

## CAST

### CHARACTER TRAITS

#### Burning Passion

This model gains +1 DMG to playbook damage results while attacking an enemy model suffering the burning condition.

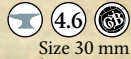
#### Bright Shields

An enemy model that declares a Counter Attack against this model suffers -1 TAC for the duration of the Counter Attack.

#### Swift Strikes

During this model's activation, when it damages one or more enemy models it may make a 2" dodge.

Sultarish, Human, Female,  
Winger,  
Apprentice, Squaddie



Size 30 mm

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## CAST

Melee Zone 1"

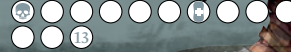
MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	4/6"	4+	1	1/4



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Shield Glare** 6" ✓ ✗  
Target enemy model suffers -1 TAC and -1 DEF.

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



Size 30 mm

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## FLEA

### CHARACTER TRAITS

#### Get Over Here [Scum, Quaff]

Once per turn during this model's activation, if the named friendly model is within 10" of this model, the named friendly model may make a dodge up to its base-move towards this model.

#### Who's a Good Boy

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

### HEROIC PLAY

#### Animal Treat [Scum, Quaff]

Target named friendly model within 4" gains +2 TAC.

Indar, Human, Male,  
Defensive Midfielder  
Squaddie



Size 30 mm

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## FLEA

Melee Zone 1"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Go Get 'Em! [Scum, Quaff]** 1 6" ✗ ✗  
Target named friendly model may either declare an attack without spending influence or make a 2" dodge.

**Like We Practised [Scum, Quaff]** 1 6" ✗ ✓  
Target named friendly model may make a kick without spending influence.



Size 30 mm

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## LUCKY

### CHARACTER TRAITS

#### Stack the Deck

Once per turn at the start of this model's activation, if the opposing team has the initiative, this model is allocated 1 influence.

#### Tough Hide

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

### HEROIC PLAY

#### Raise the Stakes

This model may make a 4" dodge. After this dodge is resolved, the opposing player may choose another enemy squaddie model to suffer a 2" push.

Valentian, Human, Male,  
Central Midfielder,  
Squaddie



Size 30 mm

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## LUCKY

Melee Zone 1"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Sleight of Hand** 1 4" ✗ ✓  
Target friendly model may remove any conditions it is currently suffering.



Size 30 mm

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## BRISKET

### CHARACTER TRAITS

#### Above and Beyond

Each time this model scores a goal, it gains +1/+0 INF for the remainder of the game.

#### Unpredictable Movement

Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

Valentian, Human, Female,  
Striker,  
Squaddie



Size 30 mm

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## BRISKET

Melee Zone 1"

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



CHARACTER PLAYS | CST | RNG | SUS | OPT

**Super Shot** 1 S ✓ ✓  
This model gains +1/+2" KICK.

**Dirty Knives** 2/6" ✓ ✗  
Target enemy model suffers -1 DEF, 1 DMG, and the poison condition.



Size 30 mm

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## GUTTER

### CHARACTER TRAITS

#### Anatomical Precision

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




#### Crucial Artery

Enemy models damaged by this model suffer the bleed condition.

#### Sweeping Charge

When this model makes a charge during its activation, in addition to one or more playbook damage results, models within this model's melee zone suffer 3 DMG.

Erskirii, Human, Female,  
Central Midfielder,  
Veteran, Squaddie

    
Size 30 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

#### Pig Stickin'

 6"    
Target enemy model suffers 2 DMG and a 4" push directly towards this model.

  
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## TENDERISER

### CHARACTER TRAITS

#### Dead Meat

While this model is within 4" of a friendly goalpost, when an enemy model scores a goal it gains a payback token. During its activation, when a friendly model damages an enemy model with a payback token with an attack, the friendly team gains 1 MP. Payback tokens are only removed from a model when it suffers the taken out condition.

#### Goal Defence

Enemy models suffer +1 TN to Shots while this model is within 4" of a friendly goalpost.

Castellyian, Human, Male,  
Goalkeeper,  
Squaddie

     
Size 40 mm

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## TENDERISER

Melee Zone 2"




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

### CHARACTER PLAYS

CST | RNG | SUS | OPT

#### Ground Pound

3/  S    
Models within this model's melee zone suffer a 2" push directly away from this model, 2 DMG and the knocked down condition.

