

## FARMER'S GUILD

You ever hear of the Farmer's Guild, lad? How about their Guild Ball team? Didn't think so. Even an old veteran like me would struggle to remember much about them. They can usually be found slumming it against the likes of the Entertainer's Guild or the Fool's Guild, and I think that company speaks for itself.

I don't know what the bigger mystery is with this crew - how they managed to find themselves a sponsor to get here, or why they attracted the eye of the First Lady. Regardless, I don't think this season is going to be too pretty for them. I wouldn't be surprised if neither sticks around too long.

Honour used to do wonders out there on the pitch, and I imagine she can bring just as much to a team from the sideline too - but even the First Lady needs some hint of natural talent to work with. I doubt they've got much of that. They're mostly just a bunch of backwards country bumpkins.

Still, best of luck to them, and the First Lady too. I suspect that they'll need it, alright.

—Mallet, Mason's Guild

## FARMER'S GUILD

### SHEPHERD PLAYERS

The following Shepherd models may play for the Farmer's Guild:



LAMB



SHEARER

### GUILD RULE

#### Harvest Markers

Harvest markers have a 30mm base. A player may have up to five friendly harvest markers on the pitch at once. When a model moves into base contact with a harvest marker during a sprint or charge, the harvest marker is removed from the pitch. During the Maintenance Phase, before influence is allocated, a player may remove any number of friendly harvest markers from the pitch and add +1 influence to the friendly team's influence pool for that turn for each harvest marker removed.



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## GRANGE

Melee Zone 2"

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



CHARACTER PLAYS	CST	RNG	SUS	OPT
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**Constitution** 1 S ✓ ✓  
4" aura. While within this aura, friendly models gain Tough Hide.

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

**Help 'Em Out** 1 S ✓ ✓  
4" aura. While within this aura, friendly models gain Close Ranks.

(Close Ranks: When this model causes an enemy model to suffer the crowding out penalty, the enemy model suffers an additional -1 dice pool.)



## GRANGE

### CHARACTER TRAITS

#### For the Family [4" Aura]

While within this aura, friendly guild models gain +1/+2" KICK.

#### Planting Master

Once per turn during this model's activation, it may place up to two friendly harvest markers within 4".

### LEGENDARY PLAY

#### Huge Tracts of Land [6" Aura]

This model may immediately place up to two friendly harvest markers within this aura. While within this aura, friendly guild models gain Sturdy.

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

Piert, Human, Male,  
Defensive Midfielder,  
Planter, Captain



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## THRESHER

Melee Zone 2"

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



CHARACTER PLAYS	CST	RNG	SUS	OPT
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**Scything March** 1 S ✓ ✓  
This model's melee zone is 3".

**They Ain't Tough!** 1/6" ✓ ✗  
Target enemy model suffers -1 ARM.



## THRESHER

### CHARACTER TRAITS

#### Crow Scarer

While this model is within 2" of a friendly harvest marker, it gains Poised.

(Poised: Once per turn this model may declare a Counter-Attack without spending MP.)

#### Don't Fear The...

Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove it from the pitch. If it does, models within its melee zone suffer 3 DMG.

### LEGENDARY PLAY

#### Against the Grain [6" Pulse]

Once during this model's activation, it may use a character play without spending influence. Friendly models within this pulse gain Life Drinker.

(Life Drinker: When it damages one or more enemy models with a playbook damage result, this model may recover 1 HP.)

Mald, Human, Male,  
Attacking Midfielder,  
Reaper, Captain



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## FESTIVAL

Melee Zone 2"

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



CHARACTER PLAYS	CST	RNG	SUS	OPT
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**Hare in the Field** 2 4" ✗ ✓  
Position an AOE within range. Other friendly models within this AOE may make a 2" dodge.

**Our Tools Are Sharp** 1 4" ✓ ✗  
Target friendly model's playbook damage results inflict condition damage.



## FESTIVAL

### 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.

#### Harvest Supper

While this model is on the pitch, friendly models gain Subsistence.

(Subsistence: Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove that marker from the pitch. If it does, this model may recover 4 HP.)

#### Planting Master

Once per turn during this model's activation, it may place two friendly harvest markers within 4".

### LEGENDARY PLAY

#### Line Dancing [6" Pulse]

Choose an edge of the pitch. Friendly models within this pulse suffer a 5" push directly towards the chosen edge.

