

HONOUR

Melee Zone 1"

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

1

CHARACTER PLAYS

	CST	RNG	SUS	OPT
Quick Time	1	4"	✗	✓
Target friendly model may make a 2" dodge.				
Superior Strategy	2	4"	✓	✓
Target friendly model gains an additional activation.				

Quick Time 1 4" ✗ ✓
Target friendly model may make a 2" dodge.

Superior Strategy 2 4" ✓ ✓
Target friendly model gains an additional activation.

HONOUR

CHARACTER TRAITS

Assist [Marbles]

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

● Linked [Harmony]

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

● Poised

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

LEGENDARY PLAY

Topping Out! [6" Pulse]

Choose one effect:

- Friendly models within this pulse gain +1 ARM
- Friendly models within this pulse are allocated 1 influence

Castelleyen, Human, Female,
Central Midfielder,
Captain

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HAMMER

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	7	3/8"	3+	1	4/6

1

CHARACTER PLAYS

	CST	RNG	SUS	OPT
Impetus	1	S	✓	✓
This model gains +2"/+2" MOV.				
Iron Fist	1	S	✓	✓
This model gains +1 DMG to playbook damage results.				

Impetus 1 S ✓ ✓
This model gains +2"/+2" MOV.

Iron Fist 1 S ✓ ✓
This model gains +1 DMG to playbook damage results.

HAMMER

CHARACTER TRAITS

Knockback

When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

Stoic

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

Tough Hide

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

LEGENDARY PLAY

Hammer Time! [6" Aura]

When another friendly guild model starts its activation within this aura, the friendly model may choose one of the following benefits:

- +2"/+2" MOV
- +1 DMG to Playbook damage results

Raed, Human, Male,
Attacking Midfielder,
Captain

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CORBELLI

Melee Zone 2"

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

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CHARACTER PLAYS

	CST	RNG	SUS	OPT
Acrobatics	1	S	✗	✓
This model may make a 2" dodge.				
Dummy Pass	1	8"	✗	✓
Target other friendly guild model may make a 4" dodge.				
Towering Presence	1	S	✓	✓
4" aura. While within this aura, other friendly guild models may spend 1 less MP to use Pass & Move or make a Snap Shot.				

Acrobatics 1 S ✗ ✓
This model may make a 2" dodge.

Dummy Pass 1 8" ✗ ✓
Target other friendly guild model may make a 4" dodge.

Towering Presence 1 S ✓ ✓
4" aura. While within this aura, other friendly guild models may spend 1 less MP to use Pass & Move or make a Snap Shot.

CORBELLI

CHARACTER TRAITS

Close Control

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

● Making Space

While this model on the pitch, once per activation when a friendly guild model declares a pass, before choosing a target, another friendly guild model may make a 4" dodge. Each friendly model can only dodge once per turn as a result of this trait.

LEGENDARY PLAY

Playing the Game

Choose a free ball within 6" of this model. This model immediately gains possession of the free ball.

Figeon, Human, Male,
Striker,
Captain

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MARBLES

Melee Zone 1"

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

1

CHARACTER PLAYS

	CST	RNG	SUS	OPT
Goad	1	6"	✓	✓
While this model is on the pitch, target enemy model may only move directly towards this model while advancing.				

Goad 1 6" ✓ ✓
While this model is on the pitch, target enemy model may only move directly towards this model while advancing.

MARBLES

CHARACTER TRAITS

Counter-Charge

Once per turn when an enemy model ends an advance within 6" of this model, this model may immediately declare a charge targeting the enemy model without spending influence.

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.

Indar, Animal,
Mascot

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WRECKER

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
8"/10"	3	1/4"	2+	3	1/3

2

CHARACTER PLAYS | CST | RNG | SUS | OPT

WRECKER

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.

Follow Up

When an enemy model ends an advance that caused it to leave this model's melee zone, this model may immediately make a jog directly towards the enemy model.

Figeon, Animal, Mascot

Size 40 mm

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BRICK

Melee Zone 1"

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

2 4

CHARACTER PLAYS | CST | RNG | SUS | OPT

Concussion P
Target enemy model loses 1 influence.

Fulcrum 1 S
6" aura. While within this aura, friendly models gain Poised.
(Poised: Once per turn this model may declare a Counter-Attack without spending MP.)

