

## 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 |
|-------|-----|------|-----|-----|-----|
| 5"/7" | 6   | 3/6" | 3+  | 2   | 4/6 |

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### 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

    
 4.6  
 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 |

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### 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



## 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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