

## **Ω** MORTICIAN'S GUILD

Real old Guild, the Mortician's. Guess if there's one certainty in this life, it's death, eh? I don't think that they suffered none in the Century Wars when everyone else did. When your business is death, a war is good news I s'ppose.

Everyone hates playing them. Not one team out there that can't find something to not like about 'em. Players come and go, but whoever they are they're always there to trip you up, block your plays, and gang up on you. They used to be less hassle mind, but since the Ferryman took over, that's when they got to be tough. The Spooks might look like a circus of freaks, but each one of them is nails. Can't take your eye off of any of them. You're going to find you have to deal with them a lot differently to any other team, young blood.

Odds are even a Meathead is going to leave you alone if he takes you out, but the Spooks? Well, best not let yourself find out whether you're going to get lucky, or be their next customer, if you catch my drift.

—Greyscales, Fisherman's Guild Vice Captain

## **Ω** MORTICIAN'S GUILD

### RATCATCHER PLAYERS

The following Ratcatcher models may play for the Mortician's Guild.



PELAGE



SKULK

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## **Ω** OBULUS

Melee Zone 2"

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

1	T	3
<	<<	2
		KD
		>>

CHARACTER PLAYS	CST	RNG	SUS	OPT
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**Confidence** 1 4" ✓ ✗  
Target friendly model may reroll any number of dice during its next attack or character play during its activation.

**Misdirection** 2 8" ✗ ✓  
Target enemy model with at least 1 influence loses 1 influence. Allocate 1 influence to another friendly guild model within 4" of this model.

**Puppet Master** 4 8" ✗ ✓  
Target model may make a jog, make a pass, or declare an attack without spending influence. The target model is a friendly model during this action.



## **Ω** OBULUS

### CHARACTER TRAITS

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

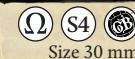
◎ **Unpredictable Movement**  
Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

### LEGENDARY PLAY

#### Rigor Mortis

The enemy team loses all current MP, and the friendly team gains MP equal to the amount lost by the enemy team.

Figeon, Human, Male,  
Defensive Midfielder,  
Captain



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## **Ω** SCALPEL

Melee Zone 1"

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

1	2	KD
<	T	2
		3
		2
		4

CHARACTER PLAYS	CST	RNG	SUS	OPT
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**Second Wind** 1 4" ✓ ✓  
The next time target friendly guild model ends an activation, it may make a 4" dodge.

**Spirit Bomb** 2/ 4" ✗ ✓  
Position an AOE within range. Enemy models hit suffer 2 DMG and a 2" push.



## **Ω** SCALPEL

### CHARACTER TRAITS

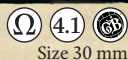
◎ **Anatomical Precision**  
During an attack from this model enemy models suffer -1 ARM.

◎ **Voodoo Strings [6" Aura]**  
During this model's activation, when it damages an enemy model with one or more playbook damage results, choose a model within this aura to suffer a 2" push. Each model can be pushed by Voodoo Strings only once per turn.

### HEROIC PLAY

**Unnatural Stamina**  
Once during its activation, this model may use Second Wind without spending influence.

Sultarish, Human, Female,  
Attacking Midfielder,  
Captain



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## **Ω** MOURN

Melee Zone 1"

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

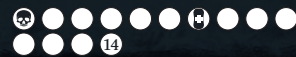
1	T
<	<<
	2

CHARACTER PLAYS	CST	RNG	SUS	OPT
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**Malice** 1 6" ✓ ✗  
Target friendly model gains +2 TAC.

**Hollowed** 1 4" ✓ ✓  
Target friendly model gains Empathy.  
(Empathy: While attacking this model, playbook damage results don't generate MP.)

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



## **Ω** MOURN

### CHARACTER TRAITS

◎ **Control Strings**  
At the start of each friendly model's activation, this model may make a 2" dodge.

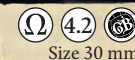
◎ **Grave Candle [6" Aura]**  
When a friendly model within this aura is reduced to 0 HP, before suffering the taken out condition the friendly model may recover health up to its recovery level. If it does, the enemy team gains 2 VP.

**Creeping Dread**  
At the start of this model's activation, the friendly team gains +2 MP.

### LEGENDARY PLAY

**Haunting Gaze [6" Aura]**  
Enemy models that begin an advance within this aura may only move towards this model during that advance.

Figeon, Human, Female,  
Coach,  
Captain



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## Ω DIRGE

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
8"/10"	3	2/4"	5+	0	1/3

1 T



CHARACTER PLAYS | CST | RNG | SUS | OPT

### Singled Out

⊙ P ✓ X

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



## Ω DIRGE

### CHARACTER TRAITS

#### Dark Doubts

When this model suffers the taken out condition as a result of an enemy attack or play, after resolving the attack or play the enemy team suffers -2 MP.

#### Flying

When this model moves, it ignores terrain and other models' bases. It can't end its movement overlapping another base, an obstruction, or an barrier.

#### ⊙ 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.

Skaldic, Animal,  
Mascot



Size 30 mm

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## Ω VILESWARM

Melee Zone 1"

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

> 3

1 2 T

CHARACTER PLAYS | CST | RNG | SUS | OPT

### Scatter

1 S X ✓

Place this model within 1" of its current location.



## Ω VILESWARM

### CHARACTER TRAITS

#### Furious

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

#### Noxious Death [3" Pulse]

When this model suffers the taken out condition during the Activation Phase, enemy models within this pulse suffer 3 DMG and the poison condition.

Raed, Animal,  
Mascot



Size 40 mm

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## Ω BONESAW

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	5	3/8"	5+	0	2/4

< 1 2



CHARACTER PLAYS | CST | RNG | SUS | OPT

### Meditation

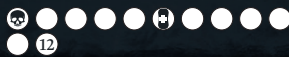
1 S ✓ ✓

This model may any reroll any number of dice during its next kick.

### Unexpected Arrival

⊙ S X X

3" pulse. Enemy models within this pulse suffer a 4" push directly away from this model.



## Ω BONESAW

### CHARACTER TRAITS

#### Slippery

This model gains +1 DEF against paring blows that target it.

#### ⊙ Stamina

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

#### Swift Wind

When this model moves by advancing or dodging, it may pass over other models' bases. It can't end its movement overlapping another model's base.

Piert, Human, Male,  
Striker,  
Squaddie



Size 50 mm

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## Ω BRAINPAN

Melee Zone 1"

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

1 T < <<

CHARACTER PLAYS | CST | RNG | SUS | OPT

### I'm Open!

2 6" X ✓

Target friendly model may make a pass targeting this model without spending influence.

### Puppet Show [Memory]

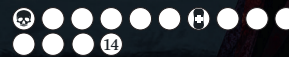
1 8" X X

Target named friendly model may either declare an attack without spending influence or make a 2" dodge.

### Pulling the Strings [Memory]

1 8" X ✓

Target named friendly model may make a kick without spending influence.



## Ω BRAINPAN

### CHARACTER TRAITS

#### One, Two! [Memory]

When this model makes a pass that targets the named friendly model, this model gains +2/+2" KICK for the duration of the pass. When the named friendly model receives a successful pass from this model, it may spend 1 less MP to use Pass & Move or to make a Snap Shot.

#### ⊙ Thought [Memory]

At the start of this model's activation, if the named friendly model is suffering the taken out condition, remove the taken out condition from it and place it within 2" of this model with full HP.

Unknown, Human, Male,  
Defensive Midfielder,  
Squaddie



Size 30 mm

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## Ω MEMORY

Melee Zone 1"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT



## Ω MEMORY

### CHARACTER TRAITS

#### Benched [Brainpan]

This model can't be selected for a team but is automatically added when the named friendly model is selected for a team. This model doesn't count towards your maximum team size allowance.

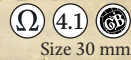
#### Control Strings

At the start of each friendly model's activation, this model may make a 2" dodge.

#### Inanimate Object

This model doesn't activate. This model doesn't generate VP when it suffers the taken out condition. This model doesn't return to play during the Maintenance Phase if it's suffering the taken out condition.

Unknown, Mechanica,  
Striker,  
Squaddie



Size 30 mm

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## Ω CASKET

Melee Zone 1"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Ghostly Visage** 1 2" ✓ ✗  
Position an ongoing effect AOE within range. When an enemy model declares a charge against a friendly model within this AOE, the enemy model suffers -0"/-4" MOV and -2 TAC for the duration of the charge.

**Heavy Burden** 1/6" 6" ✓ ✓  
Target enemy model suffers -4"/-4" MOV and -2 to its dice pool when making character plays.



Size 40 mm

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## Ω CASKET

### CHARACTER TRAITS

#### Foul Odour [3" Aura]

Enemy models treat this aura as rough terrain.

#### Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

#### Tough Hide

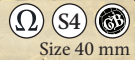
This model suffers -1 DMG from enemy plays and playbook damage results.

### LEGENDARY PLAY

#### Casket Time

The next time this model inflicts the taken out condition on an enemy Human model, the friendly team scores an additional 2 VP. In addition, the taken out model may not return to the pitch during the next Maintenance Phase.

Piert, Human, Male,  
Centre Back,  
Squaddie



Size 40 mm

## Ω COSSET

Melee Zone 1"

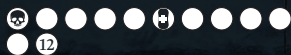
MOV	TAC	KICK	DEF	ARM	INF
7"/9"	6	2/6"	4+	0	2/2



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.

**Screeching Banshee** P ✓ ✗  
Target enemy model suffers -1 DEF and 2 DMG.



Size 30 mm



## Ω COSSET

### CHARACTER TRAITS

#### Assist [Dirge]

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

#### 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.

#### Furious

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

Valentian, Human, Female,  
Winger,  
Squaddie



Size 30 mm

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## Ω GAFFER

Melee Zone 1"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Careless Whisper** 2/6" 4" ✗ ✓  
Place a whisper token on target enemy model. Friendly models gain +2 TAC when attacking an enemy model with a whisper token. Whisper tokens are only removed when the target model suffers the taken out condition.

**Red Fury** 1 4" ✗ ✗  
Target friendly model may declare an attack without spending influence.



Size 30 mm

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## Ω GAFFER

### CHARACTER TRAITS

#### The Knowledge

Once per turn during this model's activation, choose a friendly model within 6". The chosen friendly model gains +0/+2" KICK for the remainder of the turn.

### LEGENDARY PLAY

#### Handy Listener, Such As You Are

Remove any number of whisper tokens from enemy models on the pitch. For each whisper token removed, place a whisper token on an enemy model on the pitch.

Piert, Human, Male,  
Coach,  
Squaddie



Size 30 mm

# GHAST

Melee Zone 2"

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

1 >> T

1 KD 2 KD 3 4

CHARACTER PLAYS CST | RNG | SUS | OPT

**The Unmasking** S X X  
3" pulse. Other models within this pulse suffer a 4" push directly away from this model and 3 DMG.



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# GHAST

## 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.

### Rising Anger

The first time this model is damaged by an enemy model each turn, the friendly team gains 2 MP.

Valentian, Human, Male,  
Centre Back,  
Squaddie

S4

Size 40 mm

# GRAVES

Melee Zone 2"

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

T >>

1 > 2 3

CHARACTER PLAYS CST | RNG | SUS | OPT

**Scything Blow** S X X  
Models within this model's melee zone suffer 3 DMG.

**Tooled Up** 1 4" ✓ ✓  
Target friendly guild model gains +1 DMG to character plays that cause damage and to playbook damage results.



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# GRAVES

## CHARACTER TRAITS

### Crucial Artery

Enemy models damaged by this model suffer the bleed condition.

### Damaged Target

When this model declares a charge against a damaged enemy model, it gains +0"/+2" MOV for the duration of the charge.

Raed, Human, Male,  
Winger,  
Squaddie

S4

Size 30 mm

# GRAVES

Melee Zone 2"

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

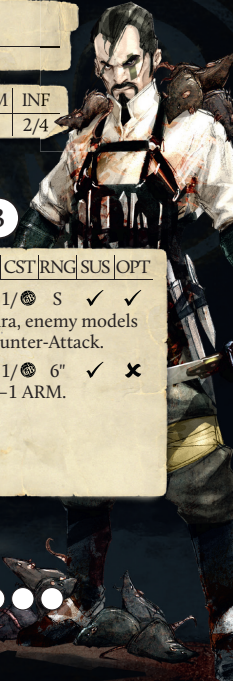
1 KD

T > 2 >> 3

CHARACTER PLAYS CST | RNG | SUS | OPT

**Exhaustion** 1/ S ✓ ✓  
4" aura. While within this aura, enemy models spend +1 MP to declare a Counter-Attack.

**They Ain't Tough!** 1/ 6" ✓ X  
Target enemy model suffers -1 ARM.



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# GRAVES

## CHARACTER TRAITS

### Close Control

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

## HEROIC PLAY

**Packmaster** [Squeak, Vileswarm]  
Target named friendly model within 4" is allocated 2 influence.

Raed, Human, Male,  
Defensive Midfielder,  
Veteran, Squaddie

S4

Size 30 mm

# HEMLOCKE

Melee Zone 2"

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

1 T < 2 >> 3

CHARACTER PLAYS CST | RNG | SUS | OPT

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

**Smelling Salts** 2 2" X ✓  
Position an AOE within range. Friendly models within this AOE remove any conditions they're currently suffering.



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# HEMLOCKE

## CHARACTER TRAITS

### Dark Doubts

When this model suffers the taken out condition as a result of an enemy attack or play, after resolving the attack or play the enemy team suffers -2 MP.

### Soul Seer

Once per turn during this model's activation, it may suffer 3 DMG to spend 1 less influence to use a character play.

## LEGENDARY PLAY

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

Eisnoran, Human, Female,  
Defensive Midfielder,  
Veteran, Squaddie

4.1

Size 30 mm

# Ω SILENCE

Melee Zone 1"

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



## CHARACTER PLAYS

CST | RNG | SUS | OPT

**Fire Blast** 2/ 6" ✗ ✓

Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the burning condition. Models entering or ending their activations in this ongoing effect AOE suffer the burning condition.

**Shutout** 1 8" ✓ ✓

If target enemy model hasn't activated this turn, it must be the last model the enemy team activates.

**Tucked** 1 8" ✓ ✓

If target enemy model hasn't activated this turn, it must be the next model the enemy team activates.



# Ω SILENCE

## CHARACTER TRAITS

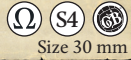
### Kick Support [Dirge]

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

### Tenacity

When this model uses a character play, it may change the CST of the character play to 1 or 2.

Indar, Human, Male,  
Central Midfielder,  
Squaddie



Size 30 mm