BRICK

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.

Knockback

When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

Tough Hide

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

Skaldic, Human, Male, Centre Back, Squaddie

Size 40 mm

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CHAMP

Melee Zone 1"

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

2

CHARACTER PLAYS | CST | RNG | SUS | OPT

Hold the Ball! 1 4"
Target friendly model gains Close Control.
(Close Control: This model may ignore the first tackle playbook result that it suffers each turn.)

CHAMP

CHARACTER TRAITS

Put Me Back In, Coach!

Once per turn when this model suffers the taken out condition, this model may immediately remove the taken out condition and return to the pitch as if it were the Maintenance Phase.

Poised

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

Stamina

Once per turn at the start of this model's activation, this model may make a jog.

Castellyian, Human, Female, Attacking Midfielder, Squaddie

Size 30 mm

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CHISEL

Melee Zone 2"

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

4

CHARACTER PLAYS | CST | RNG | SUS | OPT

Concussion P
Target enemy model loses 1 influence.

Iron Fist 1 S
This model gains +1 DMG to playbook damage results.

CHISEL

CHARACTER TRAITS

Revelling

Once per turn when this model inflicts the taken out condition on an enemy model, this model gains +2 ARM for the remainder of the turn.

HEROIC PLAY

Intensity

Once during its activation, this model may use a character play without spending influence.

Valentian, Human, Female, Attacking Midfielder, Squaddie

Size 30 mm

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HARMONY

Melee Zone 1"

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

T 2
1 < 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.

12

HARMONY

CHARACTER TRAITS

Animosity [Honour]

This model ignores character traits from the named friendly model.

Field Medic [4" Aura]

During this model's activation, when it damages an enemy model, this model may choose a friendly model within this aura and remove all conditions the chosen model is suffering.

Team Player [4" Aura]

While within this aura, when a friendly model suffers damage, this model may suffer the damage instead. When this model suffers damage using Team Player, any damage in excess of this model's HP is applied to the original model.

Castellyian, Human, Female,
Attacking Midfielder,
Veteran, Squaddie

4.1 16

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MALLET

Melee Zone 2"

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

1 > KD
2 T 3 4

CHARACTER PLAYS

CST | RNG | SUS | OPT

Singled Out

Friendly models gain +2 TAC while attacking target enemy model.

Smashed Shins

Target enemy model suffers -4/-4" KICK.

16

MALLET

CHARACTER TRAITS

Extended Reach

During its activation this model's melee zone is 3".

Football Legend [4" Aura]

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

Forceful Blow

When this model makes a successful attack during a charge, after resolving playbook results, the target enemy model suffers a 2" push directly away from this model and 2 DMG.

Raed, Human, Male,
Defensive Midfielder,
Squaddie

4.1 16

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TOWER

Melee Zone 1"

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

1 >>
> T 2 KD 3

CHARACTER PLAYS

CST | RNG | SUS | OPT

Tooled Up

1 4" ✓ ✓

Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.

18

TOWER

CHARACTER TRAITS

Floored

While attacking an enemy model that is suffering the knocked down condition, this model gains +2 TAC.

Knockback

When this model makes a successful attack, after resolving playbook results, the target enemy model suffers a 1" push directly away from this model. This model may then make a 1" dodge directly towards the enemy model.

HEROIC PLAY

Protect Those Close [4" Aura]

While within this aura, friendly models gain Sturdy. (Sturdy: Once per turn this model may ignore the first knocked down condition placed upon it.)

Castellyian, Human, Male,
Defensive Midfielder,
Squaddie

S4 18

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LUCKY

Melee Zone 1"

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

T ✗
1 2 KD 3 4

CHARACTER PLAYS

CST | RNG | SUS | OPT

Sleight of Hand

Target friendly model may remove any conditions it is currently suffering.

14

LUCKY

CHARACTER TRAITS

Raise the Stakes

Once per turn during this model's activation, it may make a 4" dodge. After this dodge is resolved, the opposing player may choose one of their models to make a 4" dodge.

Stack the Deck

Once per turn at the start of this model's activation, if the opposing team has the initiative, this model is allocated 1 influence.

Valentian, Human, Male,
Central Midfielder,
Squaddie

S4 18

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