



# NAVIGATOR'S GUILD

## FISHERMEN PLAYERS

*The following Fishermen models may play for the Navigator's Guild:*



**ANGEL**



**SIREN**





# NAVIGATOR'S GUILD

*Pah! The Navigator's Guild? Hear them talk, you'd think they're the only ones who can chart a bloody map. There's plenty of misguided folk who actually buy into that crap, too; I don't doubt many a halfway-competent Spyglass takes coin from such hires. Of course, most of 'em earn a pretty penny from less reputable activities, to boot.*

*The buccaneers are the worst of 'em. Oh, they claim to be adventurers, noble heroes charting new seas out on the frontier—but that lie smells worse than the otter's arse. They're nothing more than smugglers, for my money. Windfinder isn't the worst by far, but she's infamous enough—her and her ship, the Freebooter's Bounty. Her ilk came about once the Pirate King left the seas, but rumour is the Navigator's Guild have been forced to rethink their options now a new tyrant has risen. They've no stomach for a fight, the cowards.*

*The sooner this arrangement runs its course, the better. I don't trust Windfinder, or her blasted crew. I'd like nothing better than to introduce most of 'em to the captain's daughter, see that wipe the grin from their smug faces.*

—Corsair, Fisherman's Guild Team Captain



# WINDFINDER

## CHARACTER TRAITS

### *Guild Rule: Precise Calculations*

This model may reroll any number of dice during its attacks and kicks.

### *Stormwind*

When this model hits an enemy model with a character play, the enemy model suffers the knocked down condition.

## LEGENDARY PLAY

### *Perfect Course [6" Pulse]*

For each enemy model within this pulse, a friendly model within this pulse may make a 4" dodge. Each friendly model can move only once as a result of Perfect Course.

Sultarish, Human, Female,  
Attacking Midfielder,  
Captain



S4



Size 30 mm



# WINDFINDER

Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Eye Spy*

2/ 6" ✓ ✓

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

### *Full Speed Ahead*

2 4" ✓ ✓

Target friendly model gains +0"/+2" MOV and may sprint or charge without spending influence during its activation.





# WANDER

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## CHARACTER TRAITS

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### ***Guild Rule: Precise Calculations***

This model may reroll any number of dice during its attacks and kicks.

### ***About Their Necks***

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

### ***Flying***

When this model moves, it ignores terrain and other model's bases. It can't end movement overlapping another base, an obstruction, or a barrier.

Eisnoran, Animal,  
Mascot



S4



Size 30 mm



# WANDER

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/10"	3	1/4"	4+	0	1/2

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## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Guide

1    4"    X    ✓

Target friendly model may make a 4" dodge  
towards this model.





# AZIMUTH

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## CHARACTER TRAITS

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### ***Guild Rule: Precise Calculations***

This model may reroll any number of dice during its attacks and kicks.

### ***Close Control***

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

### ***Gladiator***

When this model declares a counter-attack, it gains +1 DEF for the duration of the enemy attack.

### ***◎ Poised***

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

Sultarish, Human, Male,  
Defensive Midfielder,  
Squaddie



Size 40 mm



# AZIMUTH

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	6	2/6"	4+	0	2/3



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Disarm



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Target enemy model suffers -2 TAC.

### Netted



4"



Target enemy model suffers the knocked down condition.



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## CHARACTER TRAITS

### ***Guild Rule: Precise Calculations***

This model may reroll any number of dice during its attacks and kicks.

### ***Blessings of Old***

This model can't suffer more than 2 DMG from any action.

### ***True Path [6" Aura]***

Friendly models within this aura may use gliding without spending MP.

Unknown, Human, Male,  
Central Midfielder,  
Squaddie



4.2



Size 30 mm



# EBB

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	4	2/6"	4+	0	2/4



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Smooth the Way*

1    6"    ✓    ✗

Target friendly model may move over obstructions during a sprint or charge.

### *Sprung a Leak*

2/GB    6"    ✓    ✓

Position an AOE within range. Models hit suffer 2 DMG and -2 ARM.





# FATHOM

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## CHARACTER TRAITS

### ***Guild Rule: Precise Calculations***

This model may reroll any number of dice during its attacks and kicks.

### ***Light Footed***

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

### **◎ *Linked [Angel]***

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

## HEROIC PLAY

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### ***Waverunner***

If this model is within 1" of one or more pieces of terrain it may immediately make a 4" dodge.

Numasai, Human, Female,  
Winger,  
Squaddie



Size 30 mm



# FATHOM

Melee Zone 2"

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

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## CHARACTER PLAYS

CST|RNG|SUS|OPT

*Acrobatic*

1 S ✗ ✓

This model may make a 2" dodge.

*Smelling Salts*

2 2" ✗ ✓

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



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# HORIZON

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## CHARACTER TRAITS

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### ***Guild Rule: Precise Calculations***

This model may reroll any number of dice during its attacks and kicks.

### ***Don't Get Cocky***

When this model suffers the taken out condition, the enemy team gains 1 VP instead of 2 VP. When this model returns to the pitch after suffering the taken out condition, it may treat the enemy team's deployment zone as its own.

### ***● Stellar Navigation***

Once per turn during its activation, this model may make a 5" dodge.

Raed, Human, Male,  
Winger,  
Squaddie



Size 30 mm



# HORIZON

Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Unexpected Arrival*

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