  
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## TRUFFLES

### CHARACTER TRAITS

#### Smell Blood

When it charges an enemy model suffering the bleed condition, this model gains +2"/+2" MOV for the duration of the charge. When it attacks an enemy model suffering the bleed condition, this model gains +1 DMG to playbook damage results.

#### Sturdy

This model may ignore the first knocked down condition placed upon it each turn.




#### Tough Hide

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

#### Vindictive

When this model charges during its activation, it may spend 1 less influence to do so.

Castellyian, Animal,  
Mascot

    
Size 40 mm

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## TRUFFLES

Melee Zone 1"

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

### CHARACTER PLAYS

CST | RNG | SUS | OPT

  
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## LOCUS

### CHARACTER TRAITS

#### Far Strike

Once per turn during this model's activation, if an enemy model is within 6" of this model and in its line of sight, this model may declare an attack against the enemy model as if engaging it.

#### Gravity Well

When an enemy model ends an advance engaging this model, the enemy model immediately suffers a 2" push directly towards this model.

#### Reanimate

Once per turn when this model is reduced to 0 HP, before suffering the taken out condition it may recover 3 HP and remove all conditions it's suffering.

#### Tough Hide

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

Erskirii, Mechanica,  
Central Midfielder,  
Squaddie

    
Size 40 mm

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## LOCUS

Melee Zone 1"



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



### CHARACTER PLAYS

CST | RNG | SUS | OPT

#### Destructive Impulse

2 8"    
Target enemy model suffers 2 DMG and a 2" push.

#### Remote Control

1 6"    
Target free ball. This model may make a kick without spending influence as if it were in possession of the ball. The kick distance and ball path of this kick are measured from the current location of the free ball.

  
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# IKAROS

## CHARACTER TRAITS

### Close Control

This model may ignore the first tackle playbook result that it suffers each turn.

### Feathered Friends

While within a friendly Harrier AOE, this model gains +1 TAC and cover.

### Flying

When this model moves, it ignores terrain and other models' bases. It can't end its movement overlapping another base, an obstruction, or a barrier.

Pigeon, Human, Male, Striker, Squaddie

4.6 65 Size 40 mm

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# IKAROS

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	4	4/8"	4+	1	2/4

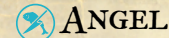
1 T 2 T

## CHARACTER PLAYS

**Harrier** 2/ 4" x ✓  
Position an ongoing effect AOE within range. Enemy models within this AOE suffer +1 DMG from character plays that cause damage and from playbook damage results.

**Taking Flight** 1 S ✓ ✓  
This model may make a jog. It gains +2"/+2" MOV for the duration of the advance.

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# ANGEL

## CHARACTER TRAITS

### Get Over Here [Salt, Wander]

Once during this model's activation, if the named friendly model is within 10" of this model, the named friendly model may make a dodge up to its base-move towards this model.

### Prodigy

Once per turn when this model gains possession of the ball this model is allocated 1 influence.

### Untouchable

When this model scores a goal, it may immediately use Nimble without spending influence.

Pigeon, Human, Female, Striker, Squaddie

4.6 65 Size 30 mm

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# ANGEL

Melee Zone 1"

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

1 T 2 T

## CHARACTER PLAYS

**Nimble** 1 S ✓ ✓  
This model gains +1 DEF.

**Super Shot** 1 S ✓ ✓  
This model gains +1/+2" KICK.

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# SALT

## CHARACTER TRAITS

### 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.

### Scores for Fun

When this model makes a Shot during its activation, the TN is reduced by 1.

Valentian, Animal, Mascot

4.6 65 Size 30 mm

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# SALT

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	2	3/4"	5+	0	1/3

T 1 T

## CHARACTER PLAYS

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

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# EGRET

## 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.

### Swift Strikes

During this model's activation, when it damages one or more enemy models it may make a 2" dodge.

### Venomous Strike

Enemy models damaged by this model suffer the poison condition.

