

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

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.

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ANVIL

Melee Zone 1"

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

1 2 3
 > KD T >> KD >>

CHARACTER PLAYS

Singled Out

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

While the Iron is Hot

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.

HP 21
 21

ANVIL

CHARACTER TRAITS

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

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

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BURNISH

Melee Zone 1"

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

1 >> 3
 > KD T >>

CHARACTER PLAYS

Flame Belch

Position an ongoing effect AOE within range. Models hit suffer 4 DMG and the burning condition. Models entering or ending their activations within this AOE suffer the burning condition.

Kill the Ball

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

HP 18
 18

BURNISH

CHARACTER TRAITS

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.

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

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

4.3
Size 40 mm

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CULVERIN

Melee Zone 1"

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

1 T >>
 > KD 3

CHARACTER PLAYS

Eye Spy

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

Get In the Goal!

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.)

HP 19
 19

CULVERIN

CHARACTER TRAITS

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

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

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FARRIS

Melee Zone 2"

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

1 T 2
> (6) >> KD 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
Stagger Target enemy model suffers -1 DEF.	(6)	P	✓	✗
Quick Foot Target friendly model gains +2"/+2" MOV.	2	4"	✓	✗

18

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

4.2 (6)

Size 50 mm

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FARRIS

CHARACTER TRAITS

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

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.

FERRITE

Melee Zone 1"

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

1 << 3
(6) T >> KD

CHARACTER PLAYS	CST	RNG	SUS	OPT
Acrobatic This model may make a 2" dodge.	1	S	✗	✓
Disarm Target enemy model suffers -2 TAC.	(6)	P	✓	✗
Weak Point Target enemy model suffers -1 ARM.	(6)	P	✓	✗

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Raed, Human, Female, Striker, Master, Squaddie

4.3 (6)

Size 30 mm

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FERRITE

CHARACTER TRAITS

● **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

Tong in Cheek [6" Pulse]
This model gains +2"/+2" MOV.

If this model has the Captain model type, friendly models within this pulse also gain +2"/+2" MOV.

FURNACE

Melee Zone 2"

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

T 2
1 > KD >> 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
One at a Time Lads! While within 2" of target friendly guild model, friendly models ignore the crowding out penalty.	1	6"	✓	✓
Tooled Up Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.	1	4"	✓	✓

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

S4 (6)

Size 40 mm

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FURNACE

CHARACTER TRAITS

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

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.

HEARTH

Melee Zone 2"

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

1 T
KD > >> 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
Instruction Target friendly Apprentice model's next attack gains +2 net hits.	1	6"	✓	✗
Use This! Target friendly guild model's melee zone is 2".	1	6"	✓	✓

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

S4 (6)

Size 40 mm

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HEARTH

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

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".

ALLOY

Melee Zone 1"

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

1 <<

< T 3 T 5

CHARACTER PLAYS

CST | RNG | SUS | OPT

Acrobatic 1 S ✗ ✓
This model may make a 2" dodge.

Dirty Knives 2/6" ✓ ✗
Target enemy model suffers -1 DEF, 1 DMG, and the poison condition.



ALLOY

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



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BOLT

Melee Zone 1"

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

1 ✗

< T 2 << 4

CHARACTER PLAYS

CST | RNG | SUS | OPT

I'm Open! 2 6" ✗ ✓
Target friendly model may make a pass targeting this model without spending influence.

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



BOLT

CHARACTER TRAITS

● Stamina

Once per turn at the start of this model's activation, this model may make a 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



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CAST

Melee Zone 1"

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

< T

1 2 ✗ 4 6

CHARACTER PLAYS

CST | RNG | SUS | OPT

Shield Glare 6" ✓ ✗
Target enemy model suffers -1 TAC and -1 DEF.

Shield Throw 2/6" ✓ ✓
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.



CAST

CHARACTER TRAITS

Burning Passion

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

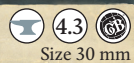
Bright Shields

An enemy model that declares a Counter Attack against this model suffers -1 TAC for the duration of the Counter Attack.

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



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CINDER

Melee Zone 1"

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

1 T

< << 2 << 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.



CINDER

CHARACTER TRAITS

● 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.

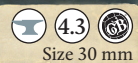
Kindled [Furnace]

If it starts its activation within 6" of the named friendly model, this model may make an attack once during its activation without spending influence.

Searing Strike

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

Piert, Human, Female,
Winger,
Apprentice, Squaddie



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CINDER
Melee Zone 2"

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

T

1 2 4 6

CHARACTER PLAYS | CST | RNG | SUS | OPT

Impale 2/ 6" X ✓
Target enemy model suffers 3 DMG.

12

CINDER
CHARACTER TRAITS

● **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 6.5
Size 30 mm

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CUTLASS
Melee Zone 1"

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

< T

1 3 5 6

CHARACTER PLAYS | CST | RNG | SUS | OPT

Broadside 2 6" X ✓
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" X ✓
This play's range is measured from the friendly Culverin. Target enemy model suffers 3 DMG and the knocked down condition.

Sultarish, Human, Female,
Goalkeeper,
Apprentice

S4 6.5
Size 30 mm

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CUTLASS
CHARACTER TRAITS

● **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.

IRON
Melee Zone 1"

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

>> T

1 2 4 7

CHARACTER PLAYS | CST | RNG | SUS | OPT

Impetus 1 S ✓ ✓
This model gains +2"/+2" MOV.

13

IRON
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 6.5
Size 40 mm

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SLEDGE
Melee Zone 1"

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

T > >>

2 4 6 8

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/ S ✓ X
This model's next attack gains +3 net hits.

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

4.2 6.5
Size 30 mm

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SLEDGE
CHARACTER TRAITS

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.