

## THE UNION

The Union? Dead and gone now, thankfully. And good riddance to them too, the bloodthirsty bastards. Near ruined the game for all of us, back in the day. The Tyrant had his people everywhere, lurking in the shadows like the craven mutts they were. Forced their way into our teams and ran roughshod over the sport. Didn't matter if you won or lost, you were just happy to see the back of them. And that was before the Usurper took charge.

I never thought I'd hear myself saying this, but I almost found myself missing the Pirate King before too long. Rage was none too subtle with his brand of violence, a wounded animal lashing out at anything that dared to draw close. Whored his team with the same abandon too. Before too long, any of the clever manipulation we saw from Blackheart was gone, replaced by a lust for cold, hard money.

Believe me, I've seldom seen people so happy as they were when the Union were broken. The only thing we worry about now is that someone new will come along, and a third dynasty will dawn upon us...

—Mallet, Mason's Guild


## THE UNION

### ORDER PLAYERS

The following Order models may play for the Union:

 **BENEDICTION**

 **GRACE**

 **HARRY 'THE HAT'**

 **MIST**

## BLACKHEART

Melee Zone 2"

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

1      
     

### CHARACTER PLAYS

**Butchery** 2/👁️ 6" ✓ ✗  
 Friendly models gain +1 DMG to playbook damage results while attacking target enemy model.

**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.

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

## BLACKHEART

### CHARACTER TRAITS

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




### LEGENDARY PLAY

**Strike from the Shadows** [6" Pulse]

Choose one effect:

- Friendly models within this pulse gain +1 DEF.
- Friendly models within this pulse make a 2" dodge.

Sultarish, Human, Male,  
 Central Midfielder,  
 Captain

    
 S4   
 Size 30 mm

## RAGE

Melee Zone 1"

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

### CHARACTER PLAYS

**Concussion** 🍷 P ✗ ✗  
 Target enemy model loses 1 influence.

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

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

## RAGE

### CHARACTER TRAITS

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

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

### HEROIC PLAY

**Bloody Coin**  
 Target friendly model within 4" gains +1 TAC and +1 DMG to playbook damage results while attacking an enemy model that's engaged by another friendly model.

### LEGENDARY PLAY

**My Gang** [6" Aura]  
 While within this aura, friendly models gain +1 TAC and +1 DMG to playbook damage results while attacking an enemy model that's engaged by another friendly model. My Gang isn't cumulative with Bloody Coin.





Castellyian, Human, Male,  
 Attacking Midfielder,  
 Captain, Veteran

   
 4.2   
 Size 30 mm

## GREEDE

Melee Zone 2"

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

1      
     

### CHARACTER PLAYS

**Forward, Minions!** 3 S ✓ ✓  
 6" aura. When a friendly model starts an advance within this aura, it gains +2"/+2" MOV for the duration of the advance.

**Persuasion** 1 6" ✗ ✗  
 Target other model suffers a 2" push. Each model may only be affected by this character play once per turn.

## GREEDE

### CHARACTER TRAITS




**Do the Thing!**  
 Once per turn a friendly model may take a second activation.

**Lance**  
 When this model makes a charge, this model gains an additional +2 TAC and +1 DMG to playbook damage results for the duration of the charge.

**Shelling Out** [4" Aura]  
 Friendly models within this aura gain +1 TAC. When a friendly model within this aura inflicts the taken out condition on an enemy model, the friendly team gains an additional 1 MP.

**Trusty Steed**  
 This model fills the roles of both Captain and Mascot in your team. This model generates 2 VPs when it suffers the taken out condition. Avarisse may not be selected for your team if this model is your captain.

Raed, Human, Male,  
 Central Midfielder,  
 Captain, Mascot, Veteran

   
 4.3   
 Size 40 mm



## COIN

Melee Zone 2"

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

T

1

CHARACTER PLAYS | CST | RNG | SUS | OPT

**Constrict** P ✓ X  
Target enemy model suffers -4"/-4" MOV.



## COIN

### CHARACTER TRAITS

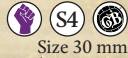
#### ● Bag of Coffers

Once per turn during this model's activation, choose a friendly non-Captain model within 4". The chosen model is allocated 1 influence and may use Bonus Time once during its activation without spending MP.

#### ● Follow Up

When an enemy model ends an advance that caused it to leave this model's melee zone, this model may make a jog directly towards that model.

Sultarish, Animal,  
Mascot



Size 30 mm

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## STRONGBOX

Melee Zone 1"

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

KD 2

1 T

CHARACTER PLAYS | CST | RNG | SUS | OPT

**Confidence** 1 4" ✓ X  
Target friendly model may reroll any number of dice during its next attack or character play during its activation.



## STRONGBOX

### CHARACTER TRAITS

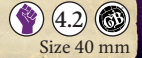
#### Shelling Out [4" Aura]

Friendly models within this aura gain +1 TAC. When a friendly model within this aura inflicts the taken out condition on an enemy model, the friendly team gains an additional 1 MP.

#### Tough Hide

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

Sultarish, Animal,  
Mascot



Size 40 mm

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## AVARISSE

Melee Zone 1"

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

T 3

1 >> 2 KD 3 >>

CHARACTER PLAYS | CST | RNG | SUS | OPT



## AVARISSE

### CHARACTER TRAITS

#### Contract [Greede]

While the named friendly model is on the pitch, this model activates simultaneously with it.

