

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

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! 1/6" 6" ✓ ✗
Target enemy model suffers -1 ARM.

Butchery 2/6" 6" ✓ ✗
Friendly models gain +1 DMG to playbook damage results while attacking target enemy model.



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



Size 30 mm

FILLET

Melee Zone 1"

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

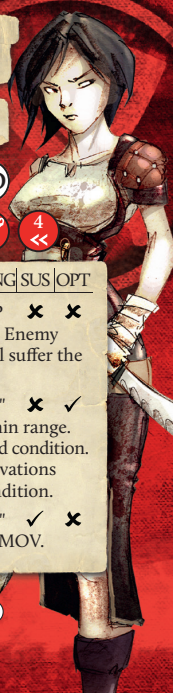


CHARACTER PLAYS | CST | RNG | SUS | OPT

Blood Rain P ✓ ✗ ✗
Target enemy model suffers 2 DMG. Enemy models within 3" of the target model suffer the bleed condition.

Pain Circle 2 6" ✓ ✗
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.

Quick Foot 2 4" ✓ ✗
Target friendly model gains +2"/+2" MOV.



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



Size 30 mm

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

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



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



Size 40 mm

PRINCESS

Melee Zone 1"

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



CHARACTER PLAYS CST | RNG | SUS | OPT

Rabid Animal

Target enemy model suffers -4"/-4" MOV and the poison condition.



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.

Raed, Animal, Mascot



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TRUFFLES

Melee Zone 1"

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



CHARACTER PLAYS CST | RNG | SUS | OPT



TRUFFLES

CHARACTER TRAITS

Smell Blood

When it charges an enemy model suffering the bleed condition, this model gains +2"/+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.

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.

Castellyian, Animal, Mascot



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BOAR

Melee Zone 2"

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



CHARACTER PLAYS CST | RNG | SUS | OPT

Concussion

Target enemy model loses 1 Influence.



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.

Skaldic, Human, Male, Attacking Midfielder, Squaddie



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BOILER

Melee Zone 1"

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



CHARACTER PLAYS CST | RNG | SUS | OPT

Axe Throw

Target enemy model suffers 3 DMG.

Marked Target

When a friendly model charges target enemy model, the friendly model gains +0"/+2" MOV for the duration of the charge.



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.

Figeon, Human, Male, Winger, Squaddie



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BRISKET

Melee Zone 1"

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



CHARACTER PLAYS

CST	RNG	SUS	OPT
1	S	✓	✓

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

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



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



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



CHARACTER PLAYS

CST	RNG	SUS	OPT
	P	✗	✗

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.



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



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



CHARACTER PLAYS

CST	RNG	SUS	OPT
	6"	✗	✓

Pig Stickin' 6" ✗ ✓
Target enemy model suffers 2 DMG and a 4" push directly towards this model.



GUTTER

CHARACTER TRAITS

Anatomical Precision

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

Crucial Artery

Enemy models damaged by this model suffer the bleed 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.

Erskirii, Human, Female,
Central Midfielder,
Veteran, Squaddie



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



CHARACTER PLAYS

CST	RNG	SUS	OPT
1	S	✗	✓

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



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



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

Models within this model's melee zone suffer 3 DMG.

Tooled Up

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



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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/MP 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



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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/MP 6" ✓ ✓
Target enemy model suffers -2 DEF and 1 DMG.

Where'd They Go?

1/MP 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



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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/MP 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

Dead Meat

While this model is within 4" of a friendly goalpost, when an enemy model scores a goal it gains a payback token. During its activation, when a friendly model damages an enemy model with a payback token with an attack, the friendly team gains 1 MP. Payback tokens are only removed from a model when it suffers the taken out condition.

Goal Defence

Enemy models suffer +1 TN to Shots while this model is within 4" of a friendly goalpost.

Castellyian, Human, Male,
Goalkeeper,
Squaddie



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