

ENGINEER'S GUILD

Although nowhere near as new as some of the fledgling Guilds that have come into being since the end of the Century Wars, the Engineer's Guild is certainly not much older, barely more longstanding than our own enterprise. They were originally formed just prior to the conflict, as siege engines and fortifications began to be constructed. All rather pedestrian to an Alchemist of course. Their science is a trite and laborious one. Advancement is far too slow, and their attitudes often boorish and condescending, especially amongst the older Magisters and Artificers.

I discern an intriguing division that is very apparent to me in their houses; the tired old science sitting uncomfortably alongside their new discoveries. They have the most devastating potential of all at their fingertips, but their own innate animosity and stubborn pride stops them from achieving greatness.

But to be fair and pay them their due, not all are that way. The keenest amongst them have lent their hands to the construction of clockwork instruments and devices of far more interest to our enlightened minds.

In these, I see the path to immortality.

—Midas, Alchemist's Guild Team Captain

ENGINEER'S GUILD

MINER PLAYERS

The following Miner models may play for the Engineer's Guild:



FUSE



SPADE

4.1

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BALLISTA

Melee Zone 1"

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

1 >> KD 2 4
T > 2 3 KD 3

CHARACTER PLAYS | CST|RNG|SUS|OPT

Deadbolt 2 8" X ✓
Target enemy model suffers a 2" push directly away from this model, the knocked down condition, and 3 DMG.

Minefield 1/ S ✓ ✓
4" aura. Enemy models starting an advance within this aura or entering it as part of an advance suffer 4 DMG. This aura triggers only once per advance.

Second Wind 1 4" ✓ ✓
The next time target friendly guild model ends an activation, it may make a 4" dodge.

HP: 18

BALLISTA

CHARACTER TRAITS

Momentous Inspiration [4" Aura]

While within this aura, when friendly models hit one or more enemy models with a character play that causes damage, after resolving the play the friendly team gains 1 MP. While within this aura, friendly models may use Bonus Time! without spending MP once per character play.

Tough Hide

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

LEGENDARY PLAY

Breach!

During its activation, this model gains +0/+4" KICK and may make a kick without spending influence. When this model makes a kick, the kick ignores intervening models.

Figeon, Human, Male,
Defensive Midfielder,
Captain

4.3 Size 30 mm

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PIN VICE

Melee Zone 1"

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

T << >> T KD
< 1 2 2 3 3 <<

CHARACTER PLAYS | CST|RNG|SUS|OPT

Controller 2 6" ✓ ✓
When this model's activation ends, target friendly guild model may immediately take its activation if able to do so.

Alternator 2 6" ✓ X
Target friendly guild model gains +2"/+2" MOV.

Deletion 1 6" ✓ ✓
Target friendly guild model gains +1 DMG to playbook damage results.

HP: 11

PIN VICE

CHARACTER TRAITS

Close Control

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

Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

Well Oiled Machine

Once per turn when a friendly model receives a successful pass, the friendly model may immediately make a pass without spending influence instead of using Pass & Move or making a Snap Shot.

Erskirii, Mechanica, Human, Female,
Striker,
Captain

4.3 Size 30 mm

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RIVET

Melee Zone 1"

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

1 >>
T 2 KD 3 KD 4

CHARACTER PLAYS | CST|RNG|SUS|OPT

Elbow Grease 1 6" ✓ X
Target friendly model's non-momentous playbook damage results are momentous.

Use This! 1 6" ✓ ✓
Target friendly guild model's melee zone is 2".

HP: 18

RIVET

CHARACTER TRAITS

Follow My Lead

While this model is on the pitch, friendly Squaddie models gain +1 TAC.

Tow

At the end of an advance made by this model during its activation, friendly models that this model moved within 2" of during the advance may make a jog directly towards this model.

HEROIC PLAY

Protect Those Close [4" Aura]

While within this aura, friendly models gain Sturdy. (Sturdy: Once per turn this model may ignore the first knocked down condition placed upon it.)

Valentian, Human, Female,
Centre Back,
Captain

4.2 Size 30 mm

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HOIST

Melee Zone 1"

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

1

T 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

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HOIST

CHARACTER TRAITS

● Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

Sturdy

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

● True Replication

Once per turn during this model's activation, choose a character play of a friendly non-Captain guild model within 6". This model gains the chosen character play for the remainder of the turn.

Erskirii, Mechanica,
Attacking Midfielder,
Squaddie

S4

Size 30 mm

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LOCUS

Melee Zone 1"

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

1

KD 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Destructive Impulse 2 8"

Target enemy model suffers 2 DMG and a 2" push.

Remote Control 1 6"

Target free ball. This model may make a kick without spending influence as if it were in possession of the ball. The kick distance and ball path of this kick are measured from the current location of the free ball.

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LOCUS

CHARACTER TRAITS

● Far Strike

Once per turn during this model's activation, if an enemy model is within 6" of this model and in its line of sight, this model may declare an attack against the enemy model as if engaging it.

● Gravity Well

When an enemy model ends an advance engaging this model, the enemy model immediately suffers a 2" push directly towards this model.

● Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

Tough Hide

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

Erskirii, Mechanica,
Central Midfielder,
Squaddie

4.6

Size 40 mm

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NOMAD

Melee Zone 1"

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

1

T 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Spark 2 6"

Target enemy model suffers 2 DMG and -1 ARM.

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NOMAD

CHARACTER TRAITS

Goal of the Month

When this model makes a successful shot, it scores a Sreamer if any double is rolled.

● Roulette

At the start of this model's activation, choose one effect. The chosen effect lasts until the end of this model's activation.

- This model gains +1"/+1" MOV.
- This model gains +1 TAC.
- This model gains +0/+2" KICK.

● Unpredictable Movement

Once per turn when an enemy model ends an advance within this model's melee zone, this model may make a 2" dodge.

LEGENDARY PLAY

Wherever I May Roam

Choose a terrain piece within 4". This model is immediately placed in base contact with the chosen terrain piece.

Raed, Human, Male,
Winger,
Squaddie

S4

Size 30 mm

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RATCHET

Melee Zone 1"

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

2

1 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Blast Earth 2 6"

Position an ongoing effect AOE within range. Models hit suffer 2 DMG. This AOE is rough terrain.

Long Bomb 1 S

When this model makes a pass, it gains +0/+4" KICK for the duration of the action. This pass can't be intercepted.

Tooled Up 1 4"

Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.

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RATCHET

CHARACTER TRAITS

● Fixer

Once per turn during this model's activation, target friendly model within 4" of this model may remove all conditions it's suffering.

HEROIC PLAY

Overclocked

Choose a friendly Mechanica model within 4". During its next activation, the chosen model may sprint or charge without spending influence.

Indar, Human, Male,
Defensive Midfielder,
Squaddie

S4

Size 30 mm

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SALVO

Melee Zone 1"

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



CHARACTER PLAYS

	CST	RNG	SUS	OPT
<i>Arrow to the Knee</i>	2	8"	✓	✗
Target enemy model suffers -2/-2" KICK and 2 DMG.				
<i>Floored Bolt</i>	2	8"	✗	✓
Target enemy model suffers the knocked down condition and 2 DMG.				
<i>Tether Ball</i>	2	6"	✗	✓
This model gains possession of target free ball.				

Arrow to the Knee 2 8" ✓ ✗
Target enemy model suffers -2/-2" KICK and 2 DMG.

Floored Bolt 2 8" ✗ ✓
Target enemy model suffers the knocked down condition and 2 DMG.

Tether Ball 2 6" ✗ ✓
This model gains possession of target free ball.



SALVO

CHARACTER TRAITS

Swift Strikes

During this model's activation, when it damages one or more enemy models it may make a 2" dodge.

HEROIC PLAY

Locked & Loaded

Once during its activation, this model may use a character play without spending influence.

Ethraynnian, Human, Male, Winger, Squaddie



Size 30 mm

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VELOCITY

Melee Zone 1"

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



CHARACTER PLAYS

	CST	RNG	SUS	OPT
<i>Acrobatic</i>	1	S	✗	✓
This model may make a 2" dodge.				
<i>Nimble</i>	1	S	✓	✓
This model gains +1 DEF.				

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

Nimble 1 S ✓ ✓
This model gains +1 DEF.



VELOCITY

CHARACTER TRAITS

Close Control

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

Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

Ethraynnian, Mechanica, Striker, Squaddie



Size 30 mm

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VELOCITY

Melee Zone 1"

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



CHARACTER PLAYS

	CST	RNG	SUS	OPT
<i>Route One</i>	2/	6"	✗	✓
This model may make a jog directly towards target enemy model.				

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



VELOCITY

CHARACTER TRAITS

Lend a Hand

When a friendly model gains the ganging up bonus from this model, the friendly model gains an additional +1 TAC.

Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

Ethraynnian, Mechanica, Striker, Veteran, Squaddie



Size 30 mm

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COMPOUND

Melee Zone 2"

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



CHARACTER PLAYS

	CST	RNG	SUS	OPT
<i>Horrific Odour</i>	1	S	✓	✓
6" aura. While within this aura, enemy models must spend 1 additional influence to make a kick.				

Horrific Odour 1 S ✓ ✓
6" aura. While within this aura, enemy models must spend 1 additional influence to make a kick.



COMPOUND

CHARACTER TRAITS

Noxious Death [3" Pulse]

When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.

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.

Rush Keeper

While this model is within 4" of a friendly goalpost, once per turn when an enemy model ends an advance within 6" of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

Figeon, Mechanica, Human, Male, Goalkeeper, Squaddie



Size 40 mm

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