



# TAPPER

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## CHARACTER TRAITS

### ***Barroom Brawl***

When a friendly model declares a charge against an enemy model within this model's melee zone, the friendly model spends 1 less influence on the charge.

### ***Tough Hide***

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

## HEROIC PLAY

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### ***Old Jake's***

Allocate 2 influence between other friendly guild models within 8".

Mald, Human, Male,  
Central Midfielder,  
Captain



4.2



Size 30 mm



# TAPPER

Melee Zone 2"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Commanding Aura*

2/ S ✓ ✓

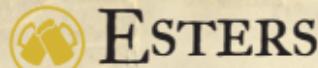
4" aura. While within this aura, friendly guild models gain +1 TAC and +1 DMG to playbook damage results.

### *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.





# ESTERS CHARACTER TRAITS

## *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.

## *Aria [4" Aura]*

While within this aura, other friendly guild models may use heroic plays without spending MP.

## HEROIC PLAY

### *Soothing Voice [3" Pulse]*

Friendly models within this pulse remove all conditions they're suffering.

Eisnoran, Human, Female,  
Central Midfielder,  
Captain



4.1



Size 40 mm



# ESTERS

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Tooled Up*

1    4"    ✓    ✓

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

### *Quick Foot*

2    4"    ✓    ✗

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





# CORKER

## CHARACTER TRAITS

### *Spit and Sawdust*

While this model is on the pitch, friendly guild models still engage enemy models while suffering the knocked down condition.

### ● *Legless Drunk*

The first time each turn this model suffers damage, except while making an advance, it suffers a push D6" in a direction chosen by its controlling player.

## HEROIC PLAY

### *Free Bar [4" Pulse]*

Friendly non-mascot guild models within this pulse gain a beer token.

Mald, Human, Male,  
Attacking Midfielder,  
Captain



4.2



Size 40 mm



# CORKER

Melee Zone 1"

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



## CHARACTER PLAYS

CST | RNG | SUS | OPT

### Iron Fist

1 S ✓ ✓

This model gains +1 DMG to playbook damage results.

### Tough Skin

1 4" ✓ ✓

Target friendly model gains +1 ARM.

### Whisky Chaser

1 4" ✓ ✗

The next time target friendly guild model makes a successful attack, the friendly model may add an additional (KD) playbook result.





# SCUM

## CHARACTER TRAITS

### ● *Feral*

Once per turn during its activation, this model may declare an attack without spending influence.

### ● *Shadow Like*

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

### ● *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.

Ethraynnian, Animal,  
Mascot



S4



Size 30 mm



# SCUM

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	4	1/4"	5+	0	1/2



CHARACTER PLAYS

CST|RNG|SUS|OPT





# QUAFF

## CHARACTER TRAITS

### ● *Pick Me Up*

Once per turn during this model's activation, target friendly non-Captain model within 4" gains +1 TAC for the remainder of the turn.

### *Loved Creature*

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

Mald, Animal,  
Mascot



S4



Size 40 mm



# QUAFF

Melee Zone 1"

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



## CHARACTER PLAYS

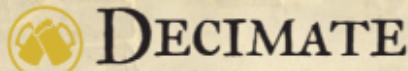
CST|RNG|SUS|OPT

### *Second Wind*

1    4"    ✓    ✓

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





# DECIMATE

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## CHARACTER TRAITS

### *Anatomical Precision*

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

### *Tough Hide*

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

## HEROIC PLAY

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### *Duellist's Lunge*

When this model makes a successful attack, it may then make a 2" dodge directly towards the target of the attack.

Erskirii, Human, Female,  
Attacking Midfielder,  
Veteran, Squaddie



Size 30 mm



# DECIMATE

Melee Zone 2"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Acrobatic

1 S

This model may make a 2" dodge.

### Stagger

 P

Target enemy model suffers -1 DEF.





# FRIDAY

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## CHARACTER TRAITS

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### ***Defence Support [Spigot]***

While within 4" of the named friendly model, this model gains +1 DEF.

### ***● Get Over Here [Scum]***

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.

### ***● Shadow Like***

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

## HEROIC PLAY

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### ***I Shoot Better After a Beer...***

This model gains +1/+2" KICK. During a parting blow that targets it, this model gains +1 DEF.

Mald, Human, Female,  
Striker,  
Squaddie



S4



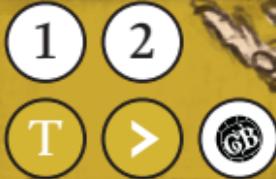
Size 30 mm



# FRIDAY

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

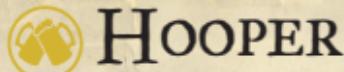
OPT

### *Dirty Knives*

2/6" 6" ✓ ✗

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





# HOOPER

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## CHARACTER TRAITS

### ***Tough Hide***

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

### ***Shove the Boot In***

This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the knocked down condition.

## HEROIC PLAY

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### ***True Grit***

Remove all conditions from this model. This model gains +2 TAC.

