

BUTCHER'S GUILD

Who are they? They're a real heavy set. Killers, every one of them. Yeah, those lads only play Guild Ball one way. Pounding down the pitch in a headlong charge and leaving a mess behind 'em that makes most shipwrecks look more salvageable.

Thing that scares everyone though, is that they've got themselves a heavy rep over the years for forgetting the rules on occasion. Against any team you can get wasted, but these boys are much heavier handed. The Butcher's Guild has had to bail its team out more than once for the odd 'accident' where someone goes home a memory, if you follow my meaning.

Don't mess with those lads, young blood. You can run around them all you want, staying just out of reach of a brute like the Ox, but you'd best pray that they don't catch you. I'm too old and wise to have made friends in this game, but if I had, I'd have seen plenty of them go home in boxes after games against those maniacs.

You're just meat to them. Weak, tender, soft meat. And they're the Butchers.

—Greyscales, Fisherman's Guild Vice Captain

BUTCHER'S GUILD

COOK PLAYERS

The following Cook models may play for the Butcher's Guild:



CINNAMON



ROAST



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OX

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	7	3/6"	3+	2	4/5



CHARACTER PLAYS

	CST	RNG	SUS	OPT
They Ain't Tough! Target enemy model suffers -1 ARM.	1/	6"	✓	✗
Butchery Friendly models gain +1 DMG to playbook damage results while attacking target enemy model.	2/	6"	✓	✗



OX

CHARACTER TRAITS

The Owner [6" Aura]
While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.

LEGENDARY PLAY

Get 'Em Lads! [6" Aura]
While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results. While within this aura, enemy models suffer -1 ARM.

Skaldic, Human, Male,
Attacking Midfielder,
Captain



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FILLET

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	8	3/6"	5+	0	4/6



CHARACTER PLAYS

	CST	RNG	SUS	OPT
Blood Rain Target enemy model suffers 2 DMG. Enemy models within 3" of the target model suffer the bleed condition.	1/	P	✗	✗
Pain Circle Position an ongoing effect AOE within range. Models hit suffer 1 DMG and the bleed condition. Models entering or ending their activations within this AOE suffer the bleed condition.	2	6"	✗	✓
Quick Foot Target friendly model gains +2"/+2" MOV.	2	4"	✓	✗



FILLET

CHARACTER TRAITS

Haemophilia [6" Aura]
In the End Phase, before conditions are resolved, this model may heal 1 HP for each enemy model within this aura suffering the bleed condition.

Smell Blood
When it charges an enemy model suffering the bleed condition, this model gains +0"/+2" MOV for the duration of the charge. When it attacks an enemy model suffering the bleed condition, this model gains +1 DMG to playbook damage results.

LEGENDARY PLAY

Exsanguinate [6" Pulse]
Enemy models within this pulse suffering the bleed condition suffer 3 condition DMG.

Valentian, Human, Female,
Striker,
Captain



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BOAR

Melee Zone 2"

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



CHARACTER PLAYS

	CST	RNG	SUS	OPT
Singled Out Friendly models gain +2 TAC while attacking target enemy model.	1/	P	✓	✗
Stagger Target enemy model suffers -1 DEF.	1/	P	✓	✗



BOAR

CHARACTER TRAITS

Berserk
During its activation, if this model damages an enemy model with an attack, this model may make an additional attack without spending influence. This ability cannot generate a further additional attack from itself.

Blood Lust [6" Aura]
Once per turn when another friendly model starts its activation within this aura, the friendly model may spend 1 influence to gain Berserk for the remainder of the turn.

Furious
When this model makes a charge during its activation, it may do so without spending influence.

LEGENDARY PLAY

Chop Chop! [6" Aura]
While within this aura, other friendly models gain Furious.

Skaldic, Human, Male,
Attacking Midfielder,
Veteran, Captain



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PRINCESS
Melee Zone 1"

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

T

1 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Rabid Animal P ✓ ✗
Target enemy model suffers -4"/-4" MOV and the poison condition.

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Raed, Animal, Mascot Size 30 mm

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PRINCESS
CHARACTER TRAITS

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.

Vicious
This model gains +2 TAC and +1 DMG to playbook damage results when making a parting blow.

Size 30 mm

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TRUFFLES
Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
4"/6"	3	1/4"	3+	0	1/2

T

1 **KD** 2

CHARACTER PLAYS | CST | RNG | SUS | OPT

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Castellyian, Animal, Mascot Size 40 mm

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TRUFFLES
CHARACTER TRAITS

Sturdy
This model may ignore the first knocked down condition placed upon it each turn.

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

Vindictive
When this model charges during its activation, it may spend 1 less influence to do so.

Size 40 mm

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BOAR
Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
4"/6"	8	1/6"	3+	0	1/1

T

1 2 **KD** 3 **T** 5 6

CHARACTER PLAYS | CST | RNG | SUS | OPT

Concussion P ✗ ✗
Target enemy model loses 1 Influence.

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Skaldic, Human, Male, Attacking Midfielder, Squaddie Size 40 mm

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BOAR
CHARACTER TRAITS

Berserk
During its activation, if this model damages an enemy model with an attack, this model may make an additional attack without spending influence. This ability cannot generate a further additional attack from itself.

Furious
When this model makes a charge during its activation, it may do so without spending influence.

