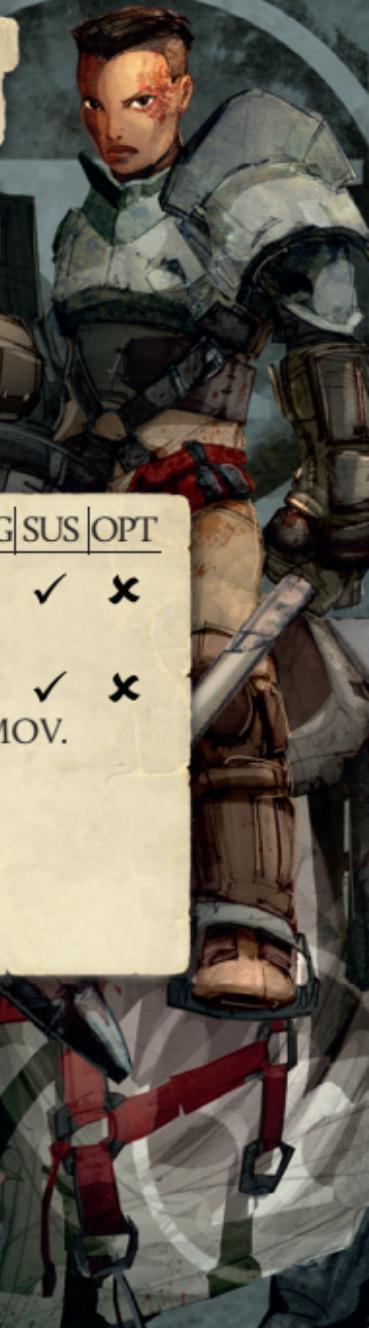
Target enemy model suffers -1 DEF.

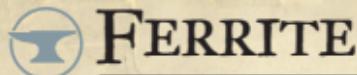
### *Quick Foot*

2 4"



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





# FERRITE

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## CHARACTER TRAITS

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### ● **Get Over Here [Iron]**

Once during this model's activation, if the named friendly model is within 10" of this model, the named friendly model may make a dodge up to its base-move towards this model.

## LEGENDARY PLAY

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### **Tong in Cheek [6" Aura]**

This model gains +2"/+2" MOV.

If this model has the Captain model type, when another friendly model starts an advance while within this aura, it also gains +2"/+2" MOV.

Raed, Human, Female,  
Striker,  
Master, Squaddie



S4



Size 30 mm



# FERRITE

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Acrobatic*

1 S

**X** ✓

This model may make a 2" dodge.

### *Disarm*

• P

✓ **X**

Target enemy model suffers -2 TAC.

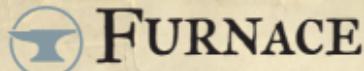
### *Weak Point*

• P

✓ **X**

Target enemy model suffers -1 ARM.





# FURNACE

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## CHARACTER TRAITS

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### ***Searing Strike***

Enemy models damaged by this model suffer -1 ARM for the remainder of the turn and the burning condition.

### ***Sentinel [1" Aura]***

While within this aura, friendly Apprentice models gain +1 ARM.

## LEGENDARY PLAY

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### ***Tempered Steel [6" Aura]***

This model gains +1 TAC.

If this model has the Captain model type, while within this aura other friendly models gain +1 TAC and Searing Strike.

Piert, Human, Male,  
Central Midfielder,  
Master, Squaddie



S4



Size 40 mm



# FURNACE

Melee Zone 2"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *One at a Time Lads!*

1    6"    ✓    ✓

While within 2" of target friendly guild model,  
friendly models ignore the crowding out penalty.

### *Tooled Up*

1    4"    ✓    ✓

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





# HEARTH

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## CHARACTER TRAITS

### ● **Match Experience [4" Aura]**

When a friendly model within this aura uses Pass & Move, both the receiving and the kicking models may make a 4" dodge instead of only one being able to do so.

### ***Sturdy***

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

## LEGENDARY PLAY

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### ***Armoury [6" Aura]***

This model's melee zone is 3".

If this model has the Captain model type, it may use Instruction three times during its activation without spending influence, and while within this aura other friendly models' melee zones are 2".

Skald, Human, Female,  
Centre Back,  
Master, Squaddie



Size 40 mm



# HEARTH

Melee Zone 2"

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

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3

## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Instruction*

1    6"    ✓    ✗

Target friendly Apprentice model's next attack  
gains +2 net hits.

### *Use This!*

1    6"    ✓    ✓

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



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# ALLOY

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## 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.

### ● **Arsenal [Hearth]**

If this model starts its activation within 6" of the named friendly model, this model gains a benefit for the remainder of the turn. Choose one of the following benefits:

- +1/+0" KICK
- Anatomical Precision

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

Skald, Human, Male,  
Striker,  
Apprentice, Squaddie



S4



Size 30 mm



# ALLOY

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	3/8"	4+	1	1/4



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Acrobatic

1 S ✗ ✓

This model may make a 2" dodge.

### Dirty Knives

2/GB 6" ✓ ✗

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



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# BOLT

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## CHARACTER TRAITS

### ● **Stamina**

At the start of this model's activation, it may make an additional jog.

### **Tutelage [Farris]**

If it starts its activation within 6" of the named friendly model, this model may use a character play once during its activation without spending influence.

