

## 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.

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## 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



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## 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



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## STEELJAW

Melee Zone 1"

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

### CHARACTER PLAYS

**Bait** 2/ S ✓ ✓  
6" pulse. This model may place two friendly trap markers within this pulse. Then choose two enemy models within this pulse. The chosen models 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 immediately remove any number of friendly trap markers from the pitch. It may then place up to 5 friendly trap markers within this pulse.

Indar, Human, Female,  
Attacking Midfielder,  
Captain



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

Size 40 mm

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**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

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

Erskirii, Animal, Mascot

Size 30 mm

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**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

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**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** 3 6" X ✓  
Target enemy model suffers a 4" push directly away from this model and 4 DMG.

**Tough Skin** 1 4" ✓ ✓  
Target friendly model gains +1 ARM.

Mald, Human, Male, Defensive Midfielder, Squaddie

Size 30 mm

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**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

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**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** 1/6" X X  
Target enemy model suffers the snared condition.

Erskirii, Human, Female, Winger, Squaddie

Size 30 mm

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**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

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## EGRET

Melee Zone 1"

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

1 2

T << 1/T >>

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Flurry</b>	2	8"	✗	✓
Models within 2" of target enemy model suffer 2 DMG.				
<b>Snap Fire</b>	1	6"	✗	✗
Target enemy model suffers 1 DMG.				

Castellyian, Human, Female, Striker, Squaddie

Size 30 mm

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## EGRET

### CHARACTER TRAITS

● **Back to the Shadows**  
At the end of this model's activation, if it caused damage during the activation, it may make a 4" dodge.

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

**Swift Strikes**  
During this model's activation, when it damages one or more enemy models it may make a 2" dodge.

**Venomous Strike**  
Enemy models damaged by this model suffer the poison condition.

Castellyian, Human, Female, Striker, Squaddie

Size 30 mm

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## HEARNE

Melee Zone 2"

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

1 > KD T

2 >> 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Singled Out</b>			P	✓ ✗
Friendly models gain +2 TAC while attacking target enemy model.				
<b>Skewered</b>	2/	6"	✗	✓
Target enemy model suffers 3 DMG and the snared condition.				

Unknown, Human, Male, Centre Back, Squaddie

Size 40 mm

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## HEARNE

### CHARACTER TRAITS

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

● **Nature's Blessing**  
Once per turn during its activation, this model may choose a piece of forest terrain within 4". This model may be placed anywhere within the chosen forest terrain.

### 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, Human, Male, Centre Back, Squaddie

Size 40 mm

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## HEARNE

Melee Zone 2"

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

1 T 2

> KD >> 3

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Skewered</b>	2/	6"	✗	✓
Target enemy model suffers 3 DMG and the snared condition.				

Castellyian, Human, Male, Centre Back, Veteran, Squaddie

Size 40 mm

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## HEARNE

### CHARACTER TRAITS

● **Last Light**  
Once per turn during this model's activation, choose a friendly model within 6". The chosen model may spend MP instead of influence to pay the CST of its next character play.

● **Lunar Eclipse**  
Each time this model damages an enemy model, after the action is resolved this model may be placed within 1" of the enemy model.

**Winter's Blessing**  
When this model makes an advance, it ignores the MOV penalty for rough terrain. When this model moves within one or more pieces of rough terrain during an advance, it gains +2"/+2" MOV for the remainder of the advance.

Unknown, Human, Male, Centre Back, Veteran, Squaddie

Size 40 mm

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## JAECAR

Melee Zone 1"

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

1 < 2 < 2 << 3 < 3 4

CHARACTER PLAYS	CST	RNG	SUS	OPT
<b>Gut &amp; String</b>			P	✓ ✗
Target enemy model suffers -2"/-2" MOV and -1 DEF.				

Castellyian, Human, Male, Wing, Squaddie

Size 30 mm

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## JAECAR

### CHARACTER TRAITS

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

● **Back to the Shadows**  
At the end of this model's activation, if it caused damage during the activation, it may make a 4" dodge.

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

**Light Footed**  
This model ignores the MOV penalty when moving through rough terrain.

Castellyian, Human, Male, Wing, Squaddie

Size 30 mm

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**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

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**MINX**  
Melee Zone 2"

**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

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**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

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**SEENAH**  
Melee Zone 2"

**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

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**ULFR**  
Melee Zone 1"

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

1 T

CHARACTER PLAYS | CST | RNG | SUS | OPT

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

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

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**ULFR**  
Melee Zone 1"

**CHARACTER TRAITS**

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

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

**Lone Hunter**  
While not within 4" of another friendly model, this model gains +2 TAC.

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

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**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

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**ZAROLA**  
Melee Zone 1"

**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

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