Life Drinker
When it damages an enemy model with one or more playbook damage results, this model may recover 1 HP.

Size 40 mm

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BOILER
Melee Zone 1"

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

T **KD**

1 2 **X** 3 4

CHARACTER PLAYS | CST | RNG | SUS | OPT

Axe Throw 2 6" ✗ ✓
Target enemy model suffers 3 DMG.

Marked Target 1/10" 10" ✓ ✗
When a friendly model charges target enemy model, the friendly model gains +0"/+2" MOV for the duration of the charge.

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Figeon, Human, Male, Winger, Squaddie Size 30 mm

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BOILER
CHARACTER TRAITS

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

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

Crucial Artery
Enemy models damaged by this model suffer the bleed condition.

Size 30 mm

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BRISKET
Melee Zone 1"

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

1 <<

T 2 2 2

CHARACTER PLAYS | CST | RNG | SUS | OPT

Super Shot 1 S ✓ ✓
This model gains +1/+2" KICK.

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

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BRISKET
CHARACTER TRAITS

Above and Beyond
Each time this model scores a goal, it gains +1/+0 INF for the remainder of the game.

● **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.

Valentian, Human, Female, Striker, Squaddie 4.2 6" 13

Size 30 mm

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BRISKET
Melee Zone 1"

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

T < <<

1 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Ball's Gone! P ✗ ✗
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

Quick Time 1 4" ✗ ✓
Target friendly model may make a 2" dodge.

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BRISKET
CHARACTER TRAITS

● **Field Medic [4" Aura]**
During this model's activation, when it damages an enemy model, choose a friendly model within this aura and remove all conditions the chosen model is suffering.

Support from the Wing
While within 8" of the edge of the pitch, this model may spend 1 less influence to charge.

● **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.

Valentian, Human, Female, Winger, Veteran, Squaddie 4.2 6" 13

Size 30 mm

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GUTTER
Melee Zone 2"

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

> 6" >>

1 T 2 KD 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Route One 2/6" 6" ✗ ✓
This model may make a jog directly towards target enemy model.

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GUTTER
CHARACTER TRAITS

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

Fan Favourite
When this model inflicts the taken out condition on an enemy model, the friendly team gains +1 additional MP.

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.

Erskirii, Human, Female, Central Midfielder, Veteran, Squaddie S4 6" 13

Size 30 mm

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LAYNE
Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	3/8"	4+	0	2/4

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1 < 2 T << T 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

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

13

LAYNE
CHARACTER TRAITS

Bleed the Cleats
Each time this model inflicts damage on an enemy model, this model gains +1/+0" KICK for the remainder of the turn.

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

● **Get On With It, Boy! [Ox]**
If this model begins its activation within 6" of the named friendly model, this model may immediately use a character play without spending influence or remove all conditions it is currently suffering.

Magic Touch
When this model makes a successful attack, it may add an additional T playbook result.

Ethraynnian, Human, Male, Striker, Squaddie S4 6" 13

Size 30 mm

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MEATHOOK
Melee Zone 1"

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Scything Blow S X X
Models within this model's melee zone suffer 3 DMG.

Tooled Up 1 4" ✓ ✓
Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.

MEATHOOK
CHARACTER TRAITS

Hooked
Enemy models damaged by this model suffer the bleed and snared conditions.

HEROIC PLAY
Sanguine Pool [3" Pulse]
Enemy models within this pulse suffering the bleed condition suffer -4"/-4" MOV.

Erskirii, Human, Female, Attacking Midfielder, Squaddie Size 30 mm
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OX
Melee Zone 2"

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Whirling Chains 2/3 S X X
4" pulse. Enemy models within this pulse suffer a 4" push directly towards this model.

OX
CHARACTER TRAITS

Lash Out
When this model ends its activation, enemy models within its melee zone suffer 3 DMG.

Rowdy
This model doesn't suffer crowding out penalties.

The Old Ways
Once per turn, when this model inflicts the taken out condition on an enemy model, this model gains The Owner [6" Aura] for the remainder of the turn. (The Owner: While within this aura, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.)

Skaldic, Human, Male, Attacking Midfielder, Veteran, Squaddie Size 40 mm
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SHANK
Melee Zone 2"

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Thousand Cuts 3/6" ✓ ✓
Target enemy model suffers -2 DEF and 1 DMG.

Where'd They Go? 1/6" S X ✓
This model may make a 4" dodge.

SHANK
CHARACTER TRAITS

Damaged Target
When this model declares a charge against a damaged enemy model, it gains +0"/+2" MOV for the duration of the charge.

Erskirii, Human, Male, Winger, Squaddie Size 30 mm
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TENDERISER
Melee Zone 2"

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Ground Pound 3/6" S X X
Models within this model's melee zone suffer a 2" push directly away from this model, 2 DMG and the knocked down condition.

TENDERISER
CHARACTER TRAITS

Celebrate THIS!
While this model is within 6" of a friendly goalpost, when an enemy model scores a goal this model's controlling player may choose to have the enemy model suffer 4 DMG.

Outfield Defence
Enemy models suffer +1 TN to Shots while this model is within 6" of a friendly goalpost.

Castellyian, Human, Male, Goalkeeper, Squaddie Size 40 mm
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