Piert, Human, Female,  
Coach,  
Planter, Captain



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### PECK

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	2	2/4"	5+	0	1/2

1

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**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Cocksure** 1 4" ✓ ✓  
Target friendly model may ignore the next condition that it suffers except the taken out condition.

6

Raed, Animal, Mascot, Planter

Size 30 mm

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### PECK

#### CHARACTER TRAITS

● **Fertiliser**  
When this model suffers the taken out condition during the Activation Phase, it may place a friendly harvest marker within 2".

● **Pain Response**  
When this model suffers damage from an enemy attack or character play, except while making an advance, it may make a 1" dodge.

#### HEROIC PLAY

**When the Cock Crows... [4" Pulse]**  
Friendly models within this pulse may remove all conditions they're suffering.

Raed, Animal, Mascot, Planter

Size 30 mm

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### BUCKWHEAT

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
4"/8"	4	2/8"	4+	0	1/3

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1 KD 2 3

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

Piert, Animal, Mascot, Reaper

Size 40 mm

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### BUCKWHEAT

#### CHARACTER TRAITS

● **Ass Kicking**  
Once per turn when this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 4" push directly away from this model.

● **Carrot & Stick**  
Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove it from the pitch. If it does, it may immediately make an additional jog.

**Stoic**  
This model may ignore the first push that it suffers each turn.

Piert, Animal, Mascot, Reaper

Size 40 mm

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### AMBER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	5	2/6"	4+	0	1/4

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**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Swerve Shot** 1/ S ✓ ✗  
This model ignores intervening models when making a kick.

18

Mald, Human, Female, Attacking Midfielder, Reaper, Squaddie

Size 30 mm

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### AMBER

#### CHARACTER TRAITS

● **Left Boot**  
Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove it from the pitch. If it does, this model gains +1/+2" KICK and may make a kick during its activation without spending influence.

**One of Our Own [6" Aura]**  
The first time each turn a friendly non Mascot model suffers the taken out condition within this aura, this model gains +2 TAC for the remainder of the turn.

Mald, Human, Female, Attacking Midfielder, Reaper, Squaddie

Size 30 mm

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### BUSHEL

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	4	3/8"	5+	0	1/4

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**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Ball's Gone!** P ✗ ✗  
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

**I'm Open!** 2 6" ✗ ✓  
Target friendly model may make a pass targeting this model without spending influence.

Raed, Human, Female, Striker, Reaper, Squaddie

Size 30 mm

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### BUSHEL

#### CHARACTER TRAITS

● **Cabbage Punt**  
Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove that marker from the pitch. If it does, this model may then use a character play once during its activation without spending influence.

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

Raed, Human, Female, Striker, Reaper, Squaddie

Size 30 mm

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## FALLOW

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	3	2/6"	4+	0	0/4

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Get Stuck In!** S

This model gains Rowdy.  
(Rowdy: This model doesn't suffer crowding out penalties.)

Indar, Human, Female,  
Attacking Midfielder,  
Reaper, Squaddie

Size 30 mm

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## FALLOW

### CHARACTER TRAITS

● **Between a Rock... [4" Aura]**  
Once per turn when another friendly model within this aura suffers damage from an enemy attack or play, except while the friendly model is making an advance, this model may make a jog.

● **Making Hay**  
At the start of this model's activation, it may remove any number of friendly harvest markers from the pitch that are within 4". This model is allocated 2 influence for each friendly harvest marker removed in this way.

● **Protective Instinct**  
While engaging this model, an enemy model can't declare an attack against any other friendly model.

● **With Age Comes Wisdom**  
At the start of each other friendly models' activation, this model gains +1 TAC for the remainder of the turn.

Indar, Human, Female,  
Attacking Midfielder,  
Reaper, Squaddie

Size 30 mm

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## HARROW

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	5	3/6"	4+	0	2/3

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Marked Target** 1/ 10"

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

● **Sow the Seeds** S

This model may place a friendly harvest marker within 2".

Piert, Human, Male,  
Defensive Midfielder,  
Planter, Squaddie

Size 30 mm

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## HARROW

### CHARACTER TRAITS

● **Planting Season**  
Once per turn during this model's activation, it may place a friendly harvest marker within 2".

● **Rapid Growth [6" Aura]**  
During the End Phase, before conditions are resolved, friendly models within this aura may recover 2 HP.

