

COOK'S GUILD

Ah, so you want to know more about our allies? I'm surprised you don't already. Granted, they move in high circles, preparing banquets for those with fuller purses than you or I, but we've had close ties to the Cook's Guild for longer than anyone can rightly remember. Theirs isn't a new Guild, lad, not by any stretch of the imagination.

I've known Wellington for years, ever since the war. He's an unforgiving bastard with a spiteful tongue, I won't argue that - but if you knew him as I do, you'd see that's just his way of things. He's a good man, devoted to his people. A crew like his is as much a tight knit family as we had once, before... well, like we used to have.

Why their sudden interest in the game? Well, it's true the Cook's Guild doesn't usually much care to field a team, but the Master Chef has taken to the pitch at my behest. Call it a favour between old soldiers. I see the next question coming - better you don't ask it, lad. My patience is wearing thin. Time for you to piss off now, and keep your teeth all straight inside that loose trap of yours.

—Ox, Butcher's Guild

COOK'S GUILD

BUTCHER PLAYERS

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



SHANK



TENDERISER

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WELLINGTON

Melee Zone 1"

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



CHARACTER PLAYS	CST	RNG	SUS	OPT
<i>Chef's Special</i>	1	4"	✓	✓

While within 4" of target friendly model, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.

Singled Out P ✓ X
Friendly models gain +2 TAC while attacking target enemy model.



WELLINGTON

CHARACTER TRAITS

Guild Rule: Intimidation

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

● **Scathing Rebuke**

Once per turn during this model's activation, target other friendly model within 6" of this model may make a 2" dodge and remove any conditions it is currently suffering.

LEGENDARY PLAY

Master Chef [Aura 6"]

While within this aura each friendly model may use a character play once during its activation without spending influence.

Piert, Human, Male,
Central Midfielder,
Captain



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PEPPER

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	3	1/4"	5+	0	1/2



CHARACTER PLAYS	CST	RNG	SUS	OPT
<i>Where'd They Go?</i>	1/	S	X	✓

This model may make a 4" dodge.



PEPPER

CHARACTER TRAITS

Guild Rule: Intimidation

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

Feral

Once per turn during its activation, this model may declare an attack without spending influence.

Vicious

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

Skaldic, Animal,
Mascot



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CINNAMON

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	4	3/6"	5+	0	2/3



CHARACTER PLAYS	CST	RNG	SUS	OPT
<i>Acrobatic</i>	1	S	X	✓

This model may make a 2" dodge.

Get Set, BAKE! 2 4" ✓ ✓
When starting an advance while within 2" of target friendly model, friendly models gain +2"/+2" MOV.



CINNAMON

CHARACTER TRAITS

Guild Rule: Intimidation

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

Anatomical Precision

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

Eisnoran, Human, Female,
Attacking Midfielder,
Squaddie



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ROAST

Melee Zone 1"

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Get It While It's Hot 1 4" ✓ ✓
While within 2" of target friendly model, friendly models spend 1 less Influence to charge.

Turn Up the Heat 1/☉ S X X
3" pulse. Enemy models within the pulse suffer the burning condition.

ROAST

CHARACTER TRAITS

Guild Rule: Intimidation
During an attack from this model enemy models suffer -1 DEF.

☉ **Big Belly**
When an enemy model damages this model with one or more playbook damage results, after the attack is resolved the enemy model suffers a 1" push directly away from this model.

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.

Pigeon, Human, Male, Defensive Midfielder, Squaddie Size 40 mm

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SPICE

Melee Zone 2"

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Intensify 2/☉ S X X
3" pulse. Enemy models that are suffering conditions and are within the pulse suffer 2 DMG.

Turn Up the Heat 1/☉ S X X
3" pulse. Enemy models within the pulse suffer the burning condition.

SPICE

CHARACTER TRAITS

Guild Rule: Intimidation
During an attack from this model enemy models suffer -1 DEF.

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

Berserk
During its activation, when 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.

Skaldic, Human, Female, Winger, Squaddie Size 30 mm

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SUGAR

Melee Zone 1"

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Chef's Special 1 4" ✓ ✓
While within 4" of target friendly model, friendly guild models gain +1 DMG to character plays that cause damage and to playbook damage results.

Chilli Cook Out 2/☉ 2" X ✓
Position an ongoing effect AOE within range. Models hit suffer 4 DMG and the burning condition. Models entering or ending their activation in this ongoing effect AOE suffer the burning condition.

SUGAR

CHARACTER TRAITS

Guild Rule: Intimidation
During an attack from this model enemy models suffer -1 DEF.

Icing on the Cake
This model gains +2/+2" KICK when making a snap shot.

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

Valentian, Human, Female, Striker, Squaddie Size 30 mm

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