Sultarish, Human, Male,  
Attacking Midfielder,  
Apprentice, Squaddie



S4



Size 30 mm



# BOLT

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### I'm Open!

2    6"    ✗    ✓

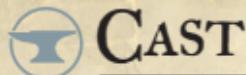
Target friendly model may make a pass targeting this model without spending influence.

### Shoemerang

2    4"    ✗    ✓

Target other model suffers 2 DMG. Choose an enemy model within 4" of the target model to suffer the knocked down condition.





# CAST

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## CHARACTER TRAITS

### ***Burning Passion***

This model gains +1 DMG to playbook damage results while attacking an enemy model suffering the burning condition.

### ***Swift Strikes***

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

Sultarish, Human, Female,  
Winger,  
Apprentice, Squaddie



S4



Size 30 mm



# CAST

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Shield Glare*



6"



Target enemy model suffers -1 TAC and -1 DEF.

### *Shield Throw*



6"



Target enemy model suffers 2 DMG. If the target model is in possession of the ball, it loses possession of the ball. Then perform a circular scatter with the template centred on the target model.



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# CINDER

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## CHARACTER TRAITS

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### ***Kindled [Furnace]***

If this model starts its activation within 6" of the named friendly model, this model gains Burning Strike for the remainder of the turn.

*(Burning Strike: Enemy models damaged by this model suffer the burning condition.)*

### **● Far Strike**

Once per turn during this model's activation, if an enemy model is within 6" of this model and in its line of sight, this model may declare an attack against the enemy model as if engaging it.

### **● 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.

Piert, Human, Female,  
Winger,  
Apprentice, Squaddie



S4



Size 30 mm



# CINDER

Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Kill the Ball*

1    6"    ✗    ✓

Remove target free ball from the pitch. This model's controlling player resolves a goal kick.

### *Decoy*

1    S    ✓    ✓

This model gains +2 DEF against the next enemy attack or character play made against it.



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# CINDER

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## CHARACTER TRAITS

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### ● *Grim Vengeance*

Once per turn during this model's activation, when it inflicts the taken out condition on an enemy model, this model may make a 2" dodge, a kick, or an attack as its next action without spending influence.

### *Searing Strike*

Enemy models damaged by this model suffer -1 ARM for the remainder of the turn and the burning condition.

### *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.

Piert, Human, Female,  
Attacking Midfielder,  
Apprentice, Veteran, Squaddie



4.1



Size 30 mm



# CINDER

Melee Zone 2"

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

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1



2



4



6

## CHARACTER PLAYS

CST

RNG

SUS

OPT

*Impale*

2/6" 6"

X

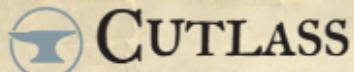
✓

Target enemy model suffers 3 DMG.



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# CUTLASS

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## CHARACTER TRAITS

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### ● *Quick Off the Line*

When an enemy model declares a Shot, before the Shot is resolved, this model may make a 2" dodge.

### *Tutelage [Culverin]*

If it starts its activation within 6" of the named friendly model, this model may use a character play once during its activation without spending influence.

Sultarish, Human, Female,  
Goalkeeper,  
Apprentice



S4



Size 30 mm



# CUTLASS

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Broadside*

2    6"    ✗    ✓

This play's range is measured from the friendly Culverin. Position two ongoing effect AOE's within range. Models hit suffer 2 DMG. This AOE is rough terrain.

### *Chain Shot*

2    8"    ✗    ✓

This play's range is measured from the friendly Culverin. Target enemy model suffers 3 DMG and the knocked down condition.



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# IRON

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## CHARACTER TRAITS

### ***Battering Ram***

During this model's advances, models whose bases are touched by its base immediately suffer a 2" push directly away from it. This model can only push each model once per turn with Battering Ram.

### ***Close Control***

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

### ***Tough Hide***

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

### ***Tryhard***

When this model makes a Shot while within 2" of the enemy goalpost, the TN is reduced by 1.

Raed, Human, Male,  
Attacking Midfielder,  
Apprentice, Squaddie



S4



Size 40 mm



# IRON

Melee Zone 1"

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



T



2



4



7

## CHARACTER PLAYS

CST

RNG

SUS

OPT

*Impetus*

1

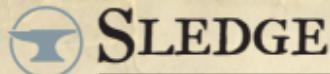
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This model gains +2"/+2" MOV.



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# SLEDGE

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## CHARACTER TRAITS

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### ***Powerful Charge***

During a charge, in addition to one or more playbook damage results, the targeted enemy model suffers the knocked down condition.

### ***Tutelage [Anvil]***

If it starts its activation within 6" of the named friendly model, this model may use a character play once during its activation without spending influence.

Eisnoran, Human, Male,  
Attacking Midfielder,  
Apprentice, Squaddie



4.2



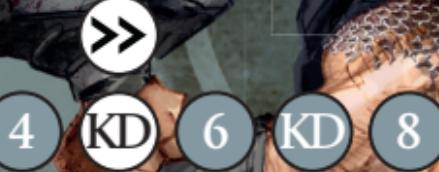
Size 30 mm



# SLEDGE

Melee Zone 1"

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

### Piledriver

1/�名 S ✓ ✗

This model's next attack gains +3 net hits.



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