

SHEPHERD'S GUILD

Shepherd life has always been solitary. Weeks, if not months out tending a flock, with little contact with the rest of the world. There are even stories of aged figures spending so long away from civilisation, they've forgotten how to speak. I'm pleased to see that lonely existence changing at last - all it took was a new Lord Chamberlain with some vision. Now, the Shepherds' work in teams, supporting each other like families. Wholesome, like.

Of course, that meant a Guild Ball team too, one I've been particularly proud to foster since I joined the Farmers. Solthecius knows, there needs to be more ways into this sport, especially for the young to sign up. They're the future, only a fool would say otherwise. Yes, I see what we've established, the first of many such sides, and I'm proud that we can help them along their way.

—Honour, Farmer's Guild

SHEPHERD'S GUILD

FARMER PLAYERS

The following Farmer models may play for the Shepherd's Guild:



BUSHEL



VETERAN HONOUR

GUILD RULE

Harvest Markers

Harvest markers have a 30mm base. A player may have up to five friendly harvest markers on the pitch at once. When a model moves into base contact with a harvest marker during a sprint or charge, the harvest marker is removed from the pitch. During the Maintenance Phase, before influence is allocated, a player may remove any number of friendly harvest markers from the pitch and add +1 influence to the friendly team's influence pool for that turn for each harvest marker removed.

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HERDER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
6"/9"	7	3/8"	4+	0	3/6

CHARACTER PLAYS | CST | RNG | SUS | OPT

On My Mark 3/6" 6" x x
 Target other friendly model may make a pass without spending influence.



HERDER

CHARACTER TRAITS

● Protect the Ball [6" Pulse]

Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove it from the pitch. If it does, friendly models within the pulse gain Close Control for the remainder of the turn. (Close Control: This model may ignore the first tackle playbook result that it suffers each turn.)

Sheep Become the Shepherds

If this model suffers the taken out condition during the Activation Phase, friendly models are allocated influence up to their max INF.

LEGENDARY PLAY

Rest Up!

Choose another friendly model within 4". The friendly model suffers the taken out condition. The enemy team does not gain VP from this take out.

Piert, Human, Female, Reaper, Central Midfielder, Captain



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BABE

Melee Zone 1"

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

CHARACTER PLAYS | CST | RNG | SUS | OPT

Baa Ram Ewe 1 6" x ✓
 Target enemy model suffers a 2" push.

Droppings 1 S x ✓
 This model may place a friendly harvest marker within 2".



BABE

CHARACTER TRAITS

Heartless Brute!

When an enemy model inflicts the taken out condition on this model, the enemy model suffers *Singled Out* for the remainder of the turn. (Singled Out: Friendly models gain +2 TAC while attacking target enemy model.)

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.

● Pack Mentality [6" Aura]

When another friendly model within this aura that isn't suffering the knocked down condition suffers damage from an enemy attack or play, it may make a 1" dodge directly towards this model.

Raed, Animal, Planter, Mascot



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CROOK

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	2/6"	4+	0	1/2

CHARACTER PLAYS | CST | RNG | SUS | OPT

Away to Me 1 S x ✓
 This model may make a 4" dodge away from the friendly Hook.

Howl 1/6" 6" x x
 If target enemy model is in possession of the ball, it loses possession of the ball. Then perform a circular scatter with the template centred on that model.



CROOK

CHARACTER TRAITS

● Herding

Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove it from the pitch. If it does, choose an enemy model within 3". The chosen enemy model suffers a 3" push.

Littermates

If this model suffers the taken out condition the friendly Hook gains Furious and +4 TAC for the remainder of the turn. (Furious: When this model makes a charge during its activation, it may do so without spending influence.)

Matched Pair [Hook]

This model and Hook are treated as a single Squaddie during team selection. While the named friendly model is on the pitch, this model activates simultaneously with it. When this model suffers the taken out condition, the enemy team gains 1 VP instead of 2 VP.

Mald, Animal, Reaper, Winger, Squaddie



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HOOK

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	2/6"	4+	0	1/2

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CHARACTER PLAYS | CST | RNG | SUS | OPT

Come Bye 1 S ✗ ✓
This model may make a 4" dodge away from the friendly Crook.

Howl 1/6" 6" ✗ ✗
If target enemy model is in possession of the ball, it loses possession of the ball. Then perform a circular scatter with the template centred on that model.



HOOK

CHARACTER TRAITS

● **Herdng**
Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove it from the pitch. If it does, choose an enemy model within 3". The chosen enemy model suffers a 3" push.

Littermates
If this model suffers the taken out condition the friendly Crook gains Furious and +4 TAC for the remainder of the turn.
(Furious: When this model makes a charge during its activation, it may do so without spending influence.)

Matched Pair [Crook]
This model and Crook are treated as a single Squaddie during team selection. While the named friendly model is on the pitch, this model activates simultaneously with it. When this model suffers the taken out condition, the enemy team gains 1 VP instead of 2 VP.

Mald, Animal, Reaper, Winger, Squaddie



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LAMB

Melee Zone 2"

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

2 T 3
6" > KD >>

CHARACTER PLAYS | CST | RNG | SUS | OPT

Warming Oven 1/6" 4" ✗ ✓
Target friendly model recovers 4 HP.

Sow the Seeds 6" S ✗ ✗
This model may place a friendly harvest marker within 2".

Weak Point 6" P ✓ ✗
Target enemy model suffers -1 ARM.



LAMB

CHARACTER TRAITS

● **Planting Master**
Once per turn during this model's activation, it may place up to two friendly harvest markers within 4".

Workhorse
If this model suffers the taken out condition it may place up to 5 friendly harvest markers anywhere on the pitch.

Eisnoran, Human, Male, Planter, Squaddie



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RAM

Melee Zone 2"

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

2
KD > >> T 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

Impetus 1 S ✓ ✓
This model gains +2"/+2" MOV.

Guard the Flock 1 4" ✓ ✓
Target friendly model gains Protective Instinct. (While engaging this model, an enemy model can't declare an attack against any other friendly model.)



RAM

CHARACTER TRAITS

Baa-tering Ram
During this model's advances, models whose bases are touched by its base immediately suffer a 4" push directly away from it. This model can only push each model once per turn with Baa-tering Ram.

● **Flock [4" Pulse]**
When this model ends an advance, one other friendly model within this pulse may make a 2" dodge.

Have You Any Wool?
If this model suffers the taken out condition friendly models gain +2 ARM for the remainder of the turn.

● **Planting Season**
Once per turn during this model's activation, it may place a friendly harvest marker within 2".

Piert, Human, Animal, Female, Planter, Centre Back, Squaddie



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SHEARER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	3/6"	4+	0	1/4

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CHARACTER PLAYS | CST | RNG | SUS | OPT

Ball's Gone P ✗ ✗
Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.



SHEARER

CHARACTER TRAITS

All About The Game
If this model suffers the taken out condition friendly models gain +1/+1" KICK for the remainder of the turn.

Football Legend [4" Aura]
Friendly models within this aura gain +1/+1" KICK.

● **Shearing**
Once per turn during this model's activation, it may choose a friendly harvest marker within 2" and remove it from the pitch. If it does, this model may make a 4" dodge.

Raed, Human, Male, Striker, Reaper, Squaddie



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