Mald, Human, Male,  
Attacking Midfielder,  
Squaddie



4.1



Size 30 mm



# HOOPER

Melee Zone 2"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Smashed Shins*



P



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

### *Tough Skin*

1 4"



Target friendly model gains +1 ARM.





# MASH

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## CHARACTER TRAITS

### *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.

### *Tough Hide*

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

## HEROIC PLAY

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### *Batter Up*

Once during this model's activation this model may make a pass without spending influence. The pass gains +0/+4" KICK.

Eisnoran, Human, Male,  
Attacking Midfielder,  
Squaddie



4.1



Size 40 mm



# MASH

Melee Zone 2"

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

2

KD

1

T  
>



3

## CHARACTER PLAYS

CST

RNG

SUS

OPT

*Howzat!?*



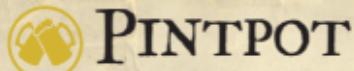
P

X X

Target enemy model suffers a 4" push directly away from this model and the knocked down condition.



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# PINTPOT

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## CHARACTER TRAITS

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### *Rowdy*

This model doesn't suffer crowding out penalties.

### *Six Pack*

This model begins the game with six beer tokens.

## HEROIC PLAY

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### *Come On, Then!*

The next time 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.

Mald, Human, Male,  
Central Midfielder,  
Squaddie



4.1



Size 40 mm



# PINTPOT

Melee Zone 1"

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

KD

T

1

1  
>

2  
>



3  
>

## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Concussion*



P

✗ ✗

Target enemy model loses 1 influence.

### *Smashing Face*

2

S

✗ ✓

Models within this model's melee zone suffer 2 DMG and the bleed condition.



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# SPIGOT

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## CHARACTER TRAITS

### *Floored*

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

### *Tough Hide*

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

## HEROIC PLAY

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### *Time's Called [4" Aura]*

When a friendly guild model starts an advance within this aura, it gains +2"/+2" MOV.

Raed, Human, Male,  
Defensive Midfielder,  
Squaddie



S4



Size 30 mm



# SPIGOT

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Ball's Gone!*



P

X

X

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





# SPIGOT

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## CHARACTER TRAITS

### *Close Control*

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

### *Football Legend [4" Aura]*

While within this aura, friendly models gain +1/+1" KICK.

## HEROIC PLAY

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### *Back to His Best*

This model gains +2"/+2" MOV. Once per turn during its activation, this model may make a kick without spending influence.

Raed, Human, Male,  
Striker,  
Veteran, Squaddie



Size 30 mm



# SPIGOT

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### Goad

1    6"    ✓    ✓

While this model is on the pitch, target enemy model may only move directly towards this model while advancing.

### Ball's Gone!

¶    P    ✗    ✗

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





# STAVE

## CHARACTER TRAITS

### *Battering Ram*

During an advance made by this model, any model whose base is touched by this model's base suffers a 2" push directly away from this model. This model can only push each model once per turn with Battering Ram.

### *Tough Hide*

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

## HEROIC PLAY

### *Explosive Brew*

During its activation, this model may use Lob Barrel without spending influence.

Mald, Human, Male,  
Centre Back,  
Squaddie



4.1



Size 40 mm



# STAVE

Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### *Lob Barrel*

2    4"    ✗    ✓

Position an AOE within range. Models hit suffer a 3" push directly away from the centre of this AOE and the knocked down condition.





# STOKER

## CHARACTER TRAITS

### *Burning Passion*

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

### *Magical Brew*

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

### *Searing Strike*

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

## HEROIC PLAY

### *Human Ball of Fire*

This model gains +1"/+1" MOV. During this model's advances, models whose bases are touched by its base suffer the burning condition.

Eisnoran, Human, Male,  
Defensive Midfielder,  
Squaddie



4.2



Size 30 mm



# STOKER

Melee Zone 1"

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



## CHARACTER PLAYS

CST|RNG|SUS|OPT

### Molotov

1    4"    ✗    ✓

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

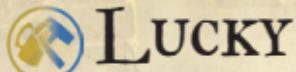
Models entering or ending their activations  
within this AOE suffer the burning condition.

### Flame Jet

2    6"    ✗    ✓

Target enemy model suffers the burning  
condition and 3 DMG.





# LUCKY

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## CHARACTER TRAITS

### ● *Raise the Stakes*

Once per turn during this model's activation, it may make a 4" dodge. After this dodge is resolved, the opposing player may choose one of their models to make a 4" dodge.

### *Stack the Deck*

Once per turn at the start of this model's activation, if the opposing team has the initiative, this model is allocated 1 influence.

Valentian, Human, Male,  
Central Midfielder,  
Squaddie



S4



Size 30 mm



# LUCKY

Melee Zone 1"

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



## CHARACTER PLAYS

CST

RNG

SUS

OPT

### *Sleight of Hand*

1    4"



Target friendly model may remove any conditions it is currently suffering.



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