

## 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
<b>Quick Time</b>	1	4"	✗	✓
Target friendly model may make a 2" dodge.				
<b>Superior Strategy</b>	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

Castelnyian, 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
<b>Impetus</b>	1	S	✓	✓
This model gains +2"/+2" MOV.				
<b>Iron Fist</b>	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

T

### CHARACTER PLAYS

	CST	RNG	SUS	OPT
<b>Acrobatics</b>	1	S	✗	✓
This model may make a 2" dodge.				
<b>Dummy Pass</b>	1	8"	✗	✓
Target other friendly guild model may make a 4" dodge.				
<b>Towering Presence</b>	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
<b>Goad</b>	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

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

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

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

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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## CHISEL

Melee Zone 2"

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

1 <

T 2 1 3

CHARACTER PLAYS CST | RNG | SUS | OPT

### Squad Tactics

1 6" ✓ ✓

Target other friendly guild model gains Assist [Chisel].

(Assist [Chisel]: While attacking an enemy model engaged by the named friendly model, this model gains +1 TAC and +1 DMG to playbook damage results.)



## CHISEL

### CHARACTER TRAITS

#### Adaptive Strategy [6" Pulse]

Once per turn during this model's activation, choose another friendly model within this pulse. Remove any amount of influence from a friendly model within this pulse and allocate it to the chosen model.

#### 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.

Valentian, Human, Female,  
Defensive Midfielder,  
Veteran, Squaddie

4.2  
Size 30 mm

™ & © Steamforged Games LTD 2018

## FLINT

Melee Zone 1"

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

1

T < > 2

CHARACTER PLAYS CST | RNG | SUS | OPT

### Where'd They Go?

1/ S X ✓

This model may make a 4" dodge.



## FLINT

### CHARACTER TRAITS

#### Close Control

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

Raed, Human, Male,  
Striker,  
Squaddie

4.2  
Size 30 mm

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## GRANITE

Melee Zone 2"

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

> 2 T 2

1 KD 1 >> 3 4

CHARACTER PLAYS CST | RNG | SUS | OPT

### Gut & String

P ✓ X

Target enemy model suffers -2"/-2" MOV and -1 DEF.

### Broken Earth

1/ S ✓ ✓

4" aura. Enemy models treat this aura as rough terrain.



## GRANITE

### 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.

#### Close Ranks

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

#### Sturdy

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

Valentian, Human, Female,  
Defensive Midfielder,  
Squaddie

S4  
Size 40 mm

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## HARMONY

Melee Zone 1"

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

1

T < 2 << 3

CHARACTER PLAYS CST | RNG | SUS | OPT

### Acrobatic

1 S X ✓

This model may make a 2" dodge.

### Weak Point

P ✓ X

Target enemy model suffers -1 ARM.



## HARMONY

### 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.

#### Family [Honour]

If this model starts an activation within 8" of the named friendly model, this model may replace its TAC and KICK with the named model's unmodified TAC and KICK values for the remainder of the turn.

#### Protected [Brick]

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

Castellyian, Human, Female,  
Winger,  
Squaddie

4.2  
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 < 10 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.

Castellian, 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  
10 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.)

Castellian, Human, Male,  
Defensive Midfielder,  
Squaddie

S4 18

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## LUCKY

Melee Zone 1"

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

1 ✗  
T 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

#### 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.

#### Tough Hide

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

### HEROIC PLAY

#### Raise the Stakes

This model may make a 4" dodge. After this dodge is resolved, the opposing player may choose another enemy squaddie model to suffer a 2" push.

Valentian, Human, Male,  
Central Midfielder,  
Squaddie

4.6 18

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