Castellyian, Human, Female, Striker, Squaddie

4.6 65 Size 30 mm

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# EGRET

Melee Zone 1"

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

1 2 T 1 T

## CHARACTER PLAYS

**Flurry** 2 8" x ✓  
Models within 2" of target enemy model suffer 2 DMG.

**Snap Fire** 1 6" x x  
Target enemy model suffers 1 DMG.

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## STEELJAW

### CHARACTER TRAITS

#### Bring Them Down

While this model is on the pitch, friendly human models gain Big Game Traps. (Big Game Traps: Once per turn during this model's activation, it may place a friendly trap marker within 2").

#### Expert Trapper

While this model is on the pitch, when an enemy model triggers a trap marker, choose one additional effect:

- The enemy model suffers Weak Point.
- The enemy model suffers the bleed condition.

### LEGENDARY PLAY

#### Perfect Positioning [6" Pulse]

This model may place up to 5 friendly trap markers within this pulse.

Indar, Human, Female, Attacking Midfielder, Captain

4.6  
Size 30 mm

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## STEELJAW

Melee Zone 1"

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



### CHARACTER PLAYS

**Bait** 2/ 3" ✗ ✓  
Position an AOE within range. This model may place two friendly trap markers within the AOE. Enemy models hit suffer a 1" push.

**Disarm** P ✓ ✗  
Target enemy model suffers -2 TAC.

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



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## ULFR

### CHARACTER TRAITS

#### Ambush

When charged by this model, enemy models must spend an additional +1 MP to use Defensive Stance.

#### Lone Hunter

While not within 4" of another friendly model, this model may spend 1 less influence to charge.

Erskirii, Human, Animal, Male, Striker, Squaddie

4.6  
Size 30 mm

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## ULFR

Melee Zone 1"

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



### CHARACTER PLAYS

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

**Feral Instincts** 1 4" ✓ ✓  
Target friendly model gains Anatomical Precision. (Anatomical Precision: During an attack from this model enemy models suffer -1 ARM.)



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## GAFFER

### CHARACTER TRAITS

#### The Knowledge

Once per turn during this model's activation, choose a friendly model within 6". The chosen friendly model gains +0/+2" KICK for the remainder of the turn.

### LEGENDARY PLAY

#### Handy Listener, Such As You Are

Remove any number of whisper tokens from enemy models on the pitch. For each whisper token removed, place a whisper token on an enemy model on the pitch.

Piert, Human, Male, Coach, Squaddie

4.6  
Size 30 mm

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## GAFFER

Melee Zone 1"

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



### CHARACTER PLAYS

**Careless Whisper** 2/ 7" ✗ ✓  
Place a whisper token on target enemy model. Friendly non-Captain models gain +2 TAC when attacking an enemy model with a whisper token. Whisper tokens are only removed when the target model suffers the taken out condition.

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



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## BRISKET

### CHARACTER TRAITS

#### Scores for Fun

When this model makes a Shot during its activation, the TN is reduced by 1.

#### Unpredictable Movement

Once per turn when an enemy model ends an advance within this model's melee zone, this model may immediately make a 2" dodge.

### LEGENDARY PLAY

#### Worthy Sacrifice [6" Aura]

Place this model in base contact with another friendly model within 6". The other friendly model may then make a 6" dodge.

Valentian, Human, Female, Striker, Captain, Seasoned

4.6  
Size 30 mm

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## BRISKET

Melee Zone 1"

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



### CHARACTER PLAYS

**I'm Open** 2 6" ✗ ✓  
Target friendly model may make a pass targeting this model without spending influence.

**Route One** 2/ 6" ✗ ✓  
This model may make a jog directly towards target enemy model.

**With Aplomb** S ✓ ✓  
The next time this model scores a goal, the friendly team gains +1 VP.



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## 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.

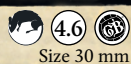
#### Salve [6" Aura]

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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## MIASMA

Melee Zone 2"

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



### CHARACTER PLAYS

CST | RNG | SUS | OPT

**Erupting Sores** 2/☉ 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.



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## 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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## 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 ✗ ✓  
This model may make a 4" dodge away from the friendly Hook.

**Howl** 1/☉ 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

#### 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 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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## HOOK

Melee Zone 1"

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



### 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" ✗ ✗  
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.



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## 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



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## BLACKHEART

Melee Zone 2"

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



### CHARACTER PLAYS

CST | RNG | SUS | OPT

**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.



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**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

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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

*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.