Piert, Human, Male,  
Defensive Midfielder,  
Planter, Squaddie

Size 30 mm

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## HONOUR

Melee Zone 1"

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

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Cocksure** 1 4"

Target friendly model may ignore the next condition that it suffers except the taken out condition.

Castellyian, Human, Female,  
Coach,  
Planter, Veteran, Squaddie

Size 40 mm

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## HONOUR

### CHARACTER TRAITS

● **Faithful Protector**  
Enemy models suffer -1 TAC while attacking this model.

● **Fields of Wheat [4" Pulse]**  
Once per turn during this model's activation, it may choose one friendly harvest marker within this pulse, remove it from the pitch, and place one friendly harvest marker anywhere within this pulse.

● **Planting Season**  
Once per turn during this model's activation, it may place a friendly harvest marker within 2".

**LEGENDARY PLAY**

● **Surpassing Strategy**  
Target friendly non-Captain model within 4" may immediately make a jog.

Castellyian, Human, Female,  
Coach,  
Planter, Veteran, Squaddie

Size 40 mm

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## JACKSTRAW

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
2"/4"	3	2/8"	5+	0	2/3

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**At Your Post** 1 4"

Place this model in base contact with target friendly harvest marker.

● **Crop Dusting** 1 6"

Position an AOE within range. Models hit suffer 2 DMG. This model may place two friendly harvest markers within the AOE.

Piert, Mechanica,  
Winger,  
Planter, Squaddie

Size 30 mm

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## JACKSTRAW

### CHARACTER TRAITS

● **If I Only Had a Brain**  
Once per turn during its activation, this model may choose a friendly harvest marker or friendly goalpost within 4". Place this model in base contact with the chosen harvest marker or goalpost.

● **The Last Straw**  
At the end of its activation, this model may choose a friendly harvest marker within 4". Place this model in base contact with the chosen harvest marker.

● **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.

Piert, Mechanica,  
Winger,  
Planter, Squaddie

Size 30 mm

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## MILLSTONE

Melee Zone 1"

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

3

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Get in the Goal!** 1 4" ✓ ✓  
 Target friendly model gains Goal Defence.  
 (Goal Defence: Enemy models suffer +1 TN to Shots while this model is within 4" of a friendly goalpost.)

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## MILLSTONE

### CHARACTER TRAITS

**Battering Ram**  
 During this model's advances, models whose bases are touched by its base immediately suffer a 2" push directly away from it. This model can only push each model once per turn with Battering Ram.

● **Planting Season**  
 Once per turn during this model's activation, it may place a friendly harvest marker within 2".

● **Take One for the Team [6" Aura]**  
 Once per turn when a friendly guild model within this aura suffers any condition except the taken out condition that this model isn't already suffering, this model may suffer that condition instead of the friendly model.

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## PLOUGHMAN

Melee Zone 2"

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

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Broken Earth** 1/ S ✓ ✓  
 4" aura. Enemy models treat this aura as rough terrain.

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## PLOUGHMAN

### CHARACTER TRAITS

● **Fertile Soil [4" Aura]**  
 Once per turn when a friendly model places one or more friendly harvest markers within this aura, place one additional friendly harvest marker within this aura.

● **Planting Season**  
 Once per turn during this model's activation, it may place a friendly harvest marker within 2".

**True Path [6" Aura]**  
 While within this aura friendly models may use Gliding without spending MP.

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## TATER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	3/6"	4+	0	1/4

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Mow Down** P   
 Target enemy model suffers the knocked down condition. Other models within this model's melee zone suffer the knocked down condition.

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## TATER

### CHARACTER TRAITS

● **Fork Off!**  
 Once per turn when an enemy model ends an advance within 6" of this model, if this model isn't engaged it may immediately remove a friendly harvest marker within 2" to declare a charge targeting the enemy model without spending influence.

**Make It Rain**  
 This model may select play icon playbook results when making a parting blow.

**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.

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## WINDLE

Melee Zone 2"

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

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Snack Break** 1/ S ✓  
 This model recovers 6 HP.

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## WINDLE

### 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.

● **Big Breakfast**  
 Once per turn at the start of this model's activation, it may choose a friendly harvest marker within 2" and remove that marker from the pitch. If it does, this model is allocated 1 influence and gains +2"/+2" MOV for the remainder of the turn.

**Empathy**  
 While attacking this model, playbook damage results don't generate MP.

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