

HUNTER'S GUILD

The Hunter's Guild is one of the oldest Guilds out there, been plying their trade for hundreds of years. They just don't have Guild houses like anyone else, nor trade their services in the cities. And until now, they've never had a Guild Ball team neither.

Your average Hunter is a real strange individual. They believe in the old gods, the Moon Goddess and Sun Father; the whole Guild is built around their worship. The Moon Goddess is the mistress o' the hunt, the one they all offer their praises to for their work. She blesses them to steal from the Sun Father, who nurtures the world.

They're dangerous, young blood. Every single one of them bears respecting. Each has lived a life of tracking, pursuing, and killing beasts far more feral and dangerous than you or I have ever seen. They bring a different set o' skills to the game, something we've never seen before. I won't say that any of us were looking in their direction and dreading this day, because we weren't.

But believe me; we should have remembered them and their old ways, young blood, because now they're here to stay.

—Greyscales, Fisherman's Guild Vice Captain

HUNTER'S GUILD

FALCONER PLAYERS

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



MATAAGI



MINERVA

GUILD RULE

Trap Markers

Trap markers have a 30 mm base. A player may have up to five friendly trap markers on the pitch at once. When an enemy model moves within 1" of a friendly trap marker, the trap marker is removed from the pitch and the enemy model suffers the snared condition and 1 DMG.

™ & © Steamforged Games LTD 2018

THERON

Melee Zone 1"

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

CHARACTER PLAYS

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

Pinned 2 8" ✓ ✓
Target enemy model suffers 2 DMG. While this model is on the pitch, the target enemy model may only move directly towards this model while advancing.

Sun Strike 1 6" ✓ ✗
When target friendly model hits one or more enemy models with a character play, after resolving the play the friendly team gains 1 MP.

THERON

CHARACTER TRAITS

Hunter's Prey

Enemy models damaged by this model suffer the snared condition.

Light Footed

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

☉ Nature's Growth

At the start of this model's activation, it may position an AOE within 8" and not in contact with terrain. The AOE is forest terrain and is removed in the End Phase.

HEROIC PLAY

Blessing of the Sun Father

Once during its activation, target friendly model within 6" may use a character play without spending influence.

Raed, Human, Male,
Defensive Midfielder,
Captain

Size 30 mm

™ & © Steamforged Games LTD 2018

SKATHA

Melee Zone 1"

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

CHARACTER PLAYS

Blessing of the Moon Goddess 1 4" ✓ ✗
The next time target friendly model makes a successful attack, the friendly model may add an additional playbook result.

Cold Snap 2/ 6" ✗ ✓
Position an AOE within range. Models hit suffer 2 DMG and the snared condition.

Snowball 1 S ✓ ✓
Place an additional ball in this model's possession. When this ball is used to score a goal, the friendly team gains 1 VP instead of 4 VP. At the end of this model's activation, remove this ball from the pitch.

SKATHA

CHARACTER TRAITS

Light Footed

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

☉ Nature's Chill

At the start of this model's activation, it may position an AOE within 8" and not in base contact with terrain. This AOE is fast terrain and is removed from the pitch in the End Phase.

LEGENDARY PLAY

Winter's Night [6" Aura]

When a friendly model within this aura makes a successful attack, the friendly model may add an additional playbook result.

Erskirii, Human, Female,
Attacking Midfielder,
Captain

Size 30 mm

™ & © Steamforged Games LTD 2018

STEELJAW

Melee Zone 1"

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

CHARACTER PLAYS

Bait 2/ 3" ✗ ✓
Position an AOE within range. This model may place two friendly trap markers within the AOE. Enemy models hit suffer a 1" push.

Disarm P ✓ ✗
Target enemy model suffers -2 TAC.

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

STEELJAW

CHARACTER TRAITS

Bring Them Down

While this model is on the pitch, friendly human models gain Big Game Traps. (Big Game Traps: Once per turn during this model's activation, it may place a friendly trap marker within 2".)

Expert Trapper

While this model is on the pitch, when an enemy model triggers a trap marker, choose one additional effect:

- The enemy model suffers Weak Point.
- The enemy model suffers the bleed condition.

LEGENDARY PLAY

Perfect Positioning [6" Pulse]

This model may place up to 5 friendly trap markers within this pulse.

Indar, Human, Female,
Attacking Midfielder,
Captain

Size 30 mm

™ & © Steamforged Games LTD 2019

FAHAD
Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	3	1/4"	5+	0	1/2

T

1 **1** **2**

CHARACTER PLAYS	CST	RNG	SUS	OPT
Nimble This model gains +1 DEF.	1	S	✓	✓

Eisnoran, Animal, Mascot

Size 40 mm

™ & © Steamforged Games LTD 2018

FAHAD
CHARACTER TRAITS

Furious
When this model charges during its activation, it may do so without spending influence.

Isolated Target
This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the snared condition.

Linked [Zarola]
When this model's activation ends, the named friendly model may immediately take its activation if able to do so.

Eisnoran, Animal, Mascot

Size 40 mm

™ & © Steamforged Games LTD 2018

SNOW
Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	3	2/6"	4+	0	1/3

1 **X**

T **>** **2**

CHARACTER PLAYS	CST	RNG	SUS	OPT
Feral Instincts Target friendly model gains Anatomical Precision. (Anatomical Precision: During an attack from this model enemy models suffer -1 ARM.)	1	4"	✓	✓

Erskirii, Animal, Mascot

Size 30 mm

™ & © Steamforged Games LTD 2018

SNOW
CHARACTER TRAITS

Pack Mentality [6" Aura]
When another friendly model within this aura that isn't suffering the knocked down condition suffers damage from an enemy attack or play, it may make a 1' dodge directly towards this model.

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.

Erskirii, Animal, Mascot

Size 30 mm

™ & © Steamforged Games LTD 2018

CHASKA
Melee Zone 1"

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

1 **2** **3**

> **>>** **T** **KD**

CHARACTER PLAYS	CST	RNG	SUS	OPT
Boom Box Target enemy model suffers a 4" push directly away from this model and 4 DMG.	3	6"	X	✓
Tough Skin Target friendly model gains +1 ARM.	1	4"	✓	✓

Mald, Human, Male, Defensive Midfielder, Squaddie

Size 30 mm

™ & © Steamforged Games LTD 2018

CHASKA
CHARACTER TRAITS

Big Game Traps
Once per turn during this model's activation, it may place a friendly trap marker within 2".

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

Mud Concealer
While within rough terrain, this model gains +1 DEF.

Mald, Human, Male, Defensive Midfielder, Squaddie

Size 30 mm

™ & © Steamforged Games LTD 2018

EDGE
Melee Zone 1"

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

1 **3**

T **2** **X** **T** **<**

CHARACTER PLAYS	CST	RNG	SUS	OPT
Entangle Target enemy model suffers the snared condition.	1	6"	X	X

Erskirii, Human, Female, Winger, Squaddie

Size 30 mm

™ & © Steamforged Games LTD 2019

EDGE
CHARACTER TRAITS

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

Unorthodox
When this model makes a successful attack against an enemy model suffering the snared condition, it may add an additional << playbook result.

Mirage
Once per turn during this model's activation, if this model is within a piece of rough ground, fast ground, or a forest, this model may be placed anywhere within that piece of terrain.

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

Erskirii, Human, Female, Winger, Squaddie

Size 30 mm

™ & © Steamforged Games LTD 2019

MINX
Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	3/6"	4+	1	2/4

1 T

CHARACTER PLAYS | CST | RNG | SUS | OPT

Marked for Death 2/ S ✓ ✓
A friendly model that declares a charge against an enemy model that's within this model's melee zone spends 1 less influence and gains +0"/+2" MOV for the duration of the charge.

More Teeth! S ✓ ✗
This model may place a friendly trap marker within 2".

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

™ & © Steamforged Games LTD 2018

MINX
CHARACTER TRAITS

● **Big Game Traps**
Once per turn during this model's activation, it may place a friendly trap marker within 2".

Heightened Senses
This model gains +1 DEF against attacks and character plays made against it by a damaged enemy model.

HEROIC PLAY
Blessing of the Sun Father
Once during its activation, target friendly model within 6" may use a character play without spending influence.

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

™ & © Steamforged Games LTD 2018

SEENAH
Melee Zone 2"

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

1 2 3 4 5 6

CHARACTER PLAYS | CST | RNG | SUS | OPT

The Mauling S ✗ ✗
2" pulse. Other models within this pulse suffer a 4" push directly away from this model and 3 DMG.

Eisnoran, Animal, Attacking Midfielder, Squaddie
Size 50 mm

™ & © Steamforged Games LTD 2018

SEENAH
CHARACTER TRAITS

● **Feral**
Once per turn during this model's activation, it may make an attack without spending influence.

Isolated Target
This model gains +1 DMG to playbook damage results while attacking an enemy model that is suffering the snared condition.

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

Eisnoran, Animal, Attacking Midfielder, Squaddie
Size 50 mm

™ & © Steamforged Games LTD 2018

ULFR
Melee Zone 1"

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

1 2

CHARACTER PLAYS | CST | RNG | SUS | OPT

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

Feral Instincts 1 4" ✓ ✓
Target friendly model gains Anatomical Precision. (Anatomical Precision: During an attack from this model enemy models suffer -1 ARM.)

Erskirrii, Human, Animal, Male, Striker, Squaddie
Size 30 mm

™ & © Steamforged Games LTD 2018

ULFR
CHARACTER TRAITS

Ambush
When charged by this model, enemy models must spend an additional +1 MP to use Defensive Stance.

Lone Hunter
While not within 4" of another friendly model, this model may spend 1 less influence to charge.

Erskirrii, Human, Animal, Male, Striker, Squaddie
Size 30 mm

™ & © Steamforged Games LTD 2018

ZAROLA
Melee Zone 1"

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

1 T

CHARACTER PLAYS | CST | RNG | SUS | OPT

Chain Bolas 2 8" ✗ ✓
Target enemy model suffers 2 DMG and the snared condition.

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

™ & © Steamforged Games LTD 2018

ZAROLA
CHARACTER TRAITS

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

● **Linked [Fahad]**
When this model's activation ends, the named friendly model may immediately take its activation if able to do so.

● **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.

LEGENDARY PLAY
The Power of Voodoo
Target friendly model within 6" may immediately make a jog.

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

™ & © Steamforged Games LTD 2018