

TAPPER

Melee Zone 2"

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

1 2 T

KD > >> 3 3 >>

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.

10 20

TAPPER

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

Old Jake's

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

Mald, Human, Male,
Central Midfielder,
Captain

4.2 6.5

Size 30 mm

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ESTERS

Melee Zone 1"

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

1 T >>

> 2 KD 3

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.

Voice of Command 2 S ✗ ✓
4" pulse. Friendly models within this pulse suffer a 3" push directly away from this model.

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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 [6" Aura]

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

HEROIC PLAY

Soothing Voice [4" Pulse]

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

Eisnoran, Human, Female,
Central Midfielder,
Captain

4.3 6.5

Size 40 mm

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CORKER

Melee Zone 1"

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

1 2 T

> KD >> 3 KD >> 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.

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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 6.5

Size 40 mm

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SCUM

Melee Zone 1"

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

>

1 2 T

CHARACTER PLAYS

CST | RNG | SUS | OPT

6

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.

Ethraynian, Animal,
Mascot

S4 6.5

Size 30 mm

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QUAFF

Melee Zone 1"

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

1 T

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.

Mald, Animal, Mascot

Size 40 mm

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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

Size 40 mm

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DECIMATE

Melee Zone 2"

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

2

1 T 3 KD

CHARACTER PLAYS | CST | RNG | SUS | OPT

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

Stagger P ✓ X
Target enemy model suffers -1 DEF.

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

Size 30 mm

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DECIMATE

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

Duellist's Lunge
When this model makes a successful attack, it may then make a 1" dodge directly towards the target of the attack.

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

Size 30 mm

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FLEA

Melee Zone 1"

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

1 2

KT T

CHARACTER PLAYS | CST | RNG | SUS | OPT

Go Get It! 1 4" X X
Target friendly Mascot model may declare an attack without spending influence.

Indar, Human, Male, Defensive Midfielder, Squaddie

Size 30 mm

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FLEA

CHARACTER TRAITS

Assist [Scum, Quaff]
While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.

● **Get Over Here [Scum, Quaff]**
Once per turn 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.

HEROIC PLAY

Animal Treat [Scum, Quaff]
Target named friendly model within 4" gains +2 TAC.

Indar, Human, Male, Defensive Midfielder, Squaddie

Size 30 mm

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FRIDAY

Melee Zone 1"

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

1 2

T > KD

CHARACTER PLAYS | CST | RNG | SUS | OPT

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

Mald, Human, Female, Striker, Squaddie

Size 30 mm

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FRIDAY

CHARACTER TRAITS

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

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

Size 30 mm

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