# RATCATCHER'S GUILD

The Ratcatchers? Tiny Guild, three or four old men lording it over a handful of cities, that's all, lad. They pay contracts rather than keep their own trappers - but it's who they're in bed with that really rankles.

Wouldn't like to guess whether it was the Ratcatcher's Guild who took the first step into the depths, or whether it was the scum who came to them first. I don't suppose it really matters. There are some people you don't want to empower, and the denizens of the undercities are definitely amongst them. Most have survived for years as petty thieves, whores, or pickpockets, and they would be considered the most respectable of their brood. Go further down and those shadows hide murderers and outlaws, men and women with a past bloody enough to make a Butcher blush.

And now? Thanks to the sponsorship of the Mortician's Guild this horde has spilled into the light of the sun, come to dirty our pitches with their filth. Never thought I'd hear myself say it, but I'm glad for once old Greyscales isn't here, so he doesn't have to see it.

Vermin, that's all they are. Filthy, disgusting rodents, more akin to their quarry than to men like you or I.

-Mallet, Mason's Guild

# RATCATCHER'S GUILD

## MORTICIAN PLAYERS

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



RONESAW



VETERAN GRAVES

## GUILD RULE

### Disease [1]

When a model suffering the disease condition ends an activation, models within 2" suffer the disease condition. An additional +1 MP must be spent when a model suffering the disease condition uses Rest or is targeted by Encourage.



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## CHARACTER TRAITS

### • Hauntina Melody

Once per turn during this model's activation, this model may choose an enemy model within 8". The opposing player chooses one of the following:

- This model makes a jog towards the chosen model. The chosen model makes a jog towards this model
- and is a friendly model for the duration of this action.

## HEROIC PLAY

### Distracting Tune

Choose an enemy model within 4". The chosen model suffers a 2" push.

## LEGENDARY PLAY

### Swarm's Obedience [8" Pulse]

Choose either the friendly or the enemy goalpost. Models within this pulse suffer a 3" push directly towards the chosen goalpost.

Mald, Human, Male, Captain



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5"/7" 3 2/6" 3+ 1



CHARACTER PLAYS

CST RNG SUS OPT

Dreadful Shriek

1/6 2" 🗶 ✓

Target enemy model makes a jog. The target model is a friendly model during this action.

# SQUEAK

## CHARACTER TRAITS

### **Predatory Instinct**

When this model makes an attack, if it has more current HP than the target model, the attack gains +1 net hit.

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.

## LEGENDARY PLAY

### The Rat Kina

Choose a free ball within 8" of this model and remove it from the pitch. This model's controlling player resolves a goal kick.

Mald, Animal, Mascot



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Position an AOE within range. Models hit suffer

3 DMG and the disease condition.



## CHARACTER TRAITS

This model starts the game suffering the disease condition. During the End Phase, before conditions are resolved, this model suffers the disease condition.

When a friendly model suffering the disease condition starts its activation within this aura, it may remove one condition it's suffering.

## Virulent Strain [6" Aura]

While within this aura, enemy models suffering the disease condition suffer -1 TAC.

Figeon, Human, Female, Defensive Midfielder. Squaddie



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## CHARACTER TRAITS

### Carrier

This model starts the game suffering the disease condition. During the End Phase, before conditions are resolved, this model suffers the disease condition.

### Good Feet, for a Big Man

This model may make passes without spending influence. Friendly models may make passes to this model without spending influence.

### Plague Ridden

While suffering the disease condition, this model gains +1 DMG to playbook damage results.

### Tough Hide

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

Mald, Human, Male, Centre Back, Squaddie



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