

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.



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



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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.

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



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



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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.



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



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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

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



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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 > 6

1 > >> T > 3 > KD

CHARACTER PLAYS | CST | RNG | SUS | OPT

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

Stagger P ✓ ✗
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

KD > T

CHARACTER PLAYS | CST | RNG | SUS | OPT

Go Get 'Em! [Scum, Quaff] 1 6" ✗ ✗
Target named friendly model may either declare an attack without spending influence or make a 2" dodge.

Like We Practised [Scum, Quaff] 1 6" ✗ ✓
Target named friendly model may make a kick without spending influence.

Indar, Human, Male, Defensive Midfielder, Squaddie

Size 30 mm

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FLEA

CHARACTER TRAITS

● **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.

● **Who's a Good Boy**
Once during its activation, this model may use a character play without spending influence.

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 > 6

CHARACTER PLAYS | CST | RNG | SUS | OPT

Dirty Knives 2/6" ✓ ✗
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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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
<i>Smashed Shins</i>	6	P	✓	✗

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

Tough Skin 1 4" ✓ ✓
Target friendly model gains +1 ARM.



HOOPER

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

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

Mald, Human, Male,
Attacking Midfielder,
Squaddie **4.1**
Size 30 mm

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MASH

Melee Zone 2"

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



CHARACTER PLAYS	CST	RNG	SUS	OPT
<i>Howzat!?</i>	6	P	✗	✗

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



MASH

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

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

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PINTPOT

Melee Zone 1"

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



CHARACTER PLAYS	CST	RNG	SUS	OPT
<i>Concussion</i>	7	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.



PINTPOT

CHARACTER TRAITS

Rowdy
This model doesn't suffer crowding out penalties.

Six Pack
This model begins the game with six beer tokens. This model can have up to six beer tokens at any time.

Taunt
When this model ends an advance, choose an enemy model within 2" of this model. The enemy model suffers a 1" push directly towards this model.

HEROIC PLAY

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 **4.3**
Size 40 mm

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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
<i>Ball's Gone!</i>	7	P	✗	✗

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



SPIGOT

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

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

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SPIGOT

Melee Zone 1"

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

1 2

T > T KD >>

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

HP: 14

Raed, Human, Male, Striker, Veteran, Squaddie
Size 30 mm

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SPIGOT

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

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

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STAVE

Melee Zone 1"

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

1 2 3

KD > >> T 4

CHARACTER PLAYS | CST | RNG | SUS | OPT

Lob Barrel 2 4" X ✓
Position an AOE within range. Models hit suffer a 3" push directly away from the centre of this AOE and the knocked down condition.

Mald, Human, Male, Centre Back, Squaddie
Size 40 mm

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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
Size 40 mm

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STOKER

Melee Zone 1"

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

1 2

>> KD T 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Molotov 1 4" X ✓
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" X ✓
Target enemy model suffers the burning condition and 3 DMG.

HP: 16

Eisnoran, Human, Male, Defensive Midfielder, Squaddie
Size 30 mm

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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
Size 30 mm

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LUCKY

Melee Zone 1"

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

1

T 2 KD 3 4

CHARACTER PLAYS | CST | RNG | SUS | OPT

Sleight of Hand 1 4" X ✓
Target friendly model may remove any conditions it is currently suffering.

HP: 14

Valentian, Human, Male, Central Midfielder, Squaddie
Size 30 mm

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LUCKY

CHARACTER TRAITS

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.

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

HEROIC PLAY

© Raise the Stakes
This model may make a 4" dodge. After this dodge is resolved, the opposing player may choose another enemy squaddie model to suffer a 2" push.

Valentian, Human, Male, Central Midfielder, Squaddie
Size 30 mm

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