

## THE ORDER

The Supreme Order of Solthecius? Pfft, those lads have some gall floating around a lofty name like that. To watch them strut around the pitch with all their airs, I think they believe it too. What a crock of shit. I'll call them what they are – damned mercenaries and outcasts to a man, that's what. No matter how good they play, they'll never be able to hide that truth from veterans like me.

I don't think anyone on the pitch is blind to what the church is doing, buying up faces that people in the stands recognise. With no history behind them, they couldn't very well drop a team into the big leagues and expect a following overnight, after all. Still, it hasn't made them any friends, believe me. There's a reason most of their number were able to jump ship from their old teams, and it's no secret most were pushed.

Bad combination, that. An institution universally hated by the Guilds – and their team full of men and women most would rather stick with a knife than shake their hand. That might sound hard, lad, but go ask any of the Butchers about Brisket, you'll see what I mean in a hurry.

— Corsair, Fisherman's Guild

4.1

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## THE ORDER

### GUILD RULE

#### Chosen of Solthecius

If Brisket is the captain of your team, the friendly team gains Ball of Light.

#### Ball of Light

Immediately after the kick off has been resolved, this team's controlling player may place an additional ball in possession of a friendly model within their deployment zone. This ball cannot be used to make a Shot. Each time an enemy model gains possession of this ball, the enemy model suffers 4 DMG.

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## BRISKET

Melee Zone 1"

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



CHARACTER PLAYS	CST	RNG	SUS	OPT
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**I'm Open** 2 6" ✗ ✓  
Target friendly model may make a pass targeting this model without spending influence.

**Route One** 2/6" ✗ ✓  
This model may make a jog directly towards target enemy model.

**With Aplomb** S ✓ ✓  
The next time this model scores a goal, the friendly team gains +1 VP.



## BRISKET

### CHARACTER TRAITS

#### Scores for Fun

When this model makes a Shot during its activation, the TN is reduced by 1.

#### 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

#### Worthy Sacrifice [6" Aura]

Place this model in base contact with another friendly model within 6". The other friendly model may then make a 6" dodge.

Valentian, Human, Female,  
Striker,  
Captain, Seasoned

4.6 Size 30 mm

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## PRIDE

Melee Zone 1"

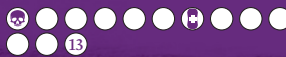
MOV	TAC	KICK	DEF	ARM	INF
5"/7"	5	2/4"	3+	1	1/3



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

**Predatory Gaze** 1/S ✓ ✓  
While this model is within 10" of a friendly goalpost, enemy models must spend 1 additional influence to make a Shot.



## PRIDE

### CHARACTER TRAITS

#### Rush Keeper

While this model is within 4" of a friendly goalpost, 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.

Piert, Animal,  
Goalkeeper,  
Mascot

S4 Size 50 mm

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## BENEDICTION

Melee Zone 2"

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



CHARACTER PLAYS	CST	RNG	SUS	OPT
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**Braced** 1/S ✓ ✓  
This model gains +2 ARM against the next enemy attack that targets it.

**Stand Firm** 1 4" ✓ ✓  
Target friendly model gains Sturdy. (Sturdy: This model may ignore the first knocked down condition that it suffers each turn.)



## BENEDICTION

### CHARACTER TRAITS

#### Playmaker [6" Aura]

Once per turn when a friendly model within this aura makes a pass, it may make that pass without spending influence.

#### Poised

Once per turn this model may make a counter-attack without spending MP.

#### Rapid Growth [6" Aura]

In the End Phase, before conditions are resolved, friendly models within this aura may recover 2 HP.

Piert, Human, Male,  
Defensive Midfielder,  
Squaddie

4.2 Size 40 mm

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## FANGTOOTH

Melee Zone 2"

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

### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Ground Pound** 3/4 S X X

Models within this model's melee zone suffer a 2" push directly away from this model, 2 DMG, and the knocked down condition.

## FANGTOOTH

### CHARACTER TRAITS

#### ● *Flagellant*

Once per turn during this model's activation, this model may choose a friendly model within 4". The chosen model removes all conditions on it and this model suffers 4 DMG.

#### ● *Potbellied Pass*

Once per turn when this model receives a successful pass, instead of using Pass & Move or making a Snap Shot, it may spend 1 MP to make a pass without spending influence.

#### *Resilience*

The first time each turn this model is hit by an enemy attack or character play that targets this model, before triggering other abilities, the attack or character play is unsuccessful and the hit is ignored.

Ethraynlian, Human, Male,  
Centre Back,  
Veteran, Squaddie

Size 40 mm

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## HARRY 'THE HAT'

Melee Zone 2"

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

### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Molotov** 1 4" X ✓

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

**Singled Out** P ✓ X

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

## HARRY 'THE HAT'

### CHARACTER TRAITS

#### *Inspiring Hat* [4" Aura]

While within this aura, other friendly models may spend 1 less MP to use Pass & Move or make a Snap Shot.

#### *Rising Anger*

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

Unknown, Human, Male,  
Attacking Midfielder,  
Squaddie

Size 30 mm

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## MIST

Melee Zone 2"

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

### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Acrobatic** 1 S X ✓

This model may make a 2" dodge.

**Smoke Bomb** 1 4" X ✓

Position an ongoing effect AOE within range. While within this AOE, models gain cover.

## MIST

### CHARACTER TRAITS

#### *Cover of Darkness*

When this model starts an advance while benefitting from cover, it gains +2"/+2" MOV for the duration of the advance.

#### *Skilled within Shadow*

While attacking an enemy model that's benefitting from cover, this model gains +2 TAC for the duration of the attack.

Unknown, Human, Male  
Striker  
Squaddie

Size 30 mm

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## SPIGOT

Melee Zone 1"

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

### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Ball's Gone** P X X

Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

## SPIGOT

### CHARACTER TRAITS

#### *Close Control*

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

#### *Floored*

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

### HEROIC PLAY

#### *Reading the Game*

Target friendly model within 6" may immediately make a pass without spending influence.

Raed, Human, Male,  
Attacking Midfielder,  
Seasoned, Squaddie

Size 30 mm

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