

FALCONER'S GUILD

Damn mysterious lot, the Falconers. You ask a common man in the marketplace about them, I'll wager you see a blank face and little else. I only know what little I do by keeping my ear to the streets, like. Word is they were formed from a bunch of mercenaries, old scouts from the armies marching in the Century Wars.

One thing's for sure though – they've made real money hiring themselves out to the nobility. Their great birds are a popular accompaniment in bloodsport hunting, and fiercely fashionable amongst the aristocracy. That was their first foot on the ladder, and they soon banded together to form a team. Don't blame 'em. Fair to say that life on the pitch has to be a lot better than living at the whim of some inbred lordling.

No one really knows what the connection is between the Falconers and Hunters, but rumour down the pub is that Devana and Theron have been seen huddled together, talking until the early hours, like. If you asked me to put money on it, I'd wager they have a past at the very least. 'Course, I've never been one to gossip, have I?

—Lucky, Free Agent

FALCONER'S GUILD

HUNTER PLAYERS

The following Hunter models may play for the Falconer's Guild



EGRET



VETERAN HEARNE

GUILD RULE

Birds of a Feather

If Devana is the captain of your team, friendly models may spend 1 less influence to use Harrier.



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DEVANA

Melee Zone 1"

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

CHARACTER PLAYS

Air Mail 1 S X ✓
This model may make a pass without spending influence. This pass gains +0/+6" KICK.

Deadly Wings 1 6" X X
Choose a friendly Harrier AOE. The chosen AOE may be positioned within 4" of its current location.

Hack Back [Frelsi] 1 10" X ✓
The named friendly model may make a dodge up to its base-move.



DEVANA

CHARACTER TRAITS

Assist [Frelsi]

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

Death from Above

During its activation, if an enemy model is within 6" of this model, in this model's line of sight, and within a friendly Harrier AOE, this model may declare an attack against the enemy model as if engaging it. This attack gains +5 TAC. After this attack is resolved, remove this Harrier AOE from the pitch.

LEGENDARY PLAY

Daughter of Falcons [6" Pulse]

Enemy models within this pulse suffer 3 DMG and the snared condition.

Figeon, Human, Female,
Central Midfielder,
Captain



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FRELSI

Melee Zone 1"

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

CHARACTER PLAYS



FRELSI

CHARACTER TRAITS

Flying

When this model moves, it ignores terrain and other model's bases. It can't end its movement overlapping another base, an obstruction, or a barrier.

Hunter's Prey

Enemy models damaged by this model suffer the snared condition.

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.

Figeon, Animal,
Mascot



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IKAROS

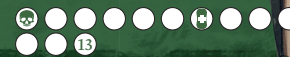
Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	4	4/8"	4+	1	2/4

CHARACTER PLAYS

Harrier 2/4" X ✓
Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

Taking Flight 1 S ✓ ✓
This model may make a jog and gains Flying. (Flying: When this model moves, it ignores terrain and other models' bases. It can't end its movement overlapping another base, an obstruction, or a barrier).



IKAROS

CHARACTER TRAITS

Feathered Friends

While within a friendly Harrier AOE, this model gains +1 TAC and cover.

Updraft

Once per turn when it advances through a Harrier AOE, this model may gain +2"/+2" MOV for the duration of the advance.

Figeon, Human, Male,
Striker,
Squaddie



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MATAAGI
Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/9"	5	2/8"	5+	0	2/3

1 T
2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Harrier 2/ 4" ✓
Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

Snap Fire 1 6" ✗ ✗
Target enemy model suffers 1 DMG.

HP: 12



MATAAGI
CHARACTER TRAITS

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

● **Hawk Eye**
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 without spending influence against the enemy model as if engaging it.

Light Footed
When this model makes an advance it ignores the MOV penalty for rough terrain.

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

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MINERVA
Melee Zone 2"

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

1 > T
KD 2 >> 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Eye Spy 2/ 6" ✓ ✓
Friendly models gain +2 TAC while attacking target enemy model.

Harrier 2/ 4" ✗ ✓
Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

HP: 15



MINERVA
CHARACTER TRAITS

Easy Pickings
While attacking an enemy model with lower current HP than its recovery level, this model gains +1 DMG to playbook damage results.

● **Nocturnal Hunting [6" Aura]**
When an enemy model suffers the taken out condition while within this aura, after current actions are resolved this model may use Encourage without spending MP.

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

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RUNDAAS
Melee Zone 1"

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

1 2 3 3 > 4
KD 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

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

Harrier 2/ 4" ✗ ✓
Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

HP: 13



RUNDAAS
CHARACTER TRAITS

● **Shadow Like**
At the start of this model's activation, it may make a 2" dodge.

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

Indar, Human, Male, Attacking Midfielder, Squaddie
Size 30 mm

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