

FISHERMEN'S GUILD

The Fish have been around for years, but just never seemed to have a great game, you know? Then one day, they had a real revival in fortunes. Couldn't tell you what it was. All I know is that suddenly they have Guild houses springing up in every city that doesn't already have one.

And then the team got better. A lot better. Like crazy better, beating the Butchers, the Morticians, the Alchemists, and the Messengers, all the big boys. Had to get better, once the Guild got bigger, or it wouldn't sit right. Whole bunch of new players, new sponsorship, new gear, new playbook. Suddenly, they're a name on the street, with a big following.

But you know what the old timers all say about the poster boys and girls? That team could probably achieve even more greatness if they could just wise up. They all run around waving to the damned crowd, showboating with the ball, all touchy feely with each other whenever one of 'em gets knocked on their arse. Never known another team like it.

But that said, damn, those lads can play Guild Ball.

—Flint, Mason's Guild Team Vice Captain

FISHERMEN'S GUILD

NAVIGATOR PLAYERS

The following Navigator models may play for the Fisherman's Guild:



FATHOM



HORIZON

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SHARK

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	6	4/8"	4+	1	4/6

1 2 3
 < T 6B >> KD 6B

CHARACTER PLAYS

CHARACTER PLAYS	CST	RNG	SUS	OPT
Quick Foot Target friendly model gains +2"/+2" MOV.	2	4"	✓	✗
Stagger Target enemy model suffers -1 DEF.	6B	P	✓	✗
Tidal Surge Target model may make a 4" dodge. The target model is a friendly model during this action.	3/6B	6"	✗	✓

6B 16

SHARK

CHARACTER TRAITS

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

LEGENDARY PLAY

Caught in a Net [6" Pulse]
Enemy models within this pulse suffer -4"/-4" MOV.

Eisnoran, Human, Male,
Striker,
Captain

S4 6B Size 30 mm

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CORSAIR

Melee Zone 2"

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

1 2 6B
 T KD >> 3 > KD >>

CHARACTER PLAYS

CHARACTER PLAYS	CST	RNG	SUS	OPT
Drag Target enemy model suffers a 6" push directly towards this model.	2/6B	6"	✗	✗
Rough Seas Target enemy model loses possession of the ball to this model.	2	6"	✗	✗

6B 18

CORSAIR

CHARACTER TRAITS

Coup de Grâce [6" Aura]
Once per turn when an enemy model suffers the taken out condition while within this aura, the friendly team gains +3 MP.

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

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

LEGENDARY PLAY

Hook, Line, and Sinker [6" Pulse]
Enemy models within this pulse suffer a 6" push directly towards this model.

Indar, Human, Male,
Defensive Midfielder,
Captain

S4 6B Size 40 mm

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YUKAI

Melee Zone 2"

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

1 < KD
 T 6B 2 << 3

CHARACTER PLAYS

CHARACTER PLAYS	CST	RNG	SUS	OPT
Swirling Waters Target friendly model may make a 2" dodge. A model can be affected by this character play only once per turn.	1/6B	6"	✗	✗
Break the Surface Target enemy model or free ball within range. Place the target model or free ball within 4" of its current location.	2	6"	✗	✓

6B 14

YUKAI

CHARACTER TRAITS

Last Cast Catches the Most
While this model is on the pitch, when a friendly model scores a goal, if it does not use Run the Length, the activation does not immediately end.

Beating Wings Over Water
Once per turn during this model's activation, choose another friendly model within 8". The chosen model 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.)

LEGENDARY PLAY

Cormorant's Calling
Choose another unengaged friendly model within 10" of this model. Place the chosen model within 10" of this model.

Numasai, Human,
Coach,
Captain

S4 6B Size 30 mm

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SALT
Melee Zone 1"

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

1 T
 < 6

CHARACTER PLAYS | CST | RNG | SUS | OPT

Where'd They Go? 1/☉ S ✗ ✓
 This model may make a 4" dodge.

Valentian, Animal, Mascot
 Size 30 mm

7

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SALT
CHARACTER TRAITS

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.

Valentian, Animal, Mascot
 Size 30 mm

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TENTACLES
Melee Zone 2"

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

1 < 2
 T > >>

CHARACTER PLAYS | CST | RNG | SUS | OPT

Blind 1 6" ✓ ✓
 Target enemy model suffers -2 TAC, -2/-2" KICK, and -2"/-2" MOV.

Numasai, Animal, Mascot
 Size 40 mm

9

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TENTACLES
CHARACTER TRAITS

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

☉ *Tag Along*
 Once per turn after a friendly model ends an advance that caused it to leave this model's melee zone, this model may immediately make a jog directly towards that model.

Numasai, Animal, Mascot
 Size 40 mm

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ANGEL
Melee Zone 1"

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

1 <<<
 T < << 2 <<<

CHARACTER PLAYS | CST | RNG | SUS | OPT

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

Super Shot 1 S ✓ ✓
 This model gains +1/+2" KICK.

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

12

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ANGEL
CHARACTER TRAITS

☉ *Get Over Here* [Salt, Wander]
 Once during this model's activation, if the named friendly model is within 10" of this model, the named friendly model may make a dodge up to its base-move towards this model.

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

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

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GREYSCALES
Melee Zone 2"

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

1 <<< 6
 < T 6 2 <<<

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.

Decoy 1 S ✓ ✓
 This model gains +2 DEF against the next enemy attack or character play made against it.

Where'd They Go? 1/☉ S ✗ ✓
 This model may make a 4" dodge.

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

13

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GREYSCALES
CHARACTER TRAITS

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

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

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HAG
Melee Zone 2"

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

1 < 2 <<

CHARACTER PLAYS | CST | RNG | SUS | OPT

Decoy 1 S ✓ ✓
This model gains +2 DEF against the next enemy attack or character play made against it.

Fisher's Reel 1/ 4" ✗ ✗
Target other friendly model may make a 2" dodge. A model can be affected by this character play only once per turn.

Numasai, Human, Female, Central Midfielder, Squaddie Size 30 mm

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HAG
CHARACTER TRAITS

Fear
The first time each turn an enemy model spends influence on an attack, charge, or character play that targets this model, the enemy model must spend 1 additional influence.

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

● **Talisman**
Once per turn during this model's activation, it may use a character play without spending influence.

LEGENDARY PLAY

Call of the Sea [4" Pulse]
This model suffers 1 DMG for each other model within this pulse. Enemy models within this pulse suffer a 2" push. Other friendly models within this pulse may make a 2" dodge.

Numasai, Human, Female, Central Midfielder, Squaddie Size 30 mm

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JAC
Melee Zone 2"

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

T 2
1 > T >> KD 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Goad 1 6" ✓ ✓
While this model is on the pitch, the target enemy model can only move directly towards this model during an advance.

Skaldic, Human, Male, Defensive Midfielder, Squaddie Size 30 mm

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JAC
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.

Resolute
When this model targets an enemy model with a Counter-Attack, this model gains +2 TAC for the duration of the Counter-Attack.

HEROIC PLAY

Trident Tested [3" Pulse]
Models within this pulse suffer a 2" push directly away from this model.

Skaldic, Human, Male, Defensive Midfielder, Squaddie Size 30 mm

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KNUCKLES
Melee Zone 2"

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

1 2 T > >> KD 3 4

CHARACTER PLAYS | CST | RNG | SUS | OPT

Heavy Tackle P ✗ ✗
Target enemy model loses possession of the ball to this model and suffers the knocked down condition.

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

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KNUCKLES
CHARACTER TRAITS

Backfield Presence
While attacking a model that is in possession of the ball, this model gains +2 TAC.

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

● **Lightning Reflexes [6" Aura]**
Once per turn when an enemy model ends a dodge within this aura, this model may immediately make a jog directly towards the enemy 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.

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

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KRAKEN
Melee Zone 2"

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

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Drag 2/ 6" ✗ ✗
Target enemy model suffers a 6" push directly towards this model.

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

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KRAKEN
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.

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

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

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

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SAKANA
Melee Zone 2"

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

1 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Smoke Bomb 1 4" ✗ ✓
Position an ongoing effect AOE within range. While within this AOE, models gain cover.

Weak Point P ✓ ✗
Target enemy model suffers -1 ARM.

SAKANA
CHARACTER TRAITS

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

Cover of Darkness
When this model starts an advance while benefiting from cover, it gains +2"/+2" MOV for the duration of the advance.

Poised
Once per turn this model may make a Counter-Attack without spending MP.

Numasai, Human, Male, Striker, Squaddie
Size 30 mm
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SAKANA
Melee Zone 2"

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

1 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Fancy Footwork 4" ✗ ✓
Target enemy model loses possession of the ball to this model.

Raise the Black Flag 6" ✓ ✓
Target enemy model suffers -2"/-2" MOV. Choose a friendly model within 6". The chosen model gains +2"/+2" MOV.

SAKANA
CHARACTER TRAITS

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

Bag of Coifers
Once per turn during this model's activation, choose a friendly non-Captain model within 4". The chosen model is allocated 1 influence and may use Bonus Time once during its activation without spending MP.

Numasai, Human, Male, Attacking Midfielder, Veteran, Squaddie
Size 30 mm
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SIREN
Melee Zone 2"

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

1 << T

CHARACTER PLAYS | CST | RNG | SUS | OPT

Lure 2 8" ✗ ✓
Target enemy model makes a jog directly towards this model. The target model is a friendly model during this action.

Seduced 3/4" 4" ✗ ✓
Target enemy model makes a pass or declares an attack without spending influence. The target model is a friendly model during this action.

SIREN
CHARACTER TRAITS

Beautiful
Enemy character plays targeting this model suffer -5" RNG.

Protected [Kraken]
While within 4" of the named friendly model, this model gains +1 ARM.

Unknown, Human, Female, Winger, Squaddie
Size 30 mm
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SIREN
Melee Zone 1"

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

1 << T

CHARACTER PLAYS | CST | RNG | SUS | OPT

Dread Gaze 2 6" ✗ ✓
Target enemy model suffers a 2" push directly away from this model and the knocked down condition.

Fair Wind 1 6" ✗ ✓
Target free ball is placed within 4" of its current location.

SIREN
CHARACTER TRAITS

Escaping Fate
Once per turn when this model is reduced to 0 HP, except while making an advance, before suffering the taken out condition it may recover 1 HP, remove all conditions on it, and make a 2" dodge.

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

Unknown, Human, Female, Attacking Midfielder, Veteran, Squaddie
Size 30 mm
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