#### ● Drop Off [Greede]

Once per turn during this model's activation, if the named friendly model isn't on the pitch and isn't suffering the taken out condition, it may be placed on the pitch in base contact with this model.

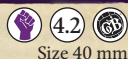
#### Thuggery [Greede]

While this model is within 1" of the named friendly model, this model gains +1 DMG to playbook damage results and may add a KD playbook result to each successful attack it makes.

#### Tough Hide

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

Raed, Human, Male,  
Centre Back,  
Squaddie



Size 40 mm

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## GREEDE

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
3"/6"	4	1/4"	5+	0	0/2

1 <<

1 T 2 3

CHARACTER PLAYS | CST | RNG | SUS | OPT

**Singled Out** P ✓ X  
Friendly models gain +2 TAC while attacking target enemy model.



## GREEDE

### CHARACTER TRAITS

#### Benched [Avarisse]

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.

#### Contract [Avarisse]

While the named friendly model is on the pitch, this model activates simultaneously with it.

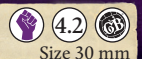
#### ● Pick Up

Once per turn during this model's activation, if this model isn't in possession of the ball and is in base contact with the friendly Avarisse, this model may remove all conditions it's suffering and remove itself from the pitch.

#### Ready to Go

This model may be allocated influence while not on the pitch.

Raed, Human, Male,  
Central Midfielder,  
Squaddie



Size 30 mm

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## DECIMATE

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/9"	6	3/6"	4+	1	2/4

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

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

**Thousand Cuts** 3/6" ✓ ✓  
Target enemy model suffers -2 DEF and 1 DMG.

## DECIMATE

### CHARACTER TRAITS

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

Erskirii, Human, Female, Winger, Squaddie

Size 30 mm

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## FANGTOOTH

Melee Zone 1"

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

**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.

## FANGTOOTH

### CHARACTER TRAITS

**Foul Odour [3" Aura]**  
Enemy models treat this aura as rough terrain.

**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.

**HEROIC PLAY**

**Fangtooth Unleashed**  
This model suffers 4 DMG and gains +2"/+2" MOV and +1 DMG to character plays that cause damage and to playbook damage results.

Ethraynnian, Human, Male, Centre Back, Squaddie

Size 40 mm

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## GUTTER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	3/6"	4+	1	2/4

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

**Chain Grab** 6" X X  
Target enemy model suffers a 6" push directly towards this model.

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

## GUTTER

### CHARACTER TRAITS

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

**Life Drinker**  
When it damages an enemy model with one or more playbook damage results, this model may recover 1 HP.

Erskirii, Human, Female, Central Midfielder, Squaddie

Size 30 mm

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## HEMLOCKE

Melee Zone 1"

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

**CHARACTER PLAYS** | CST | RNG | SUS | OPT

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

**Noxious Blast** 2/6" X ✓  
Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the poison condition. Models entering or ending their activations within this AOE suffer the poison condition.

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

## HEMLOCKE

### CHARACTER TRAITS

**Magical Brew**  
At the start of this model's activation, remove all conditions it's suffering. This model recovers 2 HP.

**Slippery**  
This model gains +1 DEF against parting blows that target it.

Eisnoran, Human, Female, Defensive Midfielder, Squaddie

Size 30 mm

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## MINX

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	2/6"	4+	1	2/4



### CHARACTER PLAYS

	CST	RNG	SUS	OPT
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**Axe Throw** 2 6" ✗ ✓  
Target enemy model suffers 3 DMG.

**Marked Target** 1/⊙ 10" ✓ ✗  
When a friendly model charges target enemy model, the friendly model gains +0"/+2" MOV for the duration of the charge.



## MINX

### CHARACTER TRAITS

#### 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.

#### Damaged Target

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

#### Hunter's Prey

Enemy models damaged by this model suffer the snared condition.

Unknown, Female,  
Winger,  
Squaddie



Size 30 mm

## RAGE

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	6	2/6"	4+	0	1/1



### CHARACTER PLAYS

	CST	RNG	SUS	OPT
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**Concussion** 1 P ✗ ✗  
Target enemy model loses 1 influence.

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



## RAGE

### CHARACTER TRAITS

#### Berserk

During its activation, if this model damages an enemy model with an attack, this model may make an additional attack without spending influence. This ability cannot generate a further additional attack from itself.

#### Crucial Artery

Enemy models damaged by this model suffer the bleed condition.

#### Furious

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

### HEROIC PLAY

#### Intensity

Once during its activation, this model may use a character play without spending influence.

Castellyian, Human, Male,  
Attacking Midfielder,  
Squaddie



Size 30 mm

## SNAKESKIN

Melee Zone 1"

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



### CHARACTER PLAYS

	CST	RNG	SUS	OPT
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**Nimble** 1 S ✓ ✓  
This model gains +1 DEF.

**Where'd They Go?** 1/⊙ S ✗ ✓  
This model may make a 4" dodge.



## SNAKESKIN

### CHARACTER TRAITS

#### Beautiful

Enemy character plays targeting this model suffer -5" RNG.

#### Venomous Strike

Enemy models damaged by this model suffer the poison condition.

Sultarish, Human, Female,  
Winger,  
Squaddie



Size 30 mm