









### HOIST

Melee Zone 1"

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

1

2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Erskirii, Mechanica, Attacking Midfielder, Squaddie

Size 30 mm

13

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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

Size 30 mm

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### LOCUS

Melee Zone 1"

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

1

KD > 2 >> 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

**Destructive Impulse** 2 8" X ✓  
Target enemy model suffers 2 DMG and a 2" push.

**Remote Control** 1 6" X ✓  
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.

Erskirii, Mechanica, Central Midfielder, Squaddie

Size 40 mm

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### LOCUS

#### CHARACTER TRAITS

● **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

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

2

CHARACTER PLAYS | CST | RNG | SUS | OPT

**Spark** 2 6" ✓ ✓  
Target enemy model suffers 2 DMG and -1 ARM.

Raed, Human, Male, Winger, Squaddie

Size 30 mm

13

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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

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 > 2 KD >> 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

**Blast Earth** 2 6" X X  
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.

Raed, Human, Male, Winger, Squaddie

Size 30 mm

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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

Size 30 mm

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## SALVO

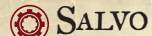
Melee Zone 1"

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



### CHARACTER PLAYS

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

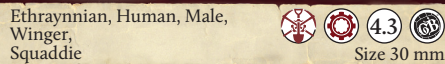


## CHARACTER TRAITS

**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.



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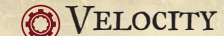
Melee Zone 1"

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



### CHARACTER PLAYS

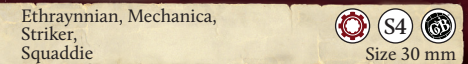
	CST	RNG	SUS	OPT
<b>Acrobatic</b> This model may make a 2" dodge.	1	S	✗	✓
<b>Nimble</b> This model gains +1 DEF.	1	S	✓	✓



## 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.



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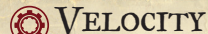
Melee Zone 1"

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



### CHARACTER PLAYS

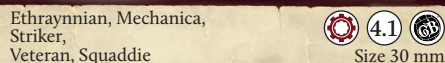
	CST	RNG	SUS	OPT
<b>Route One</b> This model may make a jog directly towards target enemy model.	2	6"	✗	✓



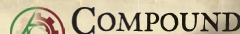
## CHARACTER TRAITS

**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.



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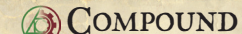
Melee Zone 2"

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



### CHARACTER PLAYS

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

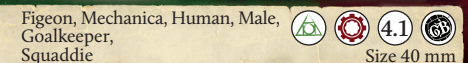


## CHARACTER TRAITS

**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.



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