

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:



BONESAW



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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PIPER

Melee Zone 1"

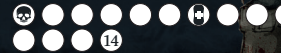
MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	4/6"	5+	0	4/6"



CHARACTER PLAYS

Pay the Piper 1/ S ✓ ✓
6" aura. When an enemy model spends MP while within this aura, the friendly team gains 1 MP.

Reverie 3 8" ✗ ✓
Target other friendly model may make a sprint and a Shot without spending influence.



PIPER

CHARACTER TRAITS

Haunting 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,
Striker,
Captain



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SQUEAK

Melee Zone 1"

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



CHARACTER PLAYS

Dreadful Shriek 1/ S 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.

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.

LEGENDARY PLAY

The Rat King

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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MIASMA

Melee Zone 2"

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



CHARACTER PLAYS

Erupting Sores 2/ S S ✗ ✓
2" pulse. The opposing player chooses one of the following:

- Enemy models within this pulse suffer 2 DMG and the poison condition.
- Enemy models within this pulse suffer 2 DMG and the bleed condition.

Rataclysm 2 4" ✗ ✗
Position an AOE within range. Models hit suffer 3 DMG and the disease condition.



MIASMA

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.

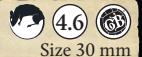
Salve [6" Aura]

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

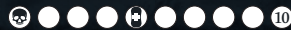
Virulent Strain [6" Aura]

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

Pigeon, Human, Female,
Defensive Midfielder,
Squaddie



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PELAGE

Melee Zone 1"

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



CHARACTER PLAYS

CST | RNG | SUS | OPT

Singled Out

1/2 P ✓ X

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



PELAGE

CHARACTER TRAITS

● Cloak of Rats [2" Pulse]

At the end of this model's activation, the opposing player chooses one of the following:

- Enemy models within this pulse suffer the snared condition.
- Enemy models within this pulse suffer 3 DMG.

Empathy

While attacking this model, playbook damage results don't generate MP.

Grim Caress

When an enemy model ends an activation engaging this model, the enemy model suffers 3 DMG.

Killer [Male]

This model gains +1 DMG to playbook damage results while attacking models of the named type.

Erskirii, Human, Female,
Central Midfielder,
Squaddie



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SCOURGE

Melee Zone 2"

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



CHARACTER PLAYS

CST | RNG | SUS | OPT

Snack Break

1/2 S X ✓

This model recovers 6 HP.



SCOURGE

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.

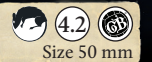
Plague Ridden

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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SKULK

Melee Zone 2"

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



CHARACTER PLAYS

CST | RNG | SUS | OPT

Horrific Odour

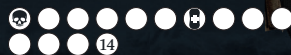
1 S ✓ ✓

6" aura. While within this aura, enemy models must spend 1 additional influence to make a kick.

Pest Control

1/2 S ✓ ✓

While within this model's melee zone, enemy models suffer -1/-2" KICK.



SKULK

CHARACTER TRAITS

● 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.

● Lightning Reflexes [6" Aura]

Once per turn when an enemy model ends a dodge within this aura, this model may immediately make a jog directly towards the enemy model.

● Poisoned

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

Figeon, Human, Male,
Goalkeeper,
